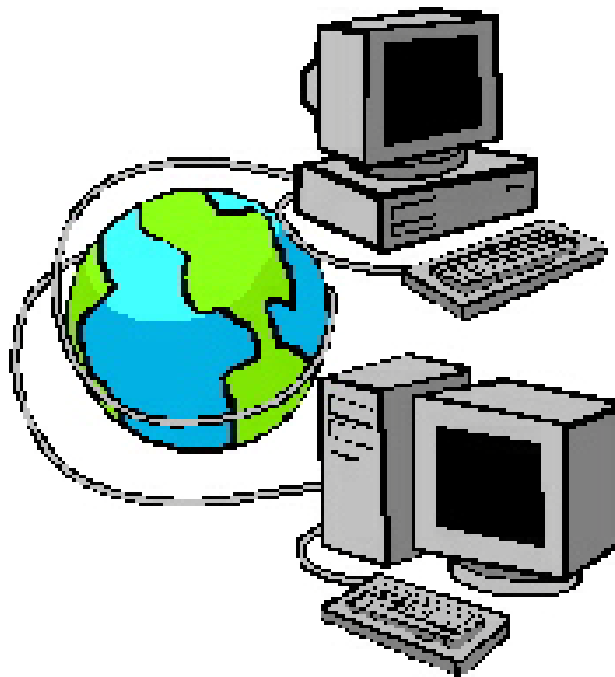


Good Morning!

Day 2

Student Writing & Technology



"Computers are intrinsically compelling for young children. The sound and graphics gain children's attention. Increasingly, young children observe adults and older children working on computers and they want to do it too. Children get interested because they can make things happen with computers. Developmentally appropriate software engages children in creative play, mastery learning, problem solving, and cooperation."

NAEYC "Technology and Young Children—Ages 3 through 8" 1996

Learning Letters

<p>Teaching Strategies Modeled</p>	<p>Technology Strategies Modeled</p>	<p style="text-align: center;">Instruction</p> <p>Essential Question for Teachers: Can I effectively use one computer as an instructional tool in my classroom? Can I teach letter identification using a free downloadable resource?</p>
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	<p>http://www.riverdeep.com/products/downloads/free_downloads.html</p> <p>Additional Chicka Chika Boom Boom Resources</p> <p>http://www.atozteacherstuff.com/lessons/ChickaChicka.shtml</p>	<p style="text-align: center;">Instruction</p> <p>Essential Question for the Lesson: Can students identify the letters the alphabet?</p> <p>Learning Goal(s): Students will identify the upper and/or lowercase letters.</p> <p>Technology Connection: One Internet connected computer Downloadable program Letter Machine from Riverdeep</p> <p>Materials: A copy of <u>Chicka Chika Boom Boom</u> Laminated alphabet letter cards 1 copy of the of activity sheet per child</p> <p>Procedures:</p> <ol style="list-style-type: none"> 1. Download and install the Letter Machine program from Riverdeep on all of the computers you will be using. See Quick Tip Sheet for directions. Make sure that the computers have sound and are adjusted to the right level or that ear phones are available. Create a big coconut tree with upper and/or lower case letters on it all mixed up. Before you introduce the activity, hang the tree where it will easily be seen. Make alphabet letter cards and laminate them.
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<p>Individual or Pair</p>	<p>http://www.dltk-kids.com/boos/chicka/</p>	<p>Prepare the computer by connecting it to a television or a projector.</p> <ol style="list-style-type: none"> 2. Have the students come and sit where they can see the chart and also see the computer. Cover the chart so that it is not immediately visible. 3. Tell the students that you have a story for them today. Show them the cover and read the book. Discuss what happened in the story. The students should tell you that the story is about letters climbing a tree and falling out. 4. Hand out the letter cards to the students and read the story a second time having them come up and place the cards on the coconut tree and take the letters back off the tree. Retrieve all the letters and put them away. 5. Now tell students that you have a letter game for them to play. Turn on the monitor and introduce Letter Machine. Show the students how to start the game and then have them in pairs rotate through the game as a center. Each member of the pair should complete a different activity sheet. Emphasize to the students that the drawings should be quick pencil sketches not fully rendered pictures. 6. This activity can be done more than once by changing the letters in the activity sheet or focusing on the ends of words rather than the beginnings of words. Use the assessment provided to see how students are doing with identifying letters. Teachers may want to laminate the assessment and have students use wipe off markers on the laminated copy. In this case record their results on a separate piece of paper.
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Letter Machine Activity

Name _____

Draw a picture of the animal that goes with each letter.

Letter	Picture
f	
g	
k	
r	

Letter Machine Activity

Name _____

Draw a picture of the animal that goes with each letter.

