|  |  |  |
| --- | --- | --- |
| **Title:** | **Tool:**  Computer | **Grade Range:** |
| **Summary:** | | |
| **Standards:** | | |

## **General Teacher Tips**

* Create and practice a process for students to access and return devices; this will streamline movement in your classroom and save valuable instructional minutes.
* Consider various implementation models such as: whole group, small group, station, independent, and family activity.
* Search the Learning.com library for mini-project ideas and inspiration.

## **Warm-up:** Use just five minutes each day to empower your students to move from content *consumers* to content *creators* in your core subject area.

* Assign Adaptive Keyboarding to practice typing – a necessary lifelong skill.
* Assign one new EasyTech lesson a week; students can complete a few minutes every day.
* Use keyboarding as a stand-alone activity or pair it with another essential skill, like typing spelling and vocabulary lists.
* Use the below lessons to show students how to complete the related mini project:

## **Activity:** Use EasyTech lessons, discussions, and application exercises to integrate technology into the main activities of your class so students are teched-up and ready for the project.

* **Math:** Assign a spreadsheet lesson before students create a budget.
* **Science:** Assign a spreadsheet lesson before students complete an experiment.
* **ELA:** Assign internet research, MLA, and word processing lessons to tech-up for report and letter writing.
* **Social Studies:** Assign presentation, internet searching, and word processing lessons to prepare for a mock trial or a cultural celebration.
* **Sponge Activity:** Assign lessons, keyboarding, and coding for early finishers.
* **Compact Curriculum:** Assign EasyTech lessons, keyboarding, and coding as an option.
* **Group Projects:** Assign application exercises as mini projects.
* **Choice Boards:** Assign a grade-level sequence and allow student choice.

## **Wrap-up:** Use vocabulary games and discussion reflections (both teacher and student-led) to assess student understanding and close your lessons.

* **Exit Tickets**: Assign discussion reflections.
* **Student-Led Discussion**: Choose a student to share what they learned from the lesson and have others add-on.
* **Assessment**: Assign an EasyTech quiz or skills check (post) to see if your students are project ready.
* **Vocabulary Review:** [Vocabulary game ideas](https://support.learning.com/easycode-foundations/easycode-vocabulary-activities/) on our support site
  + Play Heads Up (Charades) using words from your Tech Word Wall or EasyTech lesson (find keywords on lesson and discussion ‘Detail’ pages).
  + Utilize Four Corners, Frayer Model, or other vocabulary strategies.
  + Definitions for Two-Voices: a pair of students give the definition by alternating the words.

## **Extension: Take a deeper dive into understanding**

* Choose an application exercise as a project for early finishers.
* Assign coding as enrichment for all learners.
* Assign EasyTech for at-home-learning with family.
* Assign EasyTech lessons to “flip” your classroom.
* Tech Station: Assign lessons or application exercises for independent exploration time.