

## UNIT 11: SENDING AN EMAIL IN GMAIL

### LESSON 1: COMPOSE MAIL BUTTON

#### LESSON OVERVIEW

Your email window also has a compose button. The compose button is what you click when you want to compose or create a new email. The compose button in gmail is It is located above the menu. When you click on the compose button, a new email window will appear.

Time: ~30 minutes

#### OBJECTIVE

Student is able to receive an email with a Gmail account.

#### 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

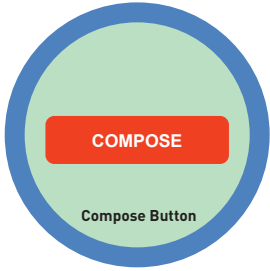
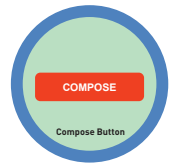
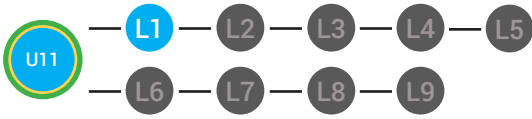
#### ONLINE REVIEW

1. Sign into Digitability
2. Click **LESSONS** tab
3. Select **Level 2 - Digital Citizen**
4. Select **Unit 11**
5. Select **Lesson 1 - Compose Mail Button**

#### 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.



## LESSON PLAN

### WARM UP



#### ACCESSING PRIOR KNOWLEDGE


1. Write on the board *“Recall what parts are in the Gmail Window?”*

**Possible Answers:** Inbox, Sent Mail, Search etc.



2. Ask, *“For a participation dollar, who can come up to the board to write the answers?”*



3. Distribute **11.1.IMAGE** Image Exchange Cards to students. See  **DIFFERENTIATION** for this activity to identify supplements needed for your students.



#### DIFFERENTIATION



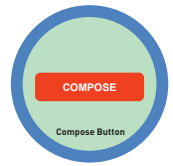
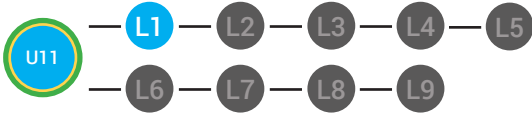
Writes response on board



Writes response on board with assistance from a **Tier 1 partner**



Uses **Image Exchange cards** [11.1.IMAGE] to point to potential vocabulary word or icon representing “inbox, sent folder, Search Field”



4. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker**. [11.DollarTracker]

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



**Pro tip** RULE #5-to-1: The ratio for how we narrate behavior in a learning environment is 5:1. Meaning that you should be giving out \$5 to every \$1 that you take. It is important when implementing behavior modification systems that we utilize positive reinforcement more frequently than pointing out negative behavior.

<p><b>+\$ PARTICIPATION</b></p> <p><i>"Marcus + you answered correctly! You earned a dollar! Nice job!"</i></p>	<p><b>-\$ INTERRUPTIONS</b></p> <p><i>Marcus + you interrupted. Interruptions cost \$1. Next time, raise your hand and wait to be called on to earn a \$1.</i></p>
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## GUIDED WATCHING



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 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:** Compose Mail Button



2. Distribute **11.BADGE** to students. See DIFFERENTIATION for this activity to identify supplements needed for your students.



## DIFFERENTIATION



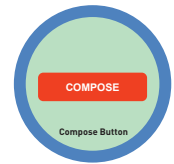
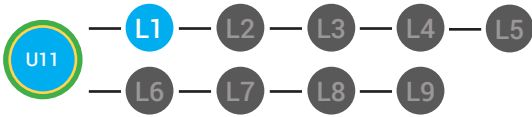
Verbal Response



Writes down badge



Uses **Badge Board** [11.BADGE] for this Unit.




3. 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 words compose mail button.”*

4. Ask students to give a thumbs up every time they hear and/or see the words Compose Mail Button in the video.



5. Play video.



6. Distribute **11.IEC.THUMB** to students. See  **DIFFERENTIATION** for this activity to identify supplements needed for your students.



## DIFFERENTIATION



Puts thumbs up



Puts thumbs up or holds up **Thumbs Image Exchange Card** [11.IEC.THUMB]



Holds up or points **Thumbs Image Exchange Card** [11.IEC.THUMB]



7. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker**. [11.DollarTracker]

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

### +\$ PARTICIPATION

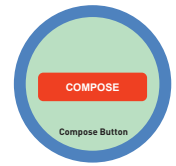
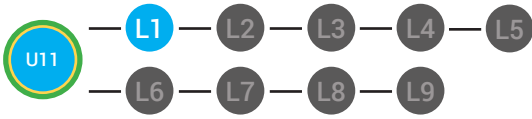
*“Marcus + you answered correctly! You earned a dollar! Nice job!”*

### -\$ OFF TASK

*“Marcus, you’re off-task. Being off-task cost a dollar. Look at the screen and listen carefully to earn dollars for following direction/participating. Marcus, you’re off-task. For every minute that you are not participating, it will cost a \$1. Look at the screen and listen carefully to earn dollars for following direction/participating.”*



**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, or identify their replacement behavior. If a student is not following directions, you have give them one minute (60 seconds) before taking additional dollars.



## INFORMAL ASSESSMENT

1. Ask, *“For a participation dollar, who can tell me what you click when you want to write a new email?”*

Structure prompting to get students to come up with a definition using language from the video

**Answer:** The compose button.

*“Yes, Nice job participating, [student]! You earned a participation dollar.”*

2. Ask, *“For a participation dollar, who can tell me what happens when you click the compose button?”*

Structure prompting to get students to come up with a definition using language from the video

**Possible Answers:** A new window will appear for you to create your new email.

*“Yes, Nice job participating, [student]! You earned a participation dollar.”*




**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.”



3. Distribute **11.1.IMAGE** Image Exchange Cards to students. See  **DIFFERENTIATION** for this activity to identify supplements needed for your students.

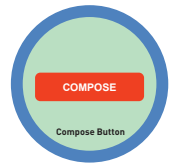
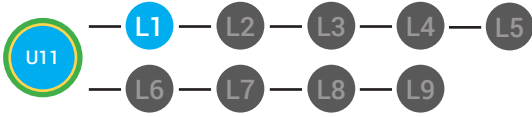


## DIFFERENTIATION

**T1** Verbal response

**T2** Writing it down

**T3** Uses **Image Exchange cards** [11.1.IMAGE] to point to potential vocabulary word or icon representing “compose button and new email window.”



4. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker**. [11.DollarTracker]

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



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

### +\$ FOLLOWING DIRECTIONS

*"Nice job following directions and giving a thumbs up! You're earning a dollars! Nice job!"*

### -\$ OFF TASK

*"Marcus, you're off-task. Being off-task cost a dollar. Look at the screen and listen carefully to earn dollars for following direction/participating. Marcus, you're off-task. For every minute that you are not participating, it will cost a \$1. Look at the screen and listen carefully to earn dollars for following direction/participating."*



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..."

## PLAY ACTIVITY VIDEO



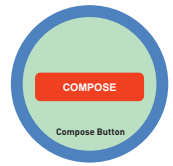
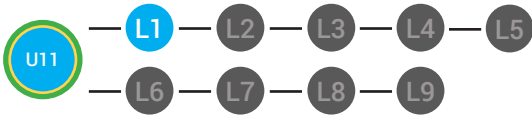
1. Ask the class, "Who would like to unlock the Compose Mail Button Badge for \$1?"

### 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.



3. Distribute lesson badge cut out 11.1.5. Students that unlocked the badge will place the **Compose Mail Button Badge** print out on the classroom's **word wall**. See DIFFERENTIATION for this activity to identify supplements needed for your students.



## 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**. [11.DollarTracker]

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

### +\$ PARTICIPATION


"Marcus + you answered correctly!  
You earned a dollar! Nice job!"

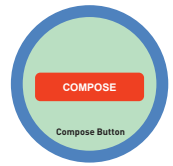
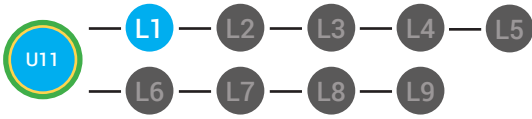
### -\$ INTERRUPTIONS

"Marcus + you interrupted.  
Interruptions cost \$1. Next time,  
raise your hand and wait to be called  
on to earn a \$1."

## ASSESSMENT/EXIT TICKET



1. Distribute 11.1.6 Compose Mail Button Exit Ticket to students.  
See  DIFFERENTIATION for this activity to identify supplements needed for your students.



## DIFFERENTIATION

T1

Using Tier 1 **Compose Mail Button Badge Exit Ticket** [11.1.6.1], students will answer multiple choice questions about the compose button.

T2

Using Tier 2 **Compose Mail Button Badge Exit Ticket** [11.1.6.2], students complete Vocab block about using email, or Trace 'n' Learn card [11.1.6.3].

T3

Using Tier 3 **Compose Mail Button Badge Exit Ticket** [11.1.6.3], students complete Trace and Learn.



2. Give immediate feedback to each student (see below). Record Workplace Behavior earnings and/or spending on the **Dollar Earnings Tracker**. [11.DollarTracker]

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

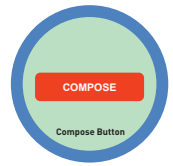
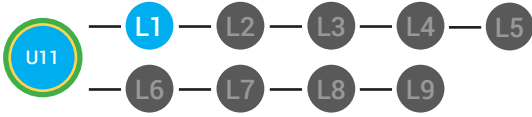
### +\$ PARTICIPATION

*"Nice job, participating, Marcus. You earned a participation dollar. Let's hear more about your work."*

### -\$ OFF TASK

*"Marcus, you're off-task. Being off-task cost a dollar. Look at the screen and listen carefully to earn dollars for following direction/participating. Marcus, you're off-task. For every minute that you are not participating, it will cost a \$1. Look at the screen and listen carefully to earn dollars for following direction/participating."*





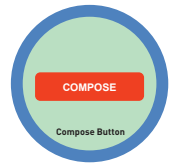
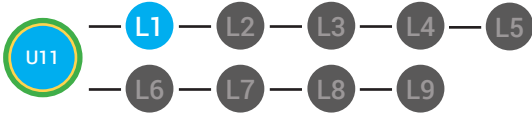
## IMMEDIATE FEEDBACK/NEXT STEPS

1. Read off Dollar Earnings Tracker and announce how many dollars each student earned 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 continue on to the next lesson plan.
4. Ask students what they will do with their money. Spend it or save it?



## DIFFERENTIATION

- T1** Login independently using **password cards**.
- T2** Login independently using **password card** with the help from a Tier 1 partner for any required troubleshooting.
- T3** Teacher or Tier 1 assistance to help student login using their **password card**.



**Behaviors**

**Name**

**Successful +\$**

Participation/  
Contributing

Sharing/Helping/  
Collaborating

Greeting a Guest

Following Directions/  
Staying on Task

Encouraging/  
Complementing

**Problematic -\$**

Off Task

Off-Topic/  
Inappropriate  
Comment

Disrespect/Teasing

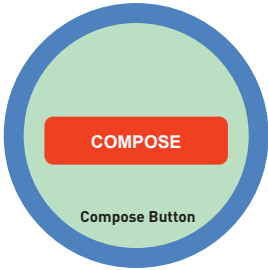
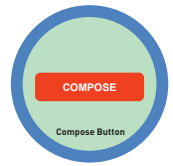
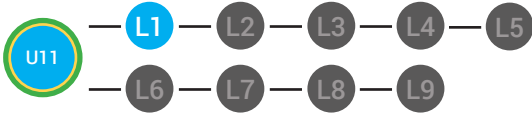
Complaining/Whining

Arguing

Interrupting

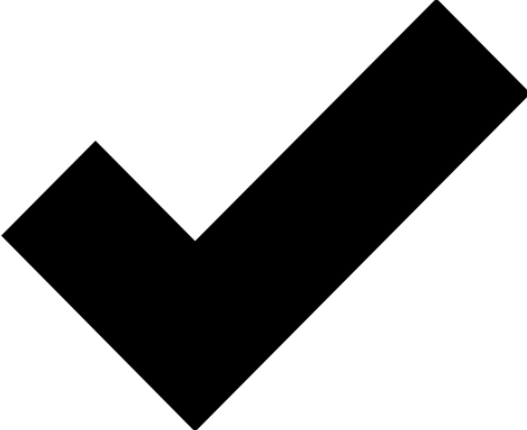
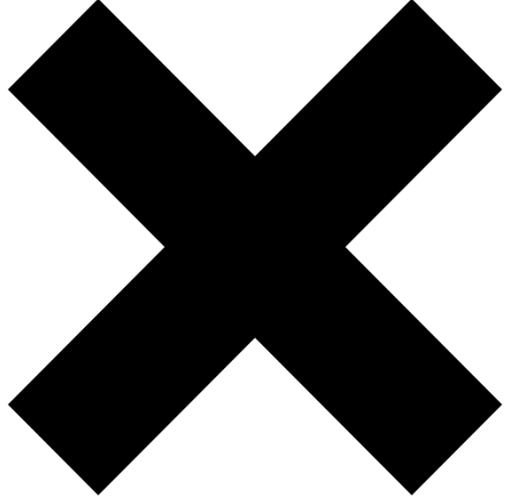
UMAPA

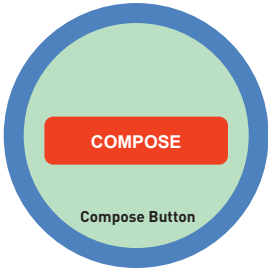
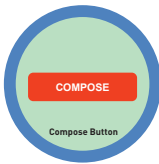
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Participation/ Contributing	<del>    </del>						
Sharing/Helping/ Collaborating							
Greeting a Guest							
Following Directions/ Staying on Task							
Encouraging/ Complementing							
Off Task							
Off-Topic/ Inappropriate Comment							
Disrespect/Teasing							
Complaining/Whining							
Arguing							
Interrupting							
UMAPA							




 **YES OR NO IMAGE EXCHANGE CARD**

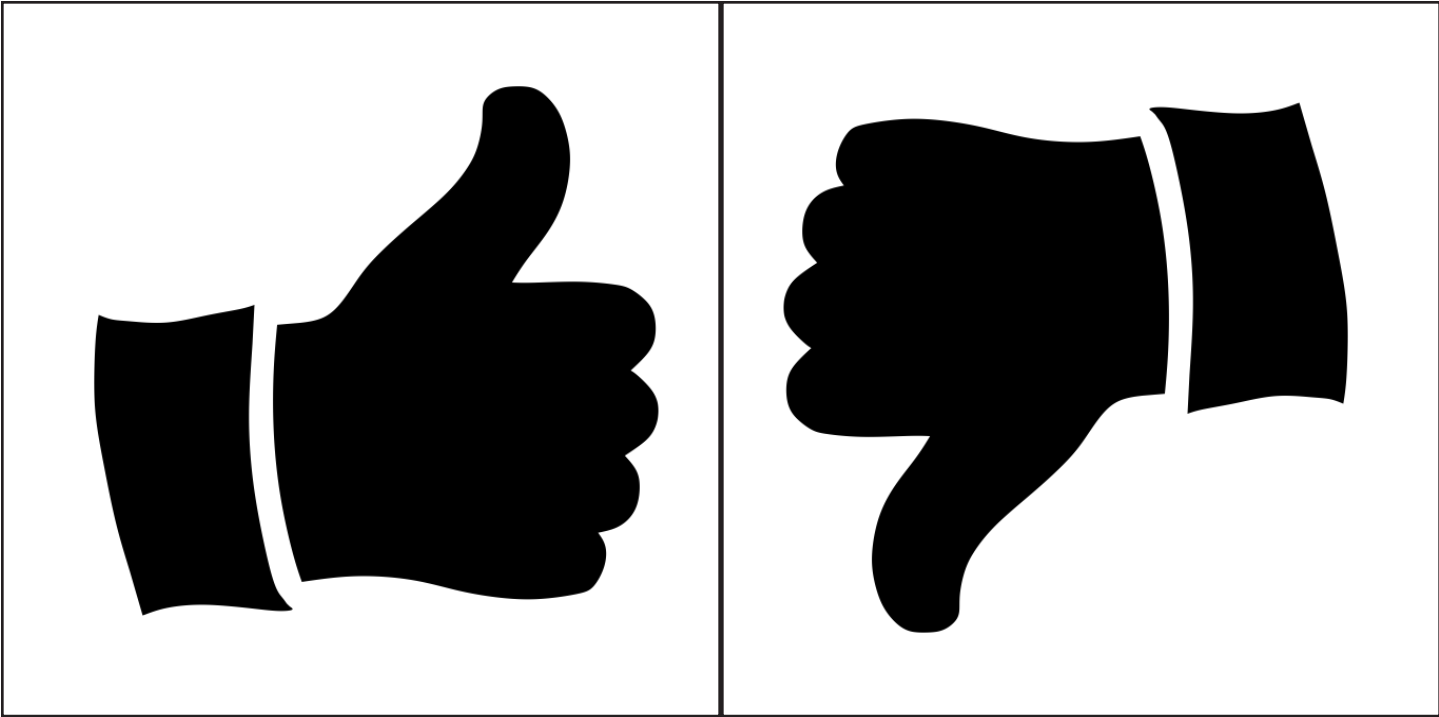
**11.IEC.Y/N**

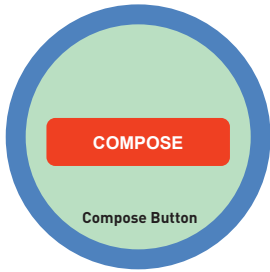
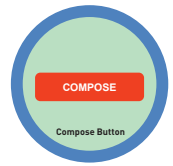
 <p><b>Yes</b></p>	 <p><b>No</b></p>
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 **THUMBS IMAGE  
EXCHANGE CARD**

**11.IEC.THUMB**





# IMAGE EXCHANGE CARDS

## 11.1.IMAGE

**Inbox**



**Sent Mail Folder**



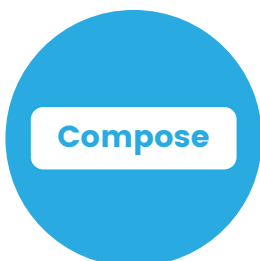
**Search Field**

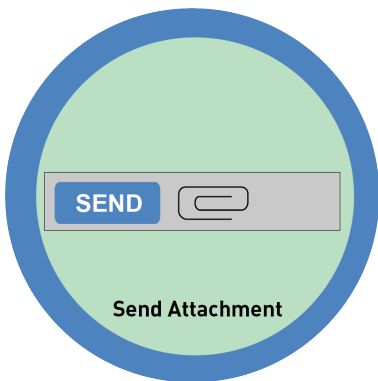
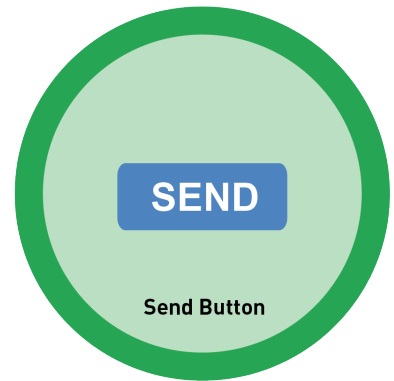
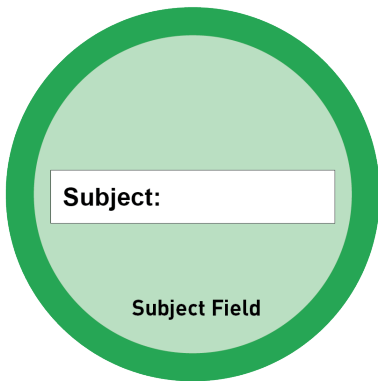