Letter	Picture
b	
h	
t	
p	

Letter ID Assessment

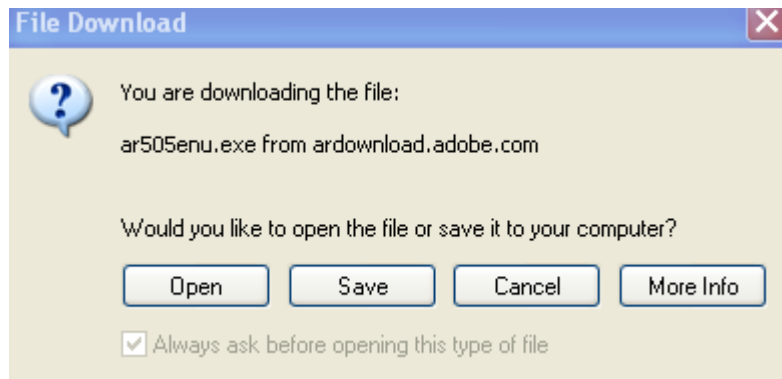
Name _____

Date _____

C	M	T	R
A	P	L	G
K	D	O	N
E	B	W	U
I	J	Q	Y
S	V	H	X
	Z	F	

Downloading & Installing Programs

1. Type in the address or URL of the program you want to download into your browser's address window. Press the *Enter* or *Return* key on your keyboard and wait for the web site to load.
2. Read the information provided on the site to make sure that you choose the version of the program that is right for your computer. That usually involves choosing *MAC* or *PC*. If you are using *PC*, check to make sure whether the program will work on *Win 95/98*, *Win 2,000*, *Windows ME*, or *Windows XP*.
3. Click the correct version and you will be prompted as to whether you want to open the program or save it. Choose to save the program and then choose where you want to save it. If you have the option, save it to the desktop so that it will be easy to locate. Look at the name of the program so it will be easy to locate.



4. Depending on your connection it may take a few minutes for the program to download. When it is finished, close your Internet connection and any other open files on your computer. Locate the program.

5. Double click to install the program and follow the directions. Usually an installation wizard walks you through the process of actually installing the program.
6. You may have to restart the computer before using the program. Test to make sure it is working prior to using it with students.

Brown Bear, Brown Bear What Do You See?

