



Curriculum Links

Business Basics – Technology and Innovation

Junior Achievement & Alberta Education Program of Study Objectives

Program Goals

- To explain the movement from traditional to modern technologies and review the impact this progress has had on business and society
- To identify Canadian inventors and inventions and their contributions to Canadian and international business
- To describe changes in Agriculture, Communication and Manufacturing sectors in Canada resulting from technological innovations.
- To create future technologies to meet current needs and evaluate their usefulness.

Following are some of Alberta Education outcomes for grade 4 that align with Junior Achievement goals:

English Language Arts

- 1.1.1 Compare new ideas, information and experiences to prior knowledge and experiences
- 1.1.2 Ask questions, paraphrase and discuss to explore ideas and understand new concepts
- 1.2.1 Identify other perspectives by exploring a variety of ideas, opinions, responses and oral, print and other media texts
- 1.2.2 Use talk, notes, personal writing and representing to record and reflect on ideas, information and experiences
- 2.1.1 Use ideas and concepts, developed through personal interests, experiences and discussion, to understand new ideas and information
- 2.1.4 Comprehend new ideas and information by responding personally and discussing ideas with others
- 2.1.9 Develop own opinions based on ideas encountered in oral, print and other media texts
- 3.1.2 Focus topics appropriately for particular audiences
- 3.1.3 Ask relevant questions, and respond to questions related to particular topics
- 3.2.4 Recall important points, and make and revise predictions regarding upcoming information
- 3.3.2 Record ideas and information that are on topic
- 4.1.8 Use an increasing variety of words to express and extend understanding of concepts related to personal interest and topics of study
- 5.2.1 Take responsibility for collaborating with others to achieve group goals
- 5.2.2 Ask for and provide information and assistance, as appropriate, for completing individual and group tasks
- 5.2.3 Share personal knowledge of a topic to develop purposes for research or investigations and possible categories of questions
- 5.2.4 Use brainstorming, summarizing and reporting to organize and carry out group projects

Mathematics

Statistics and Probability (Data Analysis)

General Outcome

Collect, display and analyze data to solve problems

Health and Life Skills

- R-4.8 Describe and accept roles and responsibilities within a group
- L-4.3 Demonstrate effective decision making, focusing on careful information gathering; e.g., evaluating information, taking action and evaluating results
- L-4.6 Recognize that personal roles will change over time and circumstances

Art

Reflection

Component 2

- A. Form should follow function
- B. Durability influences the function of an object
- C. Materials should be used honestly.
- D. Materials influence the form and function of an object
- E. Useful objects can be derived from designs in nature
- F. Surface treatments should harmonize with and not detract from the main form.

Expression

Component 10(i)

Purpose 1

- A. Everyday activities can be documented visually.
- D. Knowledge gained from study or experimentation can be recorded visually.

Purpose 2

- C. Material from any subject discipline can be illustrated visually.

Purpose 3

- A. Details, patterns or textures can be added to two-dimensional works.

Component 10 (ii)

- C. Manufactured or human-made things.

Component 10 (iii)

- A. Drawing

Please note: the students can use some/or all of the objectives

