

NAGC Standards Alignment

| NAGC Standard | Description | Lesson Example | Why It Aligns |
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| 1.1.1 | Students demonstrate growth in multiple content areas through challenging learning opportunities. | <i>Intro to Inkplate + “What Is Code?”</i> | Foundational lecture series introduces students to e-ink, binary, and hardware logic, pushing beyond grade-level science and tech standards. |
| 1.1.3 | Students identify and solve authentic problems. | <i>Custom Layout Badge Project</i> | Students design a digital ID using coordinates and logic. They troubleshoot real layout and display constraints (e.g., pixel limits). |
| 1.2.2 | Students use technology to solve real-world problems. | <i>QR Code Badge with Time Display</i> | Students upload a QR image and NTP-connected clock sketch to the Inkplate 2, integrating internet-connected hardware design. |
| 2.2.1 | Educators use differentiated instructional practices to address the learning needs of gifted students. | <i>Bitmap Redesign Challenge</i> | Students critique pixel art designs (like the star) and improve them, offering multiple levels of visual and technical entry. |
| 2.4.2 | Educators model use of advanced technologies. | <i>All Wi-Fi Enabled Lessons</i> | Lessons explicitly model WiFi setup, image rendering via URL, and hardware-software coordination. |
| 3.1.1 | Students develop perseverance and resilience when faced with challenge. | <i>Debugging QR + Clock Display</i> | Students encounter and overcome issues (like screen cutoff, wrong time zones), fostering grit and logical reasoning. |
| 3.2.1 | Students explore independently and develop self-direction. | <i>Extension: Personalized GUI Project</i> | Students create a layout from scratch, choosing text, images, and functions. No template, high autonomy. |

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| 4.1.1 | Learning environments are intellectually and emotionally safe. | <i>Lesson 0: What Is a Display?</i> | Sets norms for experimentation, making mistakes, and exploring unfamiliar hardware in a safe GT environment. |
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