<p>Teaching Strategies Modeled</p>	<p>Technology Strategies Modeled</p>	<p style="text-align: center;">Instruction</p> <p>Essential Question for Teachers: Can I create a reading resource for my students? Can I use a software program to teach students to recognize names? Can I create a slideshow using Kid Pix?</p>
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		<p>Essential Question: Can I recognize patterns in stories? Can I learn the names of my friends?</p> <p>Learning Goals: Students will identify the pattern in the story. Students will create a new version of this story with their names. Students will type their name and the name of a friend into a template.</p> <p>Materials: 1-3 computers with Kid Pix software</p> <p>Preparation: Make sure that Kid Pix is installed on all of the computers you will be using. Determine where you need to save the student's files so that they all can be pulled into a slideshow. Make copies of the prep sheet for each student.</p> <p>Procedure:</p> <ol style="list-style-type: none"> 1. Organize the students so that they can see the computer and are sitting in a circle. Make copies of the prep sheet for the slide show for each student. 2. Introduce the story Brown Bear, Brown Bear. Ask students if they have heard it before.
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<p>Individual</p>		<p>3. Tell them that today when they hear it you want them to listen to the pattern in the story. Read the story slowly encouraging the students to chime in when they understand the pattern.</p> <p>4. When you are through reading the story, have the students articulate the pattern in the story. Tell the students that they are going to make a new story that will be similar to Brown Bear, but instead of the animals being the stars of the story that they are going to stars in the story. Begin the new story by using their names in place of the animals. Tell the students that they always say the name of the person next to them as they go around the circle. Explain to the children that because we are talking about people we will use the word "who" instead of "what" in the story.</p> <p>Example: Madeline, Madeline who do you see? I see Griffin looking at me.</p> <p>5. Now tell the students that they are going to create a slide with their names for this story. Turn on the monitor and open up the template for the brown bear story. Demonstrate what the students will do by filling in the template with your name and the name of the student sitting next to you. Have students on the bottom of the template create a picture of their face.</p> <p>6. Finally demonstrate how to save the picture and tell the students how they should get the next student to do their slide.</p> <p>7. Hand out the prep sheet and go over it with the students.</p> <p>Have the students write their name. Have the person sitting next to them write their name in</p> <p>the blank provided so that students are ready when they get to the computer.</p>
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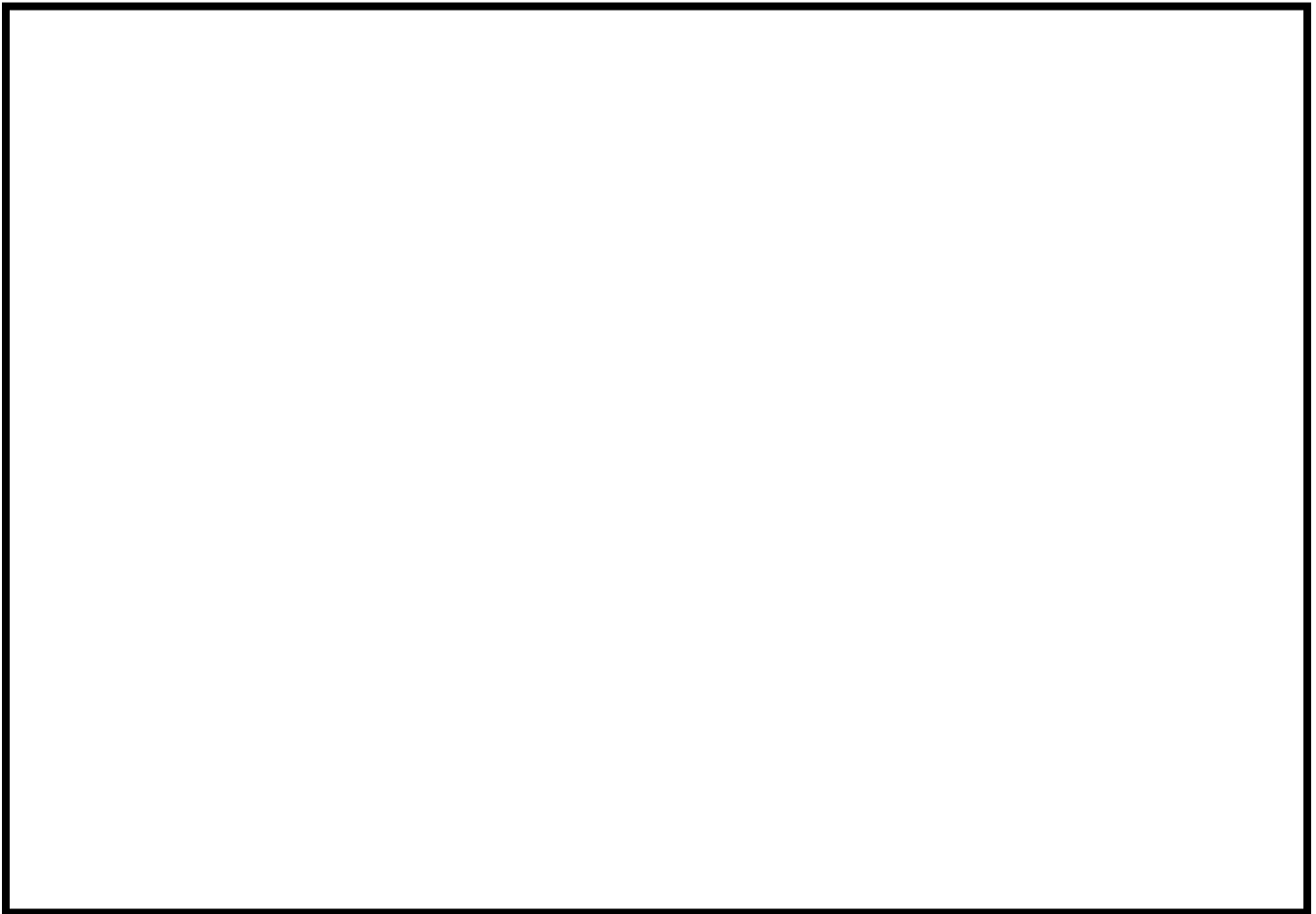
		<p>8. Have students either one at a time or in pairs create their slide in Kid Pix and save it. When they are done, pull all the slides into a slide show and share the new story with the class. Have them join in as you read the story.</p>
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Brown Bear Prep Sheet

Name _____

_____ who do
you see?

I see _____ looking at me.



Slideshow Quick Tips

Kid Pix Studio Deluxe Steps

Getting Started:

1. Have a blank floppy disk prepared on which to save slides.
2. Open *Kid Pix Studio Deluxe*. From the Picker menu, choose *Kid Pix*.

