

Curriculum/Technology Integration Lesson Plans

Dear Teachers,

I've put together for you, lesson plans that you can use when you and your classes visit the Computer Lab. There are many software titles that have been available to your students in the Computer Lab and you are encouraged to continue to use them. Web Quests and Scavenger Hunts, found on page 8, are online activities that students complete. Activity sheets need to be provided by you before your students begin these lessons. Web Quests and Scavenger Hunts provide a planned activity that requires students to visit web sites to read and find information to complete the Web Quest or Scavenger Hunt. The activities on page 8 provide you with three go examples of these activities that integrate technology and our curriculum standards.

These lesson plans are correlated to each grade level's SOL. I used the Curriculum Framework/Pacing guide to be sure that these activities support the curriculum. My goal is to provide technology resources to you in order to make it easier for you to integrate technology with the content areas and use your computer lab periods to support the curriculum.

The Harcourt Math Center is a learning management system that scores, tracks and reports student progress n Harcourt Mega Math, Assessment System, Intervention Skills, and Intervention Problem Solving. If you would like your students enrolled in the Harcourt Math Center, see your Computer Lab paraprofessional. I've included the Harcourt Math Center activities into these lesson plans.

Students can use the Harcourt Math center without being enrolled by entering the program as a Guest. Data will not be saved unless your class is enrolled.

I'm including lesson plans for grades K-5 and encourage you to take a look at those below your grade level if you have students that need review or remediation. The links provided in these lesson plans are organized on a PortaPortal website. This web address will be put on the students' computers so that students can access them easily. The blue hyperlinks in this document enable you to open the links in these lesson plans. I have put an * beside activities that work well using the Smart Boards that are in each schools' Computer Labs. Using the Smart Board is a good way to introduce computer technology to younger students.

[Debbie Walwer's Portaportal](#) Lesson Plan Table of Contents

Kindergarten	page 2
First Grade	page 3
Second Grade	page 4
Third Grade	page 5
Fourth Grade	page 6
Fifth Grade	page 7
Web Quests and Scavenger Hunts	page 8

Computer Lab Activities
October 2010
Kindergarten

Computer/Technology Standard K-2.1
The student will demonstrate proficiency in the
use of technology, use multimedia resources

Social Studies K.9	Recognize the American Flag, and the Pledge of Allegiance	American Symbols The teacher will present this web site to the students
Science K.8	Investigate and understand simple patterns in his/her daily life. Key concepts include A) Weather observations; and B) Home and school routines	Grade K - Unit D The student will visit the website to play the games and view videos: Exploring Weather Look at Clouds The Seasons Night and Day Sun and Shadows Online Weather Slideshow- Macmillan/McGraw-Hill The Seasons interactive activity- Game Player - Sesame Street
Math K.8	Identify the instruments used to measure length, time, calendar: day, month, and season.	The student will: Make a calendar using the online activity at Starfall- Make A Calendar <i>*Smart Board user friendly</i>
Reading/English K.1	Demonstrate growth in the use of oral language E) recognize rhyming words	Between the Lions . Dub Cubs PBS KIDS! The student will: Visit the website and play the rhyming game Dub Cubs, listen to rhyming words <i>*Smart Board user friendly</i>

Computer Lab Activities
October 2010
First Grade

Computer/Technology Standard K-2.1
The student will demonstrate proficiency in the
use of technology, use multimedia resources

<p>Social Studies SOL 1.1</p>	<p>1.11 Recognize the symbols and traditional practices that honor patriotism in the U.S. A) identify the American flag, bald eagle, Washington Monument and Statue of Liberty</p>	<p>Ben's Guide: Grades K-2 The student will visit the website and play the games, Our Nation Our Government Symbols of US Government Games and Activities</p>
<p>Science SOL 1.5</p>	<p>Investigate and understand that animals, including people have specific needs A) Life needs B) Physical characteristics</p>	<p>BBC - Schools Science Clips - Plants and animals in the local environment The student will visit the website and identify plants and animals in the environment *Smart Board user friendly BBC - Schools Science Clips - Health and growth The student will visit the website and play the online game Health and growth *Smart Board user friendly</p>
<p>Math SOL 1.1</p>	<p>Number and Number Sense Identify the ordinal positions first through tenth, using an ordered set of objects</p>	<p>Count Us In Games - Game 1 The student will visit the website and play the games to count, order a set of objects (15 games) *Smart Board user friendly</p>
<p>Reading/English SOL 1.1</p>	<p>Listen and respond to a variety of media, including books, audiotapes, videos, rhymes, songs and stories</p>	<p>Clifford Interactive Storybooks Home The student will visit the website, select a story and read it filling in missing words Activities are provided that require students to read letters and words</p>

