

This inquiry project was developed in an 8th grade computer science class taught by Mrs. Hanks explores the question, "How can technology be used to solve a real-world problem?" Our group of five students reframed this question to focus on how technology can help someone who has never visited or lived in Powell better understand the town's area and history. Visitors to Powell often lack engaging and accessible ways to learn about the community beyond basic facts. This project aims to bridge that gap by combining student knowledge, local history, and modern technology to create an interactive and meaningful learning experience for visitors. Students partnered with the Powell Chamber of Commerce and contributed to the town's "Bighorn Basin Bears Tour." Each student was assigned a specific bear location, researched its historical significance, and wrote a script explaining its importance. Students recorded themselves presenting the information and used drones to capture drone and ground-level footage of each site. The clips were then edited together into short, engaging videos. The final product is a collection of videos that highlight important locations in Powell and share their historical significance. These videos are converted into QR codes that can be placed at each bear location for visitors to scan and view. This project demonstrates how technology can be used to connect people with local history in an engaging way while allowing students to apply computer science skills to a real-world problem. And not only have the kids learned, but I have also learned so many things. The main thing I learned through this inquiry project is that even in a history subject setting technology can still be implemented in useful, as well as fun ways.

WDE Standards: SS8.6.1

ISTE Standards: 1.3, 1.1 for the students and 2.1, 2.2 for me as an educator