To Create a Title Slide:

1. Add a background:
 - Click the Paint Bucket Tool. Select a color from the Color Palette. Select a pattern from the Options Tray. Move the Paint Bucket onto the page and click.
2. Add a title:
 - Click the Typewriter Tool. Select a font, size, and style from the Options Tray. Scroll to choose a font or double-click the font window to choose a font from a list. Select a color from the Color Palette. Click to plant the cursor on the screen. Begin typing.
3. Editable text is a new feature available in *Kid Pix Studio Deluxe*. Text boxes float above the background, making them easy to edit and move. Simply click the Typewriter Tool and then click to select a text box. You may now change the font, size, color, etc. or move the text box by clicking and dragging. To edit text, click to plant the cursor. Then backspace over text to remove letters or words. Type to add text. It's that easy!
4. If you are NOT using the Deluxe version of *Kid Pix Studio*, you do NOT have editable text boxes. Follow the steps below to center the title.
5. Center the title:
 - Click the Moving Van Tool. Click the Magnet in the Options Tray. Your cursor will become a +. Move the + to the upper left portion of the title. Click, hold, and drag to select the title. You will see marching ants around the title. Click in the middle of the title (you

will see the magnet), hold and drag the title until it appears centered. Follow the same procedure to center any other text.

6. Fill in white spaces:

- Click the Eyedropper Tool. Move the Eyedropper onto the background and click. This tool picks up the exact color of the background. Now click the Paint Bucket. Move the Paint Bucket to white areas and click to fill with background color.

7. Add a second row of text: By _____

- Click to plant the cursor in the desired location on the screen. Choose a font, size, color, and style. Begin typing.

8. Resize text boxes:

- Click one of the red handlebars on the text box. Click, hold, and drag to resize.

9. Hear text read aloud:

- Under the Speech Menu, choose Read Text Aloud. (This feature will not work if text is painted to the background.)
- If a word is mispronounced, you may edit the speech by choosing How to pronounce from the Speech Menu.

10. Paint text to background:

- Text boxes float above the background. You may choose to affix the text boxes to the background. Click the Typewriter Tool. Under the Toolbox Menu, choose Paint Text to Background. You may paint only the active text box, or all text boxes to the background. *When you paint the text to the background, it may no longer be edited!!* In addition, if text is painted onto the background, it may not be read aloud!

11. Record a sound:

- Under the Goodies Menu, choose Record a Sound. Click the Record Button. Record your text for the title slide. Click the Stop Button. Click the Play Button to preview the recording. Click Save.

12. Decorate the title page:

- Click the Rubber Stamp Tool. Under the *Goodies* menu, pull down to Pick a Stamp Set. Scroll down until you see the Nature stamp set. Click to choose the Nature stamp set. Click OK.
- Scroll through the Options Tray to find stamps of ocean animals. Click to select the stamp you wish to use. Your cursor will become the stamp. Move the stamp onto the page in the desired location. Click to place stamp.

13. Enlarge stamps:

- Press the Control key to make the stamp one size larger. While the Control key is pressed down, click to stamp.
- Press Control and Shift to make the stamp even larger. Click to stamp while holding down Control and Shift.

14. Edit a stamp:

- Click to select the stamp you wish to edit. Under the Toolbox menu, click Edit A Stamp. You may flip the stamp, draw on it, paint it a different color, etc. When you are finished editing, click OK. Click to stamp. When you are finished with that stamp, go back to Edit A Stamp under the Toolbox menu. Click Restore Original to restore the stamp to its original position and color. Click OK. You may also double-click the stamp in the Options Tray to access the stamp editor.

15. Save slide 1:

- Select Save a Picture under the File menu. Choose a location in which to save. (floppy disk - A drive) Name your picture (slide1). Select Save Sound. Click OK.

To Create New Slides:**1. Add a new page:**

- Choose New from the File menu.

2. Add a background:

- Click the Paint Bucket Tool. Select a color from the Color Palette. Select a pattern from the Options Tray. Move the Paint Bucket onto the page and click.
3. Draw a picture:
 - Use the Pencil Tool to draw a picture on the page. Notice you have two Option Trays - one has a blunt pencil point, one has a rounded pencil point. Make sure all lines are connected. Fill your picture using the Paint Bucket.
 4. Erase:
 - Use the Eraser Tool's first four options to erase small mistakes.
 - The remaining options in the Options Tray will erase the entire page.
 5. Undo:
 - Click the Undo Man to undo your last operation if you make a big mistake.
 6. Add text:
 - Click the Typewriter Tool. Select a font, size, and style from the Options Tray. Scroll to choose a font or double-click the font window to choose a font from a list. Select a color from the Color Palette. Click to plant the cursor on the screen. Begin typing.
 7. Record a sound:
 - Under the Goodies Menu, choose Record Sound. Click the Record Button. Record your text for the title slide. Click the Stop Button. Click the Play Button to preview the recording. Click Save.
 8. Save slide :
 - Select Save a Picture under the File menu. Choose a location in which to save. (floppy disk - A drive) Name your picture (slide2). Select Save Sound. Click OK.

To insert a graphic from an outside source:

- From the File Menu, choose Import a Graphic.
- Find a graphic that you wish to use.

