Garbage Dreams Game Lesson Plans
Standards Alignment

The standards represented on this chart come from National Science Teachers Association (NSTA), National Council for the Social Studies (NCSS), National Council of Teachers of Mathematics (NCTM), the National Council of Teachers of English (NCTE), and the National Technology Standards (NETS), for High School and Middle School.

Strand	Benchmark	Lesson 1: Viewing the Film	Lesson 2: Playing the Game	Lesson 3: We Recycle!	Lesson 4: For Middle School Students
SCIENCE	***Students will develop an...***				
Science as inquiry					
	ability to do scientific inquiry		X	X	X
	understanding of scientific inquiry			X	X
Physical Science					
	understanding of structure and properties of matter	X	X	X	X
	understanding of chemical reactions	X		X	
	understanding interaction of energy and matter		X	X	
Life Science					
	understanding of matter, energy, and organization in living systems			X	X
	understanding population and ecosystems	X	X	X	X
Science and Technology					
	understanding of technological design	X			X
	understanding about science and technology	X	X	X	X
Science in Personal and Social Perspectives					
	understanding of personal and community health	X	X	X	
	understanding of natural resources	X	X	X	X
	understanding of environmental quality	X		X	X

Strand	Benchmark	Lesson 1	Lesson 2	Lesson 3	Lesson 4
	understanding of natural and human induced hazards	X			X
	ability to apply science and technology in local, national and global challenges	X	X		X
SOCIAL STUDIES	***Students will be able to…***				
Culture					
	explore similarities and differences in groups, societies, cultures	X			X
	compare how people from different cultures deal with social conditions	X			X
People, Places & Environment					
	construct and use mental maps of locales, regions, and the world	X	X		X
	interpret, use, and distinguish various representations of the earth	X	X		X
	examine the interaction of human beings and their physical environments	X	X	X	X
	observe social and economic effects of environmental changes and crises	X	X		
Individuals, Groups, & Institutions					
	give examples of and explain group and institutional influences	X	X		
	identify examples of tensions between individuals, groups and institutions	X			
	give examples of the role of the institution in furthering both continuity and change	X			
	show how groups and institutions work to meet individual needs and promote the common good	X			X
Power, Authority , & Governance					
	examine the rights of the individual in relation to his or her social group	X			
	explore the role of technology in communications, transportation, information-processing…	X	X		X

Strand	Benchmark	Lesson 1	Lesson 2	Lesson 3	Lesson 4
	recognize the tensions between the wants and needs of individuals and groups, and concepts such as fairness, equity..	X	X		X
Production, Distribution & Consumption					
	identify examples of private and public goods and services	X			X
	describe how we depend upon workers with specialized jobs and the ways in which they contribute to the productions and exchange of goods and services	X	X		X
	use economic concepts such as supply, demand and price		X		
	apply knowledge of economic concepts in developing a response to a current local economic issue	X		X	
Science, Technology & Society					
	identify examples in which science and technology have changed the lives of people	X			
	describe instances in which changes in values have resulted from new scientific knowledge	X	X	X	
Global Connections					
	examine the effects of changing technologies on the global community	X			
Civic Ideas & Practice					
	explain actions citizens can take to influence public policy decisions	X		X	X
MATHEMATICS	***Students will be able to...***				
Number and Operations	work with fractions, decimals, and percentages to solve problems		X	X	X
Understand Patterns, Relations, and Functions	represent, analyze, and generalize a variety of patterns with tables, graphs, (words, and when possible, symbolic rules)		X	X	X

Strand	Benchmark	Lesson 1	Lesson 2	Lesson 3	Lesson 4
Understand and apply basic concepts of probability	use simulations to construct empirical probability and independent events		X		
Problem Solving	solve problems that arise in mathematics and in other contexts		X	X	
ENGLISH LANGUAGE ARTS	***Students will....***				
	employ a wide range of strategies as they write and use different writing process elements appropriately to communicate with different audiences for a variety of purposes.	X		X	X
	apply knowledge of language structure, language conventions, media techniques, figurative language, and genre to create, critique, and discuss print and non-print texts.	X		X	X
	conduct research on issues and interests by generating ideas and questions, and by posing problems.	X		X	X
	use a variety of technological and information resources to gather and synthesize information and to create and communicate knowledge.	X		X	X
TECHNOLOGY	***Students will....***				
Creativity and Innovation					
	create original works	X		X	X
	use models and simulations to explore complex systems and issues		X		
Communication and Collaboration					
	communicate information and ideas effectively to multiple audiences using a variety of media and formats	X			X
	develop cultural understanding and global awareness…	X			X

Strand	Benchmark	Lesson 1	Lesson 2	Lesson 3	Lesson 4
Research and Information Fluency					
	locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	X		X	X
Critical Thinking, Problem Solving and Decision Making					
	Identify and define authentic problems and significant questions for investigation	X		X	X
	Plan and manage activities to develop a solution or complete a project			X	X
Technology Operations and Concepts					
	Understand and use technology systems		X		X