Computer Lab Activities
October 2010
Second Grade

Computer/Technology Standard K-2.1
The student will demonstrate proficiency in the use of technology, use multimedia resources

<p>Social Studies SOL 2.6</p>	<p>Demonstrate map skills by constructing simple maps, using title, map legend, and compass rose Locate the equator, the seven continents, and the five oceans on maps and globes</p>	<p>World Jigsaw Puzzle! Play Kids Games* The student will visit the website and click and drag the name of the continent to the correct continent. *Smart Board user friendly</p>
<p>Science SOL 2.4a</p>	<p>Investigate and understand that plants and animals undergo a series of orderly changes in their lifestyles Life cycle, distinct changes, egg, larva, pupa, adult, tadpole</p>	<p>Monarch Lifecycle The teacher will show pictures of the Monarch Lifecycle using the SmartBoard Cycles of Life* The student will click and drag the pictures into correct order of the life cycles of butterflies, frogs, plants and apple trees. *Smart Board user friendly</p>
<p>Math SOL 2.9</p>	<p>Create and solve one-step addition and subtraction problems Graph, bar graph, picture graphs, tables, data charts, difference</p>	<p>Harcourt Intervention, Skill 10 (Count On to Add, 1-12) Skill 11(Doubles and Doubles Plus 1, 13-17) Harcourt Mega Math: Numberopolis, Cross Town Number Line, Level H</p>
<p>Reading/English SOL 2.1, 2.2</p>	<p>Demonstrate an understanding of oral language structure: synonym, antonym</p>	<p>matchgeneric* The student will visit the website and click on the cards to match antonyms Synonyms-Matching * The student will visit the website and match the synonyms *Smart Board user friendly</p>

Computer Lab Activities
October 2010
Third Grade

Computer/Technology Standard 3-5.1
The student will demonstrate knowledge of the nature and operation of technology systems, follow rules for personal safety when using the Internet.

<p>Social Studies SOL 3.5</p>	<p>Map Skills-Continents & Oceans Position and label the seven continents and five oceans Use the equator and Prime meridian to identify the hemispheres Locate specific places on a simple letter-number grid system</p>	<p>World Jigsaw Puzzle! Play Kids Games* The student will visit the website and click and drag the name of the continent to the correct continent. <i>*Smart Board user friendly</i></p>
<p>Science SOL 3.4</p>	<p>Investigate and understand that behavioral & physical adaptations allow animals to respond to life needs Physical adaptations, environment, camouflage, mimicry, behavioral adaptations, hibernation, migration, instinct</p>	<p>Camouflage Field Book* The student will match the animal to its environment to see how animals use camouflage <i>*Smart Board user friendly</i></p>
<p>Math SOL 3.3, 3.9</p>	<p>Compare two numbers between 0 and 9,999 Recall the multiplication and division facts x0, x1, x2, x3, x4, x5</p>	<p>Harcourt Intervention, Skill 3 (Compare 2& 3-digit numbers) Skill 60 (Order Numbers) Skill 20 (Model Multiplication) Skill 22 (Commutative Property of Multiplication) Harcourt Mega Math: Country Countdown, Counting Critters</p>
<p>Reading/English SOL 3.3</p>	<p>Apply word analysis skills when reading Vowel patterns, homophones Decode multisyllabic words</p>	<p>Learn To Read The student will visit the website, begin at 1 and view the interactive lessons on vowel patterns</p>

Computer Lab Activities
October 2010
Fourth Grade

Computer/Technology Standard 3-5.1
The student will demonstrate knowledge of the nature and operation of technology systems, follow rules for personal safety when using the Internet.