- You will see a preview of the graphic on the left side of the Import a Graphic window. You may rotate the graphic by clicking the rotate arrows below the graphic preview.
- Choose to position the graphic on the drawing area by selecting one of the following options:
 - Fill Screen* will make the graphic fill the entire drawing area (picture may get distorted).
 - Scale to Fit* will make the graphic fit the drawing area proportionally.
 - Center* will place the graphic in the middle of the drawing area. It will appear in its original size.
 - Upper Left* will place the graphic in the upper left corner of the drawing area. The graphic will appear in its original size.
 - Scale Manually* will enable you to move and resize the graphic by hand.

* Scale manually is an option available only in *Kid Pix Studio Deluxe*.

- Choose Scale Manually. Click OK.
- Move the graphic by clicking, holding, and dragging from the center of the graphic.
- Resize the graphic by clicking, holding, and dragging from one of the blue handlebars. Drag inward to reduce the size of the graphic. Drag outward to increase the size of the graphic.
- Position the graphic. Click outside the graphic area to place graphic on page.

3. Select a background color:

- Choose the Eyedropper Tool. Click a desired color on the graphic to choose a background color. This places the desired color on the Color Palette.

4. Add a background:

- Choose the Paint Bucket Tool. Your selected color should be on the Color Palette. Click to paint the background.
- Some graphics may have a white border around them. If this is the case, you may use the Paint Bucket Tool to fill in the white border. Occasionally, paint will bleed into your graphic. You may choose to

frame the graphic. Choose the Rectangle Tool, and the Transparent Option in the Options Tray. (Transparent Option is the third one from the left.) Click, hold, and drag to draw a rectangle around the graphic.

5. Add text:

- Click the Typewriter Tool. Select a font, size, and style from the Options Tray. Scroll to choose a font or double-click the font window to choose a font from a list. Select a color from the Color Palette. Click to plant the cursor on the screen. Begin typing.

6. Record a sound:

- Under the Goodies Menu, choose Record a Sound. Click the Record Button. Record your text for the title slide. Click the Stop Button. Click the Play Button to preview the recording. Click Save.

7. Save slide:

- Select Save a Picture under the File menu. Choose a location in which to save. (floppy disk - A drive) Name your picture (slide3). Select Save Sound. Click OK.
- Select Save a Picture under the File menu. Choose a location in which to save. (floppy disk - A drive) Name your picture (slide4). Select Save Sound. Click OK.

To pull slides into a slideshow:

1. Insert the slides

- Under the File menu, choose Return to Picker.
- Click Slideshow.
- In the first moving van, click the picture button (lower left, beside the music note).
- Insert slide one. By navigating to the disk or folder where the slides are located, clicking on the slide and then clicking OK.
- Continue until slides have been added to the slideshow.

2. Choose or add sound:

- Click the music button on the first moving van.

- Choose a sound.
The black box contains *Kid Pix* sounds.
The **abc** option selects the computer voice to read story to you.
(Available only in *Kid Pix Studio Deluxe*.)
The *Kid Pix* option selects a sound you recorded while in *Kid Pix*.
The microphone option enables you to record a sound now. You have 16 seconds for a recorded sound. You may choose More Sounds to access.wav files and import a sound. You may choose no sound.
 - Click Select.
 - Follow the above steps to add sound to remaining slides.
3. Add transition:
- Click the transition button to the right of the music note.
 - Click to select a transition.
 - Click preview to view the transition.
 - Click Select.
 - Follow the above steps to add transitions to remaining slides.
4. Add a second sound to the ending slide:
- On slide four, record a sound "The End."
 - Choose a scissors transition.
 - For the fifth moving van, import slide four again.
 - Choose a different sound for this slide - hands clapping, for example.
 - When the slide show plays, you will hear "The End" followed by applause.
5. View or change time for each slide:
- Click and hold the gray button on the time slide bar to view the current time elapsed for that slide. The time slide bar is below the truck. Click the gray button to the right of the yellow mark.
 - Click and drag the gray button to increase or decrease the time for each slide. Slide will play for at least the length of the time the sound plays, with a maximum of 30 seconds per slide.
6. Rearrange slides:
- Click and drag the moving van to the desired location to rearrange slides.

7. Delete a slide:

- Click to select the slide you wish to delete.
- Click the dynamite.

8. Undo your last operation:

- Click the undo man immediately.

9. View slide show:

- Click the triangle button at the bottom of the screen to view the slide show once.
- Click the boxed triangle to play the slide show looped. Double click to stop the looped slide show.

