GEORGIA | PEACH STATE PATHWAYS

Career, Technical, & Agricultural Education

FOUNDATION SKILLS

PATHWAY: All Pathways

COURSE: All CTAE Courses

UNIT 7.7: Texting While Driving

INTRODUCTION

Annotation:

In this lesson, students will learn how important it is to be aware of how much time reading (and writing) text messages actually takes. They will understand that an enormous distance is covered while traveling in a car over the course of the few seconds that it takes to read a standard text message.

Grade(s):

X	9th
X	10th
X	11th
X	12th

Time: 2 hours

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Additional Author(s):

Students with Disabilities:

For students with disabilities, the instructor should refer to the student's IEP to be sure that the accommodations specified are being provided. Instructors should also familiarize themselves with the provisions of Behavior Intervention Plans that may be part of a student's IEP. Frequent consultation with a student's special education instructor will be beneficial in providing appropriate differentiation.

FOCUS STANDARDS

GPS Focus Standards:

CTAE-FS-7 Safety, Health and Environment: Learners employ safety, health and environmental management systems in corporations and comprehend their importance to organizational performance and regulatory compliance.

GPS Academic Standards:

National / Local Standards / Industry / ISTE:

ESS06 Safety, Health and Environmental: Understand the importance of health, safety, and environmental management systems in organizations and their importance to organizational performance and regulatory compliance. Follow organizational policies and procedures and contribute to continuous improvement in performance and compliance.

UNDERSTANDINGS & GOALS

Enduring Understandings:

The students will understand that texting can be unsafe (while operating a vehicle) and can be very time consuming at the workplace.

Essential Questions:

- Is it safe to text message and drive?
- How much time does text messaging take up?

Knowledge from this Unit:

Students will know that text messaging takes up a lot of time on the job and can be very dangerous while driving.

Skills from this Unit:

Students will be more careful in the future about text messaging while driving or working.

ASSESSMENT(S)

Assessment Method Type: Select one or more of the following. Please consider the type(s) of differentiated instruction you will be using in the classroom.

_____ Pre-test
_____ Objective assessment - multiple-choice, true- false, etc.
__ Quizzes/Tests
__ Unit test
_____ Group project
_____ Individual project
_X_ Self-assessment - May include practice quizzes, games, simulations, checklists, etc.
__ Self-check rubrics
__ Self-check during writing/planning process
__ Journal reflections on concepts, personal experiences and impact on one's life
__ Reflect on evaluations of work from teachers, business partners, and competition judges
__ Academic prompts
_X_ Practice quizzes/tests
_____ Subjective assessment/Informal observations
__ Essay tests
__ Observe students working with partners
__ Observe students role playing
_____ Peer-assessment
__ Peer editing & commentary of products/projects/presentations using rubrics
__ Peer editing and/or critiquing
_____ Dialogue and Discussion
__ Student/teacher conferences
__ Partner and small group discussions
__ Whole group discussions
__ Interaction with/feedback from community members/speakers and business partners
_____ Constructed Responses
__ Chart good reading/writing/listening/speaking habits
__ Application of skills to real-life situations/scenarios
_____ Post-test

Assessment(s) Title:

Texting While Driving Activity

Assessment(s) Description/Directions:

Have students complete the attached activity.

Attachments for Assessment(s):

LEARNING EXPERIENCES

Instructional planning: Include lessons, activities and other learning experiences in this section with a brief description of the activities to ensure student acquisition of the knowledge and skills addressed in the standards. Complete the sequence of instruction for each lesson/task in the unit.

Sequence of Instruction

1. Identify the Standards. Standards should be posted in the classroom for each lesson.

CTAE-FS-7 Safety, Health and Environment: Learners employ safety, health and environmental management systems in corporations and comprehend their importance to organizational performance and regulatory compliance.

2. Review Essential Questions.

- Is it safe to text message and drive?
- How much time does text messaging take up?

3. Obtain the activity, "Texting While Driving" activity sheet and follow the directions and procedures with the class. Note that the activity sheet (copied below) and the computer activity 'Reaction Timer' will be needed. A stop watch or wrist watch may be substituted if the reaction timer game is not available.

Texting While Driving Activity

This activity will show students the dangers of texting while driving. They will use a formula to calculate the distance traveled during the time it takes to read one text message. This activity will highlight the risk in texting while driving.

1. Ask for a show of hands of those who have ever texted while driving. Then, ask them how many feet they think a car travels in the time it takes to read one text message. Have them write their answers down on the activity sheet or a separate piece of paper.
2. Have the students convert 60 mph to feet/sec using the following equation:

$$55mph \times \frac{5280ft}{1mile} \times \frac{1hr}{60\,\text{min}} \times \frac{1\,\text{min}}{60\,\text{sec}}$$

This yields: 81 ft/sec

3. Choose two students who have cell phones with a text messaging plan. One student should sit at a computer with the "Reaction Timer" flash game open and ready to play. (A stopwatch could be substituted if the reaction timer is not available.)
4. Have the other student write an *appropriate* text message (2-3 lines) and send it to the other student.
5. Once the student at the computer has received the text message (but not read it), he/she should click the green play button to start the game. When the red circle turns green, the

student should open his/her phone, read the text message out loud to the class, then click the green circle as fast as possible. The elapsed time will appear on the screen in seconds.
6. The student should then multiply the number of seconds by the rate of speed (81 f/s) which will yield the distance traveled (in feet) while the student was reading the text message.
Note: The results will most likely be exceedingly higher than the students had estimated.
7. Compare the results of the game with the written estimations from beforehand.
8. Optional: If time permits, take it another step further. Repeat the activity, except instead of reading a text message, type and send one when the circle turns green.
9. Optional: The distance a car moves at 55 mph in *x* seconds will mean more to the students if you show them first hand. Take them outside and have them step off the distance they calculated (an average stride is roughly 3 feet).

Activity Sheet
Name:_____
Date:_____

1. How many feet do you think your car travels (at 60 mph) as you read an average text message?

2. Convert 55 mph to ft/sec.

3. How long did it take you to read the text message?

4. How many feet did the car travel as you read the message?

5. Is this more or less than your initial estimate? Will you think differently about texting while driving in the future?

6. If you had a business delivering materials, would you allow your drivers to text while driving? Why or why not?

7. Would you allow your employees to text message or surf the internet at a non-driving task? Why or why not?

Attachments for Learning Experiences:

Texting While Driving Activity

Notes & Reflections:

CULMINATING PERFORMANCE TASK (Optional)

Culminating Unit Performance Task Title:

Culminating Unit Performance Task Description/Directions/Differentiated Instruction:

Attachments for Culminating Performance Task: Please list.

UNIT RESOURCES

Web Resources:

Attachment(s):

Materials & Equipment:

What 21st Century Technology was used in this unit:

x	Slide Show Software		Graphing Software		Audio File(s)
	Interactive Whiteboard		Calculator		Graphic Organizer
	Student Response System		Desktop Publishing	x	Image File(s)
	Web Design Software		Blog		Video
	Animation Software		Wiki	x	Electronic Game or Puzzle Maker
	Email		Website		