

# UNIT 27: GOOGLE SLIDES INTERFACE LESSON 3: MENU BAR

## **LESSON OVERVIEW**

The Google Slides Menu Bar is made up of many different menus. Each menu helps you edit, save, view, and more.

Time: ~30 minutes

## **OBJECTIVE**

Student is able to navigate the interface of Google Slides.

## **PRINT PREPARATION**

- 1. Print this lesson's Dollar Tracker.
- 2. Review sequence of activities in lesson.
- 3. Learn which supplements you will use.
- 4. Print/Copy/Laminate materials that fit your student's needs.

5. Refer to your Level 2 Guide to read about effective practices.

#### **ONLINE REVIEW**

- 1. Sign into Digitability
- 2. Click LESSONS tab
- 3.Select Level 3 Tech-savvy Ambassador
- 4. Select Unit 27
- 5. Select Lesson 3 Menu Bar

## WORKPLACE BEHAVIOR FOCUS FOR THIS UNIT



Using the Dollar Tracker, select two additional behaviors that you will target throughout the course of this unit. Always include participation/contribution in addition to the two new behaviors.











1. Write the following on the board, leaving a blank space for the phrases **"Folder Icon"** and **"Google Slides."** 

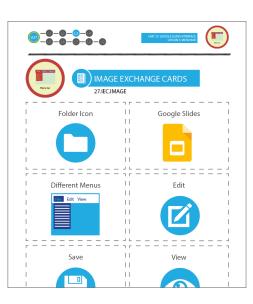
a. There is a \_\_\_\_\_ on your \_\_\_\_\_.

2. Have a student come up to the board to fill in the correct answer.

Repeat the process to ensure all students get a chance to participate and earn a participation dollar.



3. Distribute **27.IMAGE.IEC** to students. See **C DIFFERENTIATION** for this activity to identify supplements needed for your students.







Pro tip: Remember Rule #3 Avoid a power struggle to stay focused on instruction. We are helping students learn to self-regulate. Therefore, it

is important to give students time to opt in or identify their replacement behavior.

If a student is not following

directions, give them one minute before taking additional dollars.

# 



Writes response on board



Writes response on board with assistance from a Tier 1 partner or writes answer in notebook



Writes response on board with assistance from an adult or points to **Image Exchange Cards** [27.IMAGE.IEC]



4. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [27.3.DollarTracker]



[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

## SUCCESSFUL

"Nice job [Behavior], Marcus. You earned a [Behavior] dollar."

Following Directions/Staying on task

#### Off-task

Off topic/Inappropriate comment Disrespect/Teasing Complaining/Whining Interrupting UMAPA Arguing

PROBLEMATIC

"Marcus, you [Behavior]. [Behavior]s

cost \$1. Next time, [Replacement

Behavior] to earn a \$1."

#### **GUIDED WATCHING**

Participation/Contribution

Sharing/Helping

Greeting a guest

Encouraging



Call out earnings to the class, "[Student] has earned x dollars for participating. [Student] has earned x dollars for participating and sharing. [Student] has earned x dollars..."

Pro tip: Build confidence in your students Identify students who have not earned money and focus on engaging them. Use differentiation tools if reluctant to participate i.e. have them point to or write down their answers. EVERY student should be earning money.





1. Ask, "For a participation dollar, who can tell me the name of our next badge?"

Answer: Menu Bar

2. Distribute **27.BADGE** to students. See **DIFFERENTIATION** for this activity to identify supplements needed for your students.





# DIFFERENTIATION



On-topic shared verbal response



Writes down badge name or walks up to point to badge



Uses Badge Board [27.BADGE] for this unit







3. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [27.3.DollarTracker]

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

# SUCCESSFUL

"Nice job [Behavior], Marcus. You earned a [Behavior] dollar."

# -\$ PROBLEMATIC

"Marcus, you [Behavior]. [Behavior]s cost \$1. Next time, [Replacement Behavior] to earn a \$1."

Participation/Contribution Sharing/Helping Greeting a guest Following Directions/Staying on task Encouraging

Off-task Off topic/Inappropriate comment Disrespect/Teasing Complaining/Whining Interrupting UMAPA Arguing

4. Bring attention to screen, "Let's watch this lesson. I know that [student's name] is actively watching because he has his eyes on the screen, and he is actively listening by giving a thumbs up when he hears the phrase "Menu Bar."

5. Ask students to give a thumbs up every time they hear and/or see the phrase "**Menu Bar"** in the video.



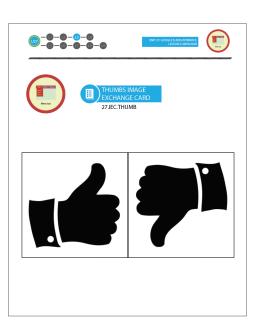
6. Play video.

Pro tip: Remember Rule #3 Avoid a power struggle to stay focused on instruction. We are helping students learn to self-regulate. Therefore, it is important to give students time to opt in or identify their replacement behavior. If a student is not following directions, give them one minute before taking additional dollars.





7. Distribute **27.IEC.THUMB** to students. See 🔂 **DIFFERENTIATION** for this activity to identify supplements needed for your students.





## DIFFERENTIATION



Puts thumbs up



Uses Thumbs Image Exchange Card [27.IEC.THUMB]



Uses Thumbs Image Exchange Card [27.IEC.THUMB]







8. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker. [27.3.DollarTracker]** 

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

## SUCCESSFUL

"Nice job [Behavior], Marcus. You earned a [Behavior] dollar."

## -\$ PROBLEMATIC

"Marcus, you [Behavior]. [Behavior]s cost \$1. Next time, [Replacement Behavior] to earn a \$1."

Participation/Contribution Sharing/Helping Greeting a guest Following Directions/Staying on task Encouraging

Off-task Off topic/Inappropriate comment Disrespect/Teasing Complaining/Whining Interrupting UMAPA Arguing

## **INFORMAL ASSESSMENT**



1. Ask,"For a participation dollar, who can tell me what the Menu Bar is made up of?"

Possible Answers: many different menus

Write the term and definition on the board after student responses.



2. Ask, "For a participation dollar, who can name something the Menu Bar helps you do?"

Possible Answers: edit, save, view, and more



3. Ask, "For a participation dollar, where is the Menu Bar located in Google Slides?"

**Possible Answers:** at the top of your presentation under the name of your presentation

Pro tip: Use content domain to develop expressive communication If a student gives a one-word answer or a fragment, require a complete sentence before awarding the \$1. Then, use positive narration to reinforce the student's expressive communication:

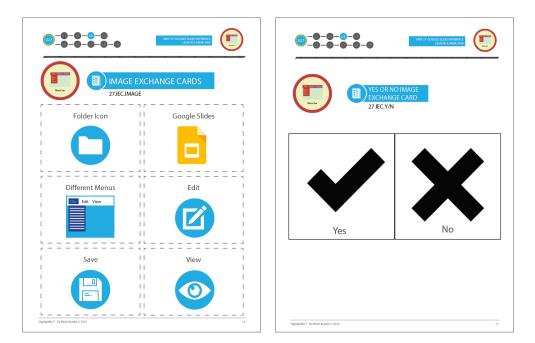
"I love how you used a complete sentence for your answer. Nice job earning a dollar!"

"Yes, nice job participating, [student]! You earned a participation dollar."





# 4. Distribute **27.IMAGE.IEC or Yes or No Image Exchange Cards 27.IEC.Y/N** to students. See DIFFERENTIATION for this activity to identify supplements





# DIFFERENTIATION



On-topic shared verbal response



Writes response down in notebook OR rephrase prompt to a **yes or no** question



Distribute **Yes or No Image Exchange Card** [27.IEC.Y/N] for rephrased question







5. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker.** [27.3.DollarTracker]

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

+\$ SUCCESSFUL "Nice job [Behavior], Marcus. You earned a [Behavior] dollar."	-\$ PROBLEMATIC "Marcus, you [Behavior]. [Behavior]s cost \$1. Next time, [Replacement Behavior] to earn a \$1."
Participation/Contribution Sharing/Helping Greeting a guest Following Directions/Staying on task Encouraging	Off-task Off topic/Inappropriate comment Disrespect/Teasing Complaining/Whining Interrupting UMAPA Arguing

## PLAY ACTIVITY VIDEO



1. Ask the class, "Who would like to unlock the Menu Bar Badge for \$1?"

Click Activity Button to Play Activity Video

2. Student discusses with class to choose the correct answer. a. If student chooses correct answer, have student or whole class dance.

b. If student chooses incorrect answer, repeat Step 2 until student unlocks the badge.

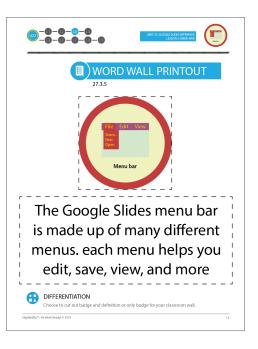
Pro tip: Stick to the script! Help your students develop self-regulation strategies. Do not give lengthy explanations for behavior. Using clear language formulas helps students identify the workplace behavioral norm AND the optimal replacement behavior.





3. Distribute and cut out **Word Wall Printout 27.3.5** Students that unlocked the badge will place the Menu Bar printout on the classroom's word wall. See **DIFFERENTIATION** for this activity to identify supplements needed for your students.

Pro tip: Increase the dollar amount for shy students or to increase motivation.





# DIFFERENTIATION



Student will use verbal prompting to unlock the badge with the class.



Student will use verbal prompting and hand signals to unlock the badge with the class.



Student will use hand signals, pointing, prompting levels or adult/Tier 1 partner support to unlock the badge with the class.







4. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker. [27.3.DollarTracker]** 

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

CHOOLOGE
SUCCESSFUL

"Nice job [Behavior], Marcus. You earned a [Behavior] dollar."

## **\$** PROBLEMATIC

"Marcus, you [Behavior]. [Behavior]s cost \$1. Next time, [Replacement Behavior] to earn a \$1."

Participation/Contribution Sharing/Helping Greeting a guest Following Directions/Staying on task Encouraging Off-task Off topic/Inappropriate comment Disrespect/Teasing Complaining/Whining Interrupting UMAPA Arguing

## **ASSESSMENT/EXIT TICKET**



Distribute the In The Menu Bar Exit Ticket 27.3.6 to students. See
DIFFERENTIATION for this activity to identify supplements needed for your students.











# DIFFERENTIATION



Using Tier 1 **In The Menu Bar** Exit Ticket [27.3.6.1], student circles redo in the Menu Bar.



Using Tier 2 **In The Menu Bar** Exit Ticket [27.3.6.2], student circles or points to redo in the Menu Bar.



Student has option to complete **In The Menu Bar** Exit Ticket [27.3.6.2] or **Trace 'n' Learn Card** Exit Ticket [27.3.6.3].



2. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker. [27.3.DollarTracker]** 

[NAME] + [BEHAVIOR] + [CONSEQUENCE] + [REPLACEMENT BEHAVIOR/REINFORCEMENT]

+\$ SUCCESSFUL "Nice job [Behavior], Marcus. You earned a [Behavior] dollar."	-\$ PROBLEMATIC "Marcus, you [Behavior]. [Behavior]s cost \$1. Next time, [Replacement Behavior] to earn a \$1."
Participation/Contribution Sharing/Helping Greeting a guest Following Directions/Staying on task Encouraging	Off-task Off topic/Inappropriate comment Disrespect/Teasing Complaining/Whining Interrupting UMAPA Arguing





## **IMMEDIATE FEEDBACK/NEXT STEPS**

1. Read off Dollar Earnings Tracker and announce how many dollars each student earned or spent during the lesson.

2. Students will fill in their dollar earnings from the lesson using their **My Digitability Earnings sheet**. Have students staple this sheet into their notebooks so they can use it for the entire unit.

3. If time permits, you can either have students log into their student accounts for independent practice or you can continue on to the next lesson plan.



# DIFFERENTIATION



Login independently using password cards.



Login independently using password card with the help from a Tier 1 partner for any required troubleshooting.



Teacher or Tier 1 assistance to help student login using their password card.



27.3.Dollar tracker

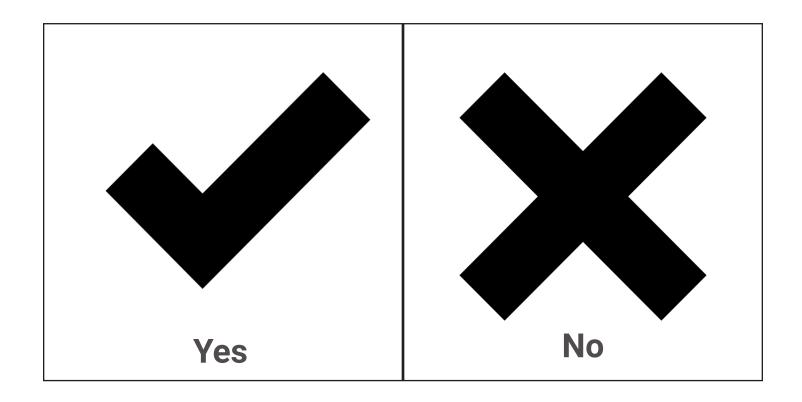


Behaviors	Name	/	/	/	/	/	/	/
Successful	ex: Sam							
Participation/ Contributing	JHI							
Sharing/Helping/ Collaborating								
Greeting a Guest								
Following Directions/ Staying on Task								
Encouraging/ Complementing								
Problematic								
Off Task								
Off-Topic/ Inappropriate Comment								
Disrespect/Teasing								
Complaining/Whining								
Arguing								
Interrupting								-
UMAPA								





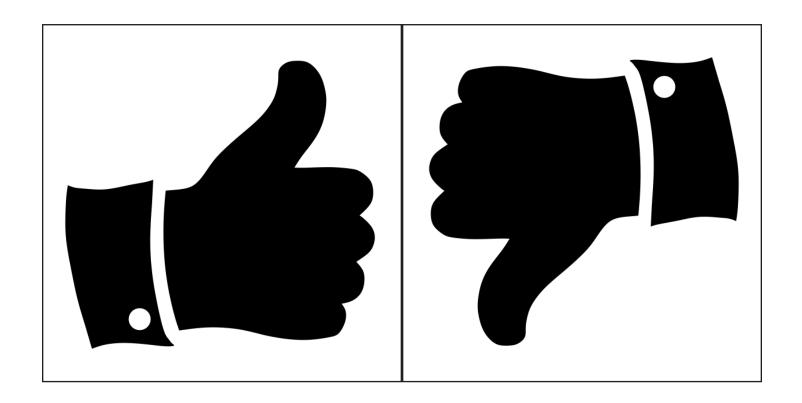






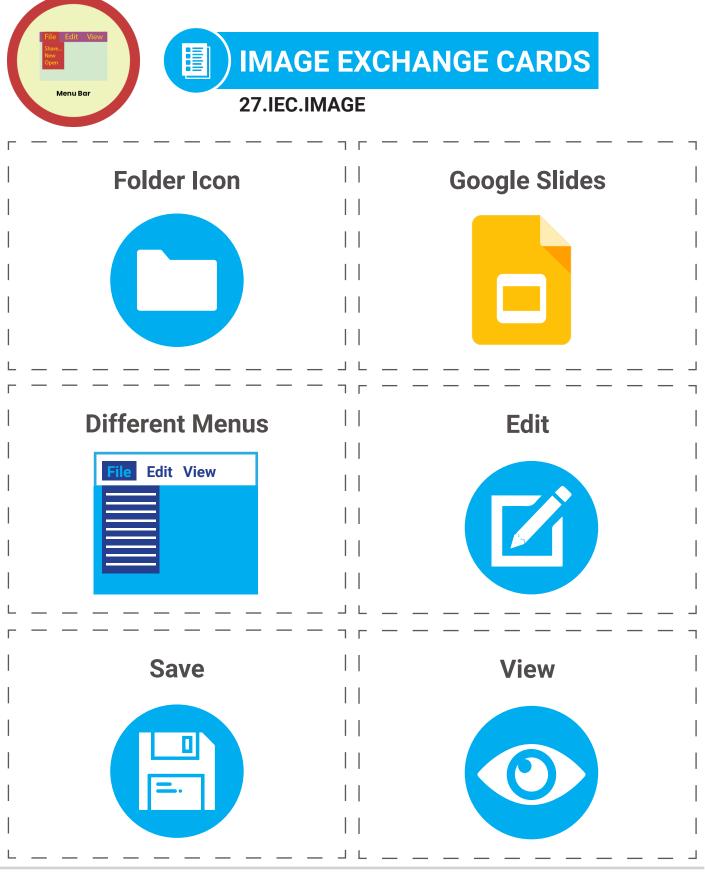














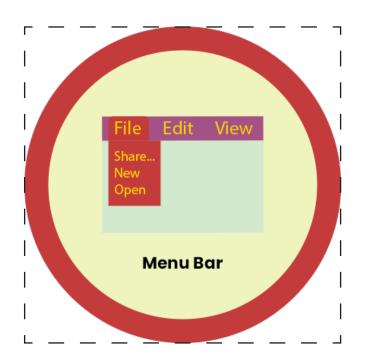
**Google Slides Presenting Button**  Comments in **Google Slides** 

MASTER! Google Slides Interface Master Badge









# The Google Slides Menu Bar is made up of many different menus. Each menu helps you edit, save, view, and more.



## DIFFERENTIATION

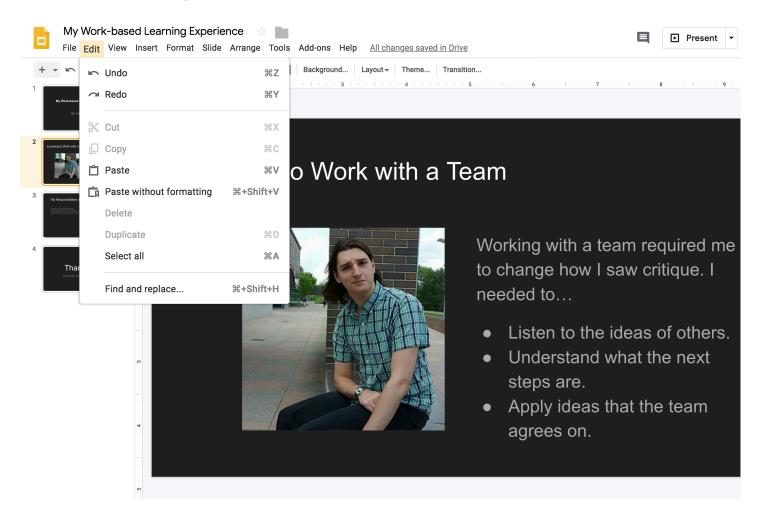
Choose to cut out badge and definition or only badge for your classroom wall.





 Image: Sector of the sector

**Directions:** Circle "Redo" in the Menu Bar. What happens when you click "Redo"? Write your answer on the lines provided.

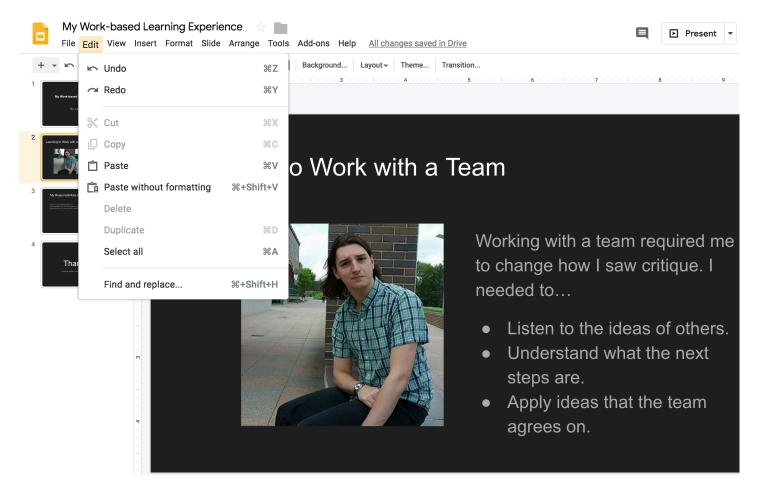






Tereford Menu Bar Menu Bar Menu Bar Menu Bar Menu Bar Menu Bar Menu Bar

**Directions:** Circle or point to "Redo" in the Menu Bar. What happens when you click "Redo"? Answer the multiple choice question below.



## 1. What happens when you click "Redo"?

- a. Your video plays
- b. Your presentation will redo the last edit you made
- c. Your presentation changes color
- d. None of the above







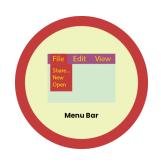


Google Slides Menu Bar

The Google Slides Menu Bar is made up of many different menus. Each menu helps you edit, save, view, and more.







# **MY DIGITABILITY EARNINGS TRACKER**

### Unit 27: Google Slides Interface | 27.3.7

**DIRECTIONS:** Keep this page safe! After each lesson, mark down the date and the dollars you earned.

# Name:

	DATE:	DOLLARS EARNED:
LESSON 1: Google Slides File Name		
LESSON 2: Google Slides Folder Icon		
LESSON 3: Menu Bar		
LESSON 4: Google Slides Toolbar		
LESSON 5: Changing Views in Google Slides		
LESSON 6: Collaborator Bubbles		
LESSON 7: Presenting Button		
LESSON 8: Comment in Google Slides		
<b>LESSON 9:</b> Google Slides Interface Master Badge		

#### TOTAL DOLLARS EARNED: