



# INTEGRATED UNIT

<b>Lesson Name:</b>	Introducing the Internet		
<b>Subject/s:</b>	Reading/Technology		
<b>Grade Level:</b>	PK-1 ( Could be used at 2 <sup>nd</sup> if needed)		
<b>Content Standard/s:</b>	<b>Pre –K</b> Phonemic Awareness #6,7,9 Reading Process #1,3,4	<b>K</b> Phonemic Awareness #5 Reading Process #1,4,7,8	<b>1<sup>st</sup> grade</b> Phonemic Awareness #1-8 Acquisition of Vocabulary#3,4 Reading Process #1,4,7,8
<b>Technology Standard/s:</b>	<p><b>Standard 3: Technology for Productivity Applications</b>  <b>Benchmark B:</b> Demonstrate operation of basic computer and multimedia technology tools.</p> <p><b>Kindergarten</b></p> <ol style="list-style-type: none"> <li>1. Listen to directions and use proper care when handling computer and multimedia technology.</li> <li>2. Follow the correct order for turning computers and multimedia technology resources on and off with teacher assistance</li> <li>3. Identify and use input (keyboard, mouse) and output (printer) devices to operate computer and multimedia technology tools with teacher assistance.</li> <li>4. Use software programs with teacher assistance.</li> </ol> <p><b>Grade One</b></p> <ol style="list-style-type: none"> <li>1. Discuss and demonstrate proper care when using computer and multimedia technology resources (e.g., describe rules, list directions).</li> <li>2. Turn computer and multimedia technology resources on and off.</li> <li>3. Discuss software and why it is necessary to operate computer and multimedia technology.</li> <li>4. Start, use and exit software programs with teacher assistance.</li> <li>5. Use input (keyboard, mouse) and output (printer) devices to operate computer and multimedia technology tools with teacher assistance.</li> <li>6. Use software programs designed to develop problem-solving skills.</li> <li>7. Begin to locate letters and special keys on the keyboard with teacher assistance (e.g., enter key, escape key, space bar).</li> </ol> <p><b>Benchmark C:</b> Use productivity tools to produce creative works.</p> <p><b>Kindergarten</b></p> <ol style="list-style-type: none"> <li>1. Recognize productivity tools (e.g., presentations, drawing programs).</li> <li>2. Identify/recognize technology resources (e.g., pre-selected Web sites, educational software).</li> </ol> <p><b>Grade One</b></p> <ol style="list-style-type: none"> <li>1. Describe how productivity tools are used to create documents, presentations and drawings.</li> <li>2. Use technology resources with teacher assistance (e.g., pre-selected Websites, launching applications, educational software).</li> </ol> <p><b>Standard 4: Technology and Communication Applications</b>  <b>Benchmark A:</b> Investigate the nature and operation of communication systems.</p> <p><b>Kindergarten</b></p> <ol style="list-style-type: none"> <li>1. Explore different types of media formats used to communicate (e.g., e-mail, TV, newspapers, film, phones, Web pages).</li> </ol> <p><b>Grade One</b></p> <ol style="list-style-type: none"> <li>2. Explain media formats used to communicate information (e.g., e-mail, newsletters, TV, phones, newspapers, Web pages).</li> </ol> <p><b>Benchmark C:</b> Participate in group projects and learning activities using technology communications.</p> <p><b>Kindergarten</b></p> <ol style="list-style-type: none"> <li>1. Engage in teacher-directed online learning activities</li> </ol> <p><b>Grade One</b></p> <ol style="list-style-type: none"> <li>1. Contribute to teacher-directed online projects (e.g., collecting weather data, listing of bird counts).</li> </ol>		

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<b>Materials:</b>	<p>Access to the internet            Starfall - <a href="http://www.starfall.com/">http://www.starfall.com/</a>            Kidz Club - <a href="http://www.kizclub.com/Sbody.html">http://www.kizclub.com/Sbody.html</a>            Story Place <a href="http://www.storyplace.org/">http://www.storyplace.org/</a></p> <p>For older students – Game Goo  <a href="http://www.earobics.com/gamegoo/config.html">http://www.earobics.com/gamegoo/config.html</a></p>
<b>Procedure:</b>	<ol style="list-style-type: none"> <li>1. Teach the students how to open the program by clicking on the icon. </li> <li>2. Show them how to access the desired site:</li> <li>3. Introduce the students to the icon and buttons they will need to use to navigate the internet browser. It is suggested that you limit the buttons the students can use. For a first lesson it is suggested teaching them to just use the back button. You can add a button each time you begin a lesson if you choose to.</li> </ol>  <ol style="list-style-type: none"> <li>4. Give the student time to practice navigating the internet.</li> <li>5. This lesson can be repeated to strengthen the student's skills.</li> </ol>
<b>Evaluation:</b>	<p>There is no formal evaluation for this lesson. Teacher should informally assess their class' progress with navigating with internet explorer. It is recommended that your repeat this simple lesson several times to give the students time to practice.</p>