

栄小学校 4年

コミュニティ・スクールの充実

西東京ふるさと探究学習

ねらい： 西東京市に住む人々へのインタビュー活動や様々な地域における町づくりの取り組みを調べる活動を通して、西東京市の現状に気づき、私たち自身がより住みやすい町について考えるとともに、調べたり考えたりしたことをこれからの自己の生き方、生活に生かそうとする。

The image shows a classroom setting with a large blackboard. The blackboard is divided into two main sections. The left section contains a diagram of a 'Cognitive Model' with arrows pointing from 'Cognitive Model' to 'Cognitive Process' and 'Cognitive Structure', and from 'Cognitive Process' to 'Cognitive Structure'. The right section contains a list of 'Cognitive Processes' and 'Cognitive Structures' with their respective functions. A small whiteboard is visible in the background.

Cognitive Model

Cognitive Process

Cognitive Structure

Cognitive Processes

- 1. Perception: The process of receiving information from the environment.
- 2. Attention: The process of focusing on a specific stimulus.
- 3. Encoding: The process of converting information into a form that can be stored in memory.
- 4. Storage: The process of maintaining information over time.
- 5. Retrieval: The process of accessing information from memory.
- 6. Decision Making: The process of selecting a course of action based on available information.
- 7. Problem Solving: The process of finding a solution to a problem.
- 8. Learning: The process of acquiring new knowledge or skills.
- 9. Memory: The process of storing and retrieving information.
- 10. Reasoning: The process of drawing conclusions from available information.
- 11. Communication: The process of exchanging information with others.
- 12. Motivation: The process of initiating and sustaining goal-directed behavior.
- 13. Emotion: The process of experiencing feelings and moods.
- 14. Personality: The process of developing a unique set of characteristics.
- 15. Social Interaction: The process of interacting with others in a social context.

Cognitive Structures

- 1. Sensory Memory: The initial stage of memory, where information is first received.
- 2. Short-Term Memory: The stage of memory where information is held for a short period.
- 3. Long-Term Memory: The stage of memory where information is stored for a long period.
- 4. Working Memory: The stage of memory where information is actively processed.
- 5. Semantic Memory: The stage of memory where information is stored in a meaningful way.
- 6. Episodic Memory: The stage of memory where information is stored as a specific event.
- 7. Procedural Memory: The stage of memory where information is stored as a skill or procedure.
- 8. Declarative Memory: The stage of memory where information is stored as facts or statements.
- 9. Implicit Memory: The stage of memory where information is stored without conscious awareness.
- 10. Explicit Memory: The stage of memory where information is stored with conscious awareness.
- 11. Sensory Input: The process of receiving information from the environment.
- 12. Attention: The process of focusing on a specific stimulus.
- 13. Encoding: The process of converting information into a form that can be stored in memory.
- 14. Storage: The process of maintaining information over time.
- 15. Retrieval: The process of accessing information from memory.

Figure 1: Overview of the proposed system. The figure is divided into three main parts: (a) System Architecture, (b) User Interface, and (c) Data Flow. Part (a) shows a flow from 'System Architecture' to 'System Design' and 'System Implementation'. Part (b) shows a 'User Interface' with a 'User' and a 'System'. Part (c) shows a 'Data Flow' diagram with 'Data' and 'Data Flow' components.

まとめコラム

3 学期には 2 学期の学習を踏まえた上で、これまで過ごしてきた西東京市をよりよくできることはなにか、保護者の前で発表しました。

[illegible]

10歳の節目でこれまでの西東京市で過ごした人生を振り返り、今後の人生で自身ができることを考えました。