10. Save slide show:

- File menu - Save a Slide Show - **make sure *Kid Pix* pictures (.bmp files) and slide show are saved in the same location.** You will need *Kid Pix Studio* software to run this slide show. This saving option enables you to edit the slide show.
- File menu - Save an AVI - saves your slide show as a movie file, which may be viewed in Wacky TV.
- File menu - Save a Standalone - saves your slide show by itself. It saves the slide show as an executable file, with a .exe extension. It will run without *Kid Pix Studio* software; however, you will not be able to edit.

Two Anansi Tales

<p>Teaching Strategies Modeled</p>	<p>Technology Strategies Modeled</p>	<p style="text-align: center;">Instruction</p> <p>Essential Question for Teachers: Can I use a word processing program to create a Venn Diagram? Can I use Kidspiration to respond to student literature?</p>
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<p>Teaching with one computer and a projection device to explore literature</p>	<p>Electronic literature from the Internet</p> <p>http://www.bookhive.org/zingertales/default.asp</p>	<p>Essential Questions: Can students listen and respond to digital literature? Can students use a children's program to respond to literature?</p> <p>Learning Goals: Students will listen and read electronic literature. Students will participate in discussion about the story. Students respond to the story. Student will create and describe an original character.</p> <p>Prior Knowledge: Students need to be familiar with Anansi</p> <p>Technology Connections: One computer with Internet connectivity Kidspiration MS Word</p> <p>Preparation: Make sure that both stories work on the computer you will be using them on and that the Real Player Plug-in is loaded.</p> <p>Procedures:</p> <ol style="list-style-type: none"> 1. Create a Venn Diagram in MS Word and have it ready to use. 2. Have students come, sit and be ready to participate. Introduce the activity by telling students that they are going to watch two stories today and you want
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<p>1 computer classroom</p>	<p>?storyid=16</p> <p>http://www.bookhive.org/zingertales/default.asp?storyid=17</p> <p>http://www.bookhive.org/</p> <p>Venn Diagram in MS Word</p>	<p>them to pay careful attention and be ready to talk about the stories.</p> <ol style="list-style-type: none"> 3. Open the first story "Anansi and the Two Feasts" and play the first story. 4. Bring up the Venn Diagram. Tell the students that they just heard the first story and that you want them to think about the story and help to describe it. Introduce the Venn Diagram and type the word title of the story over one circle. Show them where the two circles overlap and explain to them that some things about the stories are different and some are the same. Tell the students that the parts that are different we will write in the part of the circle that is not overlapped. If the two stories have something in common we will put that in the area where the circles overlap. 5. Open the second story which is "Anansi and the Shaking Hat Dance" and play it. Again talk with the students about what makes them feel scared. 6. Bring the Venn diagram back up and then type the title of the second story over the second circle. Add 1-2 word descriptors of the items the students mention into the second circle. When the students bring up something that the stories have in common and make sure to put it in the right place. 7. To finish the activity today review the Venn Diagram and read the words the students contributed. Quiz the students to see if they can read the words with you. Then tell the students that they are to choose a word and create a picture of something that makes them feel that way. 8. On day 2 begin the lesson by asking the students which stories they read yesterday. 9. Tell them that today we are going to talk about the main character. Explain that the main character is the one that the story is about. See if they can tell you Anansi, it not supply it. Open Kidspiration and type Anansi into the main symbol and then have
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Name _____



My character's name is

Venn Diagrams in Microsoft Word Step by Step

Setting Up

- Open Microsoft Word
- Change the page layout
- Click on the File menu and select page setup.
- Click on the Paper size tab.
- Under Orientation, click the bullet box beside Landscape.
- Click OK.
- Change the Zoom.
- Click the drop down list indicator beside 75% on the right side of the toolbar.
- Select 50%.
- Make sure your drawing tool bar is showing.
- Click on the View menu and select Toolbars.
- If Drawing is not checked, click on Drawing. If it is, click off.

Making the Venn diagram

- Draw a circle
- Select the Oval tool on the drawing toolbar.
- Hold the shift key while clicking and dragging a circle on the left half of the page.
- Make a copy for a matching circle.
- Click once on the circle to select it. (It will have handlebars if it is selected.)
- Right click and select copy.
- Click off of the circle. Right click and select paste.
- Move the new circle over to the right of the page by clicking and dragging so that the new circle overlaps the original, allowing room to enter similarities in the overlapping area.
- Set the Circle for No Fill.
- Right click on the Right circle.
- Select Format AutoShape.
- Under Fill, beside Color: Use the drop down list indicator and select No Fill.
- Click OK.
- Draw lines for each animal name.
- Select the line tool from the Drawing toolbar.

- Hold Shift while you click and drag a straight line just outside of the upper left of the left-hand circle.
- With the line selected (handlebars on each end of the line) click the Edit menu and select copy. Click again on the edit menu and select paste.
- Click and drag the new line just outside the upper right of the right-hand circle.
- Add text boxes
- Select the Text Box tool from the Drawing toolbar.
- Click and drag a text box above each label line, in each individual circle, and in the shared area. Set the font style and size of your choice in each box. (You will have to re-select the text box tool each time.)
- Right click on the edge of each text box and select Format Text Box.
- Under the line section on the Colors and Lines tab, change the color to No Line.
- Click OK.
- Add labels at the bottom of the diagram
- Again select the text box tool from the Drawing toolbar.
- Draw a text box under the left circle.
- Set the font style and size and type "Different."
- Right click on the edge of the new text box. Set the line color to No Line.
- Draw 2 more text boxes; One for the middle section which will be "Same" and the other for the right-hand circle which will be "Different."
- Save the Venn Diagram as a template
- Click on the File menu and select Save As.
- Change Save as type to Document Template.
- Change the file name to Venn Diagram.
- Change the location to 3 $\frac{1}{2}$ Floppy (A:)
- Click Save.
- Close out of Microsoft Word.

Using the Venn Diagram Template

- Open the Venn Diagram Template to enter information.
- Double click on My Computer.
- Double click on 3 $\frac{1}{2}$ Floppy (A:).
- Double click on Venn Diagram.dot
- Click in the appropriate area to enter information.
- Save the new Document
- Click on the File menu and select Save.

- Type in the name for the completed Venn Diagram.
- Change to the appropriate drive and folder.
- Click Save.
- Close out of Microsoft Word.

Choosing Software

Not all software is created equal. There are three broad categories of software that are used with young students.

Productivity Software

Software that allows students to write, draw, paint, and/or create. The software does not have a lot of specific activities that students do, but rather allows students to do all kinds of assignments all year long.

Skills Oriented Software

Software with specific activities that students do and progress through graduated levels. The software is limited in what you can do with it. The software may or may not include student tracking options or teacher customizing options.

Subject/Topic Specific Software

There is a lot of software that is designed to address a specific subject. The activities are all geared to developing ability in the subject. Frequently, the software combines a mix of games, multimedia, and activities.

The advantage to using software with young children is that you have control over what is available to them. The disadvantage is that each software package provides only a limited amount of things for students to do. Before purchasing software, evaluate whether it will meet the needs of the kids in your class and for how long. The story CD that looks like a lot of fun may only have 5-6 activities, which only have 1 or 2 levels. The material provided may not fit with what you are trying to do. In a short period of time that software is no longer of interest to the students. Read software reviews and talk with colleagues before requesting new software titles.

Kids Domain Software Reviews

<http://www.kidsdomain.com/reviews/listing.php?cid=software>

Super Kids Educational Software Review

<http://www.superkids.com/>

Discover Channel Software Review

<http://school.discovery.com/parents/reviewcorner/>

Reading Rebus Rhymes

Teaching Strategies Modeled	Technology Strategies Modeled	<p style="text-align: center;">Instruction</p> <p>Essential Question for Teachers: Can I effectively use one computer as an instructional tool in my classroom? Can I teach rhyming using Internet resources?</p>
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<p>Whole group instruction</p> <p>One computer classroom</p>	<p>http://www.enchantedlearning.com/Rhymes.html</p>	<p>Essential Question: Can students identify rhyming words? Can students read rebus rhymes?</p> <p>Learning Goals: Students listen and identify rhyming words. Students read aloud rebus rhymes.</p> <p>Materials: One computer with Internet connectivity</p> <p>Preparation: Test the link and make sure it is working. Create small groups of 3-4 students to do this activity.</p> <p>Procedure:</p> <ol style="list-style-type: none"> 1. Organize children so that they can see the computer. Have the link ready on the computer but the monitor turned off so that the students cannot see images on the screen. Copy the Rhyming Words I or Rhyming Words II worksheet. 2. Introduce the activity by asking the students if they know what rhyming means. If they are unsure, explain that they are words that sound alike and give them several examples. 3. Tell them that they are going to do a listening activity. Tell the students that they will be
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		<p>listening for words that rhyme and when they hear words that rhyme they need to give you a thumbs up. Demonstrate again by saying rhyming pairs and non-rhyming pairs and see if they can identify the ones that rhyme.</p> <ol style="list-style-type: none">4. Turn on the monitor and click on the Bees rhyme. Read the rhyme together encouraging the students to join in and make predictions about what comes next. See if they can identify the words that would go with the pictures. Read the rhyme again and have the students listen for rhyming pairs and give you a thumbs up when they hear words that rhyme. Have each child tell one rhyming pair. If anyone in the group misses a rhyming pair, go back and read the lines again and identify the rhyming words with the students by asking, "Who can find a word that rhymes with _____?"5. Click the back button and choose 2-3 other rhymes to do the same way.6. Conclude the activity by having each student give you two words that rhyme that they want to illustrate. Write the one word in each box of the Rhyming Words worksheet and have students take the sheet with them back to the workspace so they can complete the illustration. If the student is able to come up with an original sentence with rhyming words, write it below the boxes.7. Bring the next group over and repeat the lesson, but change the rhymes used. Teachers may want to print some of these rhymes out to place in a class book for the students to read.
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Rhyming Words I

Name _____

Rhyming Words II

Name _____

Have partner groups create a pair of rhyming words by each child contributing a word.

My Word	My Friend's Word

Rhyming Word Picture

Using the rhyming words from above create a picture story.

Internet Writing

<p>Teaching Strategies Modeled</p>	<p>Technology Strategies Modeled</p>	<p align="center">Instruction</p> <p>Essential Question for Teachers: Can I locate and plan an activity with an Internet resource?</p>
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<p>Small group</p>	<p>http://www.sandiegozoo.org/zoo/ex_panda_station.html</p>	<p align="center">Instruction</p> <p>Essential Question: Can I use an Internet resource to teach writing skills? Can students work together to compose a story?</p> <p>Learning Goals: Students will respond to images and develop a group story.</p> <p>Technology Connections: One computer with Internet connectivity Kid Pix</p> <p>Preparation: Test the link to make sure that it is working. Have sentence strips ready and a marker ready for writing.</p> <p>Procedures:</p> <ol style="list-style-type: none"> 1. Have the link up and Kid Pix started on the computer you will be using. Turn the monitor off. 2. Have 4-5 students come and sit where they can see the computer. 3. Introduce the activity by asking students what types of stories they like to hear. Generate a list with them using 1 -2 descriptive words. 4. Tell them that today they are going to create a story. Have them discuss and add elements that will make their story exciting and interesting.
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	<p>Front page of Panda site</p> <p>Bai Yun Slide Show</p> <p>National Zoo's Panda Cam http://pandas.si.edu/pandacam/</p>	<ol style="list-style-type: none"> 5. Tell the students that you have chosen the main character of the story and that you have pictures to help them get started. 6. Turn on the monitor and bring up the Panda site. The San Diego Zoo page takes visitors to the Panda cam. Ask the students if they know what animal this is. If they do not, tell them that it is a Panda and that pandas live in China. Tell them that they are watching the pandas live on the screen. Click on Panda Profiles and read the first sentence or two about each panda to the students. Do not read the whole description as it gets into breeding issues. 7. Tell the students that their main character for their story is Bai Yun. Click on Panda Gallery and choose Bai Yun Slide Show. Allow the students to watch the slide show run through the images a couple of times having the students tell you what Bai Yun is doing. Ask the students to think about what type of story they would tell about Bai Yun. Encourage them to talk about this as a group and help them sketch out the bones of a story. 8. When the students are ready have the first student say a sentence, write it on the sentence strip. Post it where the whole group can see. Have the second student offer a sentence, write it on a sentence strip, and place it below the first. 9. When each child has contributed a sentence to the story, read through the sentences and talk with them about the story they have created. Move sentences around or add words to make the story flow. Tell the students that their next step is to plan the picture for their sentence. Take the sentences down. Write the student's name on the back and give them a blank piece of paper to plan their picture on. 10. The next day bring the group back together with
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		<p>their story boards and sentences. Have Kid Pix up on the computer but the monitor turned off. Lay the sentence strips and story boards out and read the story out loud to the students. Then introduce the students to the Kid Pix program by starting Kid Pix and typing the first sentence in using the text tool. Save the picture with the child's name and PS for panda story on it. If you have 2 -3 computers in your class, start other students as well.</p> <ol style="list-style-type: none"> 11. Have the students raise their hand when they have completed the task. Do not close the pictures. Review them with the students and print. 12. When the book is complete, have the authors share it with the rest of the class along with the slide show they used for inspiration.
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Communicating with Web Pages & Blogs

For communities that have computers and are using the Internet, web pages and blogs can be an effective way to stay in touch with parents and showcase your student's talents. Teachers do not need to know html to create pages they can share. Simple wizards and online tools allow you to create and update web pages easily.

Teach-nology Build a Free Web Site

http://teachers.teach-nology.com/web_tools/web_site/

A wizard walks you through the process of creating your own web site. Teach-nology hosts the site so that teachers do not have to figure out where to post their web site.

School Notes. Com

<http://www.schoolnotes.com/>

Copernicus provides this free resource for creating and hosting teacher-created web pages.

Scholastic Teacher Homepage

<http://homepage.scholastic.com/classpages/studentparentsignin.cfm>

This site makes it easy for teachers to create and post a web site.

Wordpress Blogs

<http://www.wordpress.com>