<p>Social Studies SOL VS.2</p>	<p>Geography of Virginia Locate Virginia and its bordering states on maps of the United States Locate and describe Virginia's Coastal Plain, Tidewater, Piedmont, Blue Ridge Mountains, Valley and Ridge, and Appalachian Plateau</p>	<p>Quia - Regions, Products, and Industries* The student will match the correct Virginia region to it's description Virginia Trekkers* The student will watch videos of he regions and complete the activities online *Smart Board user friendly</p>
<p>Science SOL 4.2</p>	<p>Investigate and understand characteristics and interaction of moving objects Motion, direction, speed, force, friction, kinetic energy, position, potential energy</p>	<p>BBC - KS2 Bitesize: Science - Forces in action* The student will visit the web site and explore motion, direction, speed and force Quia - Science SOL 4.2 Kinetic Energy Millionaire Game—kinetic energy</p>
<p>Math SOL 4.5</p>	<p>Estimate whole-number sums and differences</p>	<p>Harcourt Intervention, Skill 7 (Round Numbers) Skill 8 (Two-Digit Addition and Subtraction) Harcourt Mega Math: The Number Games- Tiny's Think Tank, Levels B and C</p>
<p>Reading/English SOL 4.3</p>	<p>Use context clues to clarify meanings of unfamiliar words, Synonyms, antonyms, homonyms, and multiple meanings of words Use the glossary, dictionary, and thesaurus</p>	<p>homonyms* Match the homonyms Quia - Vocabulary/Word Knowledge: AWESOME ANTONYMS MATCH-UP* Three (3) Activities *Smart Board user friendly</p>

Computer Lab Activities
October 2010
Fifth Grade

Computer/Technology Standard 3-5.1
The student will demonstrate knowledge of the nature and operation of technology systems, follow rules for personal safety when using the Internet.

<p>Social Studies SOL VS.2</p>	<p>Geography of Virginia Locate Virginia and its bordering states on maps of the United States Locate and describe Virginia's Coastal Plain, Tidewater, Piedmont, Blue Ridge Mountains, Valley and Ridge, and Appalachian Plateau, Water features</p>	<p>Quia - Regions, Products, and Industries* The student will match the correct Virginia region to it's description Quia - Regions, Products, and Industries* The student will match the correct Virginia region to it's description Virginia Trekkers* The student will watch videos of he regions and complete the activities online *Smart Board user friendly</p>
<p>Science SOL 5.7</p>	<p>Identify the rock cycle, identify rock types Earth history and fossil evidence Structure of the Earth's interior Earthquakes and volcanoes Weathering & erosion Human impact</p>	<p>Interactive Rock Cycle Animation The student will view an Interactive Rock Cycle Animation Interactives . The Rock Cycle . How Rocks Change The student will identify how rocks change and complete the self-checking activity: Test Your Skills</p>
<p>Math SOL 5.8</p>	<p>Identify and describe the diameter, radius, chord, and circumference of a circle</p>	<p>Harcourt Intervention, Skill 50 (find Perimeter) Skill 42 (find the circumference of a circle)</p>
<p>Reading/English SOL 5.4</p>	<p>Read fiction and nonfiction with fluency and accuracy A) Use context to clarify meaning of unfamiliar words.</p>	<p>Making Inferences and Drawing Conclusions The student will view the PowerPoint to learn about making inferences and drawing conclusions New York State Elementary Test Prep- ELA 4- Kindergarten The student will complete the activity at the website, making inferences and drawing conclusions</p>

Computer Lab Activities
October 2010

Computer/Technology Standard 3-5.1
The student will demonstrate knowledge of the nature and operation of technology systems, follow rules for personal safety when using the Internet.

Web Quests and Scavenger Hunts

Web Quests and Scavenger Hunts

<p>Primary Web Quest for Grades 2 & 3</p> <p>Good Introduction to Web Quests for younger students</p>	<p>Going Batty Web Quest This Web Quest uses the book <u>Stellaluna</u> to guide an internet activity about bats. Activity sheets need to be printed before students begin the activity. Use the storyline site to have <u>Stellaluna</u> read aloud to your students by Pamela Reed.</p>	<p>Website for web quest: Going Batty http://visalia.k12.ca.us/teachers/dbronzan/batquest/</p> <p>Storyline Online Scroll to more stories to find <u>Stellaluna</u></p>
<p>Internet Safety Web Quest, Grades 3, 4 & 5</p> <p>Submitted by Media Specialist-Lakeview Elementary, Gayle Miller</p>	<p>The FBI created these activities called FBI-Safe Online Surfing Challenge. If students register, each school can receive points and recognition and possibly a visit by an FBI agent to discuss Internet Safety with your students.</p>	<p>Website for web quest prepared by the FBI for students: FBI-SOS.ORG</p>
<p>Virginia Interactive Scavenger Hunt</p> <p>Grades 4 & 5</p>	<p>This scavenger hunt is appropriate for 4th and 5th grade students. Students must use the interactive web site, read maps and information in order to answer the questions. The activity is completed online and students receive a score at the end of the activity.</p>	<p>Website for online scavenger hunt about Jamestown, Virginia: www.mrnussbaum.com - Virginia Interactive Scavenger Hunt</p>