



## Included in this download:

1. Unit 1 Overview (2 pages)	Teacher Resource	You can print one copy for yourself or several for the other teachers in your group.
2. Level 1 Work Simulation Overview (2 pages)	Teacher Resource	You can print one copy for yourself or several for the other teachers in your group.
3. Dollar Earnings Tracker (1 page)	Teacher Resource	You will print a Dollar Earnings Tracker for every unit. It's a good idea to print a few copies.
4. Dollar Bill cut-out (2 pages)	Teacher Resource	Print enough sheets so that each student can earn ~\$10 each during a session.
5. My Digitability Earnings Tracker (1 page)	Student Resources	Print one copy for every student.
6. Login Cards (1 page)	Student Resources	Print enough sheets so that every students has a login card that can be attached to their work-ready folder.
7. Visual Tools Yes/No (1 Page) Thumbs (1 Page) Badge Board (1 Page) First Work I Think Of...(1 Page) Where Do You Use The Internet? (1 Page) A Network Is... (1 Page)	Student Resources	These resources can be used with students who have an expressive or receptive language need. They can also be used with students who are shy, do not like to participate in class verbally or have anxiety. Print at least one copy of each.
8. Word Wall Printable (1 Page)	Classroom Resources	These badges can be used to create a visual resource for new technology vocab. When student use new tech vocab accurately, they will earn a Digitability Dollar.
9. Exit Ticket Vocab (1 Page) Trace 'n' Learn (1 Page)	Student Resources	These Exit Tickets are part of an activity that will be used to develop communication skills at each student's individual level. Alternatively, students may need to use the Traceable.



## LEVEL 1: INTERNET NAVIGATOR

Digitability uses technology as a hook to develop expressive and receptive language.

## LEVEL 1 ECONOMY

Level 1 of Digitability's Classroom Economy lays the foundation for its unique and effective model of developing social and emotional capacity.

## AFTER THE MASTER BADGE

The Master Badge wraps up the unit objective with a Master Badge Goal Setting Exit Ticket. Following the Master Badge are Social Games and The Show What You Know (SWYK). Social Games develop social skills and language abilities. The SWYK activities are differentiated to assess mastery of the unit objectives as well as writing ability, comprehension and financial literacy.

## LEVEL 1 CAPSTONE

At the end of Level 1, students work together to plan a website in their first work-simulation (Capstone). Little technology is needed for this planning project and every student has a role to play in all work-simulations. Job roles in this project are differentiated so all students can showcase their contributions and reflect on their participation. Students use vocabulary and conceptual knowledge mastered throughout Level 1 to communicate with their team, practice interviewing, giving and receiving feedback, problem solving and project managing.



## UNIT 1 INTERNET BASICS

**OBJECTIVE:** Student will be able to identify basic Internet terminology.



## UNIT 1 CONTENT OVERVIEW

The Internet is a computer network that connects people across the world. This is possible because the website actually lives in the network. You can visit a website to chat, share and search on the internet. You know the parts of a website home page, menu, links, and buttons. Take your time! Look at each web page carefully!

Lesson 1: What is the Internet?

Lesson 2: Chat, Share, Search

Lesson 3: Website

Lesson 4: Webpage

Lesson 5: Homepage

Lesson 6: Menu

Lesson 7: Careful

Lesson 8: Icons Lesson

Lesson 9: Buttons Lesson

Lesson 10: Hyperlink Lesson

Lesson 11: Field

Lesson 12: Web Services

Lesson 13: Internet Basics Master

## PARTS OF A LESSON

1. Warm-up

2. Guided practices

3. Informal Assessment

4. Guided Activity

5. Exit Ticket

6. Unit Master Badge

- Goal Setting\*
- SWYK\*
- Social Activities\*
- Work-Simulations\*\*

\*included at the end of a Unit

\*\*included at the end of a Level

## LEVEL 1 RESOURCES: UNIT 1



### IMAGE EXCHANGE CARDS (IECS)

Image exchange cards can be used to engage students with limited verbal ability or a variety of emotional needs. Use these resources to ensure students are included throughout the lesson.

Yes/No · Thumbs up/thumbs down · Warm-up IECS



### EXIT TICKET

Exit tickets are used at the end of each lesson to quickly assess student comprehension. All Exit Tickets are differentiated.

Traceables · Word Blocks · Group project · Reading Maze



### PARENT COMMUNICATION TOOLS

Keeping parents in the loop is important! You can use our dollar and data tracking tools to report student progress to parents.

Daily Data Tracking · Student Dollar Tracker · Teacher Dollar Trackers



### THE SHOW WHAT YOU KNOW (SWYK)

Unit 1 Internet Basics will help students identify basic Internet terminology by using the vocabulary words from this unit to develop both their writing and money skills. The SWYKs in this unit are differentiated to including a writing rubric, a fill in the blank and a reading maze. Math probes are also differentiated to include the numerical concepts of money as well as visual supports of dollar bills. Comprehension Probes are Differentiated including the Writing Rubric, Fill in the blank and Reading maze. Data Tracking Tools for the SWYK are also included for progress monitoring.



### SOCIAL ACTIVITIES AND GAMES

Social games are designed to develop expressive and receptive language as well as social skills through unit vocabulary and conceptual knowledge throughout Level 1.

- Bingo
- Planning a Website
- Matching
- What am I



### LINKING TO LEVEL 1 WORK-SIMULATION: PLANNING A WEBSITE

Developing an understanding for basic internet vocabulary and conceptual knowledge will bring student attention and focus to their behavior on the internet. During the work-simulation they will use this foundation to plan and organize the content design of their website.



## LEVEL 1 WORK-SIMULATION: PLANNING A WEBSITE

Digitability uses technology as a hook.



### LEVEL 1 WORK-SIMULATION OVERVIEW

Throughout Level 1 The Internet Navigator, students have been building conceptual knowledge of the internet while practicing their writing skills using TAG. Now students, as a group, will apply the cognitive skill of synthesizing information and organizing it visually by creating a website template together.

[~9-10 hours]

\*Project timeline will depend on theme and nature of website, scheduling and student support needs.



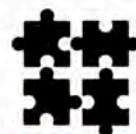
### WORK SIMULATION SKILL DEVELOPMENT



TIME & TASK MANAGEMENT  
(EXECUTIVE FUNCTIONING)



PROFESSIONAL  
COMMUNICATION



FLEXIBILITY &  
PROBLEM SOLVING



PROJECT MANAGEMENT



SOCIALIZATION



META-COGNITIVE  
DEVELOPMENT



### PLANNING THE WORK PROJECT

[~1-1.5 hours] \*Project timeline will depend on theme and nature of website, scheduling and student support needs.

In Phase 1 of the Level 1 Work-Simulation, students begin the planning process by brainstorming their topic for the website and organizing their ideas. Then, each job role is reviewed and student identify the job they would like to apply for.

Part 1 Brainstorming a Website  
Part 2 Applying for a Job

## PHASE 2

# WORKING TOGETHER

[~2.5-3+ hours] \*Project timeline will depend on theme and nature of website, scheduling and student support needs.

In Phase 2 of the Level 1 Work Simulation, students obtain their first job and begin working together to complete their project by the assigned deadline. They will need to problem solve, think flexibility and communicate using expressive and receptive language.

Part 1 Getting Hired  
Part 2 Problem Solving  
Part 3 Time to Work!



## PHASE 3

# DEMO DAY

[~2-3+ hours] \*Project timeline will depend on theme and nature of website, scheduling and student support needs.

In Phase 3 of the Level 1 Work Simulation, students plan and prepare their first work product demo. Students learn to showcase their work and discuss their problem solving and collaborative process. The Executive Team provides critical feedback for student growth. Students will use their receptive language to interpret feedback and apply it to their next iteration.

Part 1 Preparing your demo  
Part 2 Practicing your presentation  
Part 3 Receiving Feedback



## PHASE 4

# BUILDING YOUR RESUME AND INTERVIEWING SKILLS

[~3+ hours] \*Project timeline will depend on theme and nature of website, scheduling and student support needs.

In Phase 4 of the Level 1 Work Simulation, students draft their first resume including their experience in their first work-simulation. Additionally, student learn to frame their strengths, interest and skills through a professional bio. Using these new assets, students will practice scheduling an interview and completing the formal interview process for a job role they have not yet had in the Digitability program. Students develop skills that they can transfer from one role to another. Students not only develop skills that they can transfer from one role to another, but they also learn how to discuss and apply these skills to a new job role

Part 1: Starting your resume  
Part 2: Drafting Your Bio  
Part 3: Scheduling an Interview with The Executives  
Part 4: Interviewing (and Thank you!)





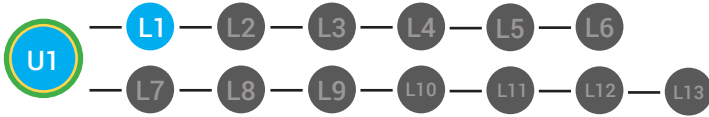
**DIRECTIONS:** Print this Dollar Tracker and attach it to a clipboard or put it in a file that is easily accessible to you. Each time you use Digitability, update your students' earning for Unit 1: Internet Basics on this sheet.

[illegible]



Digitability Dollar Denominations





## MY DIGITABILITY EARNINGS TRACKER

### Unit 1 What is the Internet? | 1.1.10

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

**Name:** \_\_\_\_\_

	DATE:	DOLLARS EARNED:
<b>LESSON 1:</b> WHAT IS THE INTERNET?		
<b>LESSON 2:</b> CHAT, SHARE & SEARCH		
<b>LESSON 3:</b> WEBSITE		
<b>LESSON 4:</b> WEBPAGE		
<b>LESSON 5:</b> HOMEPAGE		
<b>LESSON 6:</b> MENU		
<b>LESSON 7:</b> CAREFUL		
<b>LESSON 8:</b> ICON		
<b>LESSON 9:</b> BUTTONS		
<b>LESSON 10:</b> HYPERLINK		
<b>LESSON 11:</b> FIELD		
<b>LESSON 12:</b> WEBSITE SERVICES		
<b>LESSON 13:</b> INTERNET BASICS MASTER		
<b>TOTAL DOLLARS EARNED:</b>		



## Login Card

[Go to digitability.com](https://digitability.com)

First & Last  
Name:

---

username:

---

password:

---



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[Go to digitability.com](https://digitability.com)

First & Last  
Name:

---

username:

---

password:

---



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## Login Card

[Go to digitability.com](https://digitability.com)

First & Last  
Name:

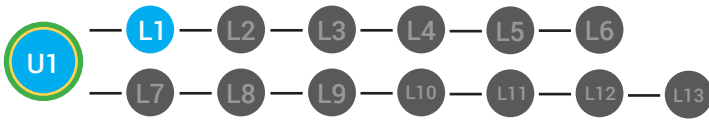
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username:

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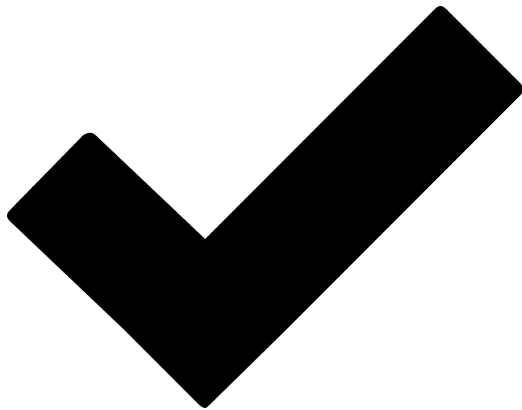
password:

---

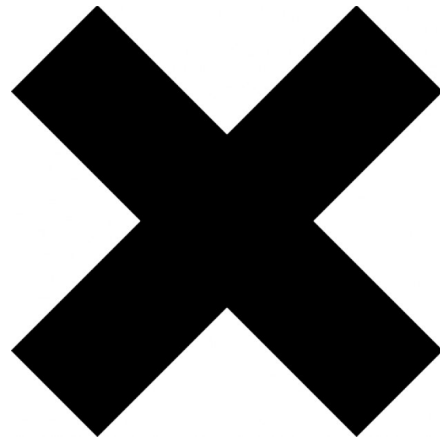


 **YES OR NO IMAGE  
EXCHANGE CARD**

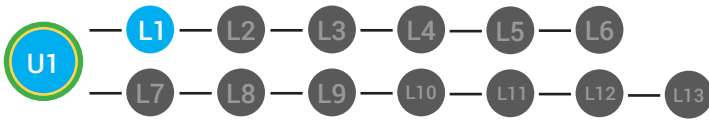
1.IEC.Y/N



**YES**

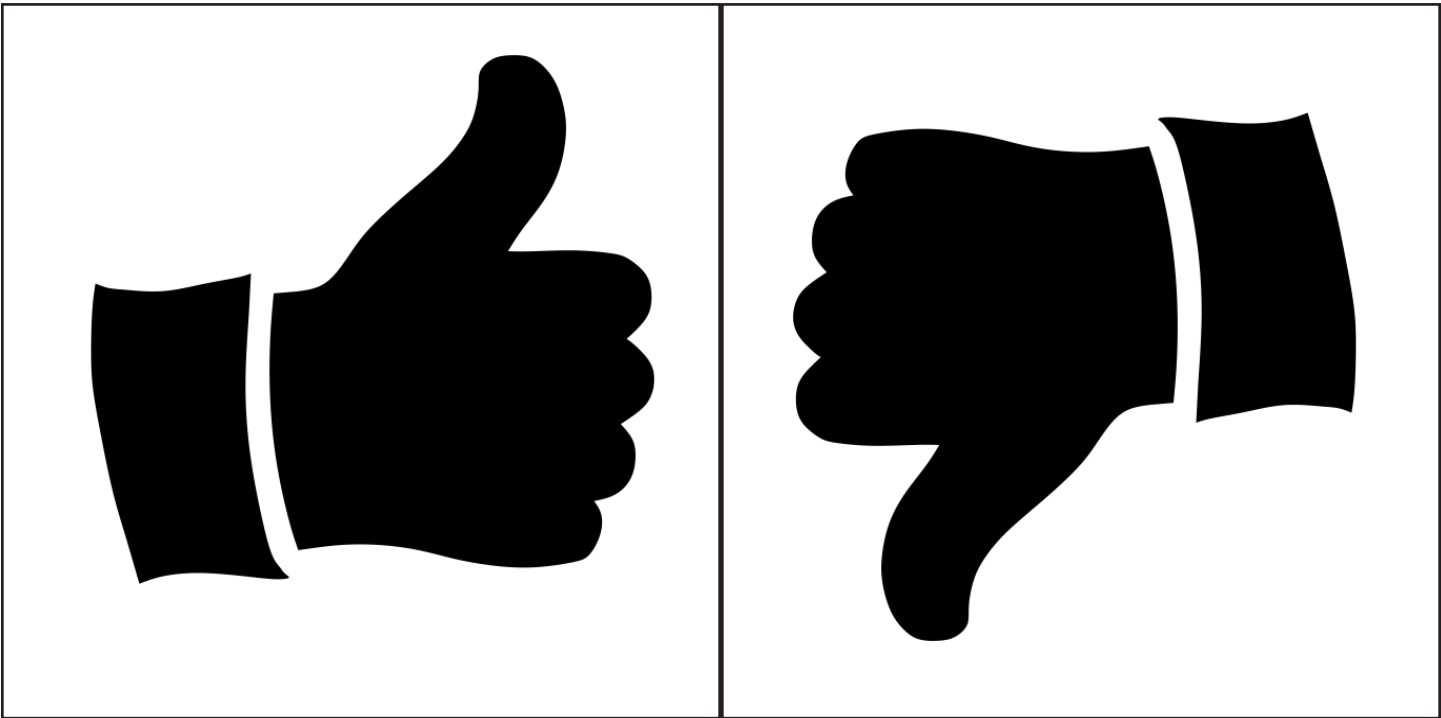


**NO**



## THUMBS IMAGE EXCHANGE CARD

### 1.1.THUMB





Internet



Chat | Share | Search



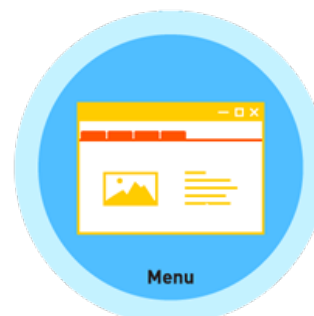
Website



Webpage



Homepage



Menu



Careful



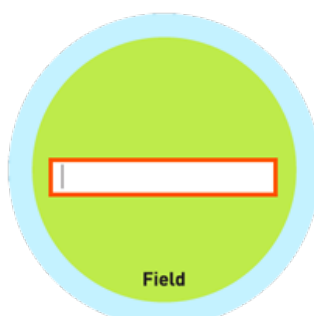
Icons



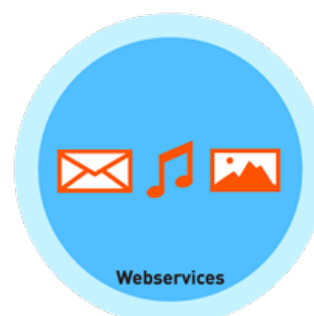
Buttons



Hyperlinks



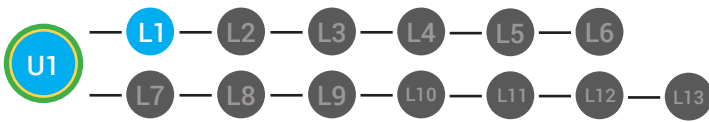
Field



Webservices



Internet Basics



## IMAGE EXCHANGE CARDS

1.1.1

When I think of the **Internet**,  
the first word I think of is...



**computer**



**YouTube**



**phone**



**network**



**video games**



**Facebook**



## IMAGE EXCHANGE CARDS

1.1.2

Where do you use the **Internet**?



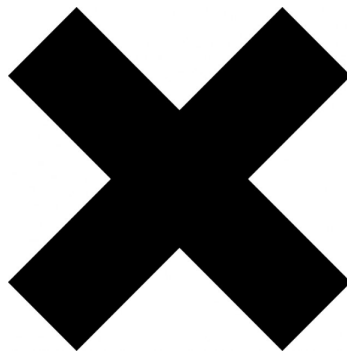
home



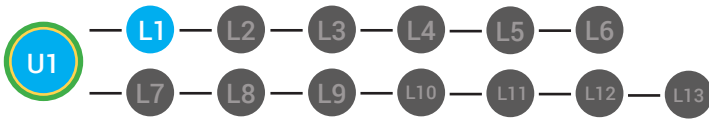
school



library



**I do NOT use the Internet.**



## IMAGE EXCHANGE CARDS

1.1.3

A **network** is...



an  
interconnected  
group



a website

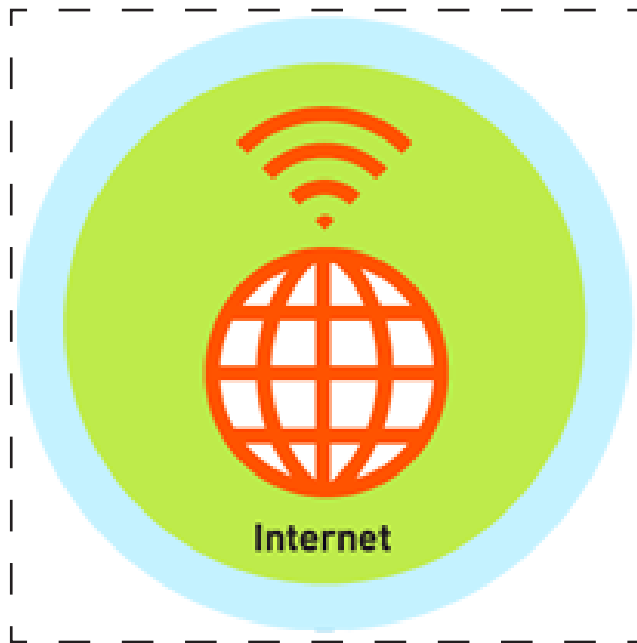


an individual



# WORD WALL PRINTOUT

1.1.8

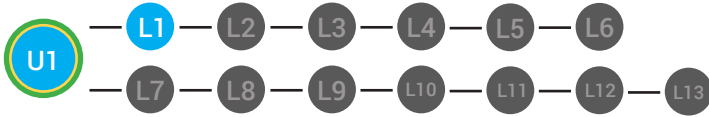


a computer network that connects  
people across the world



## DIFFERENTIATION

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



T1

WHAT IS THE INTERNET?  
EXIT TICKET VOCAB BLOCK

1.1.9.1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

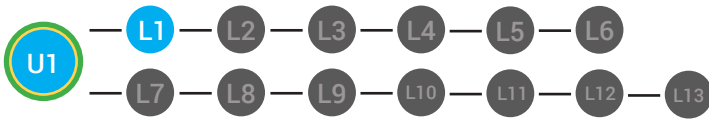
Define

Sentence

Examples

Draw

Internet



T2

WHAT IS THE INTERNET? EXIT TICKET  
TRACE 'N' LEARN CARDS

1.1.9.2

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Internet

a computer network  
that connects people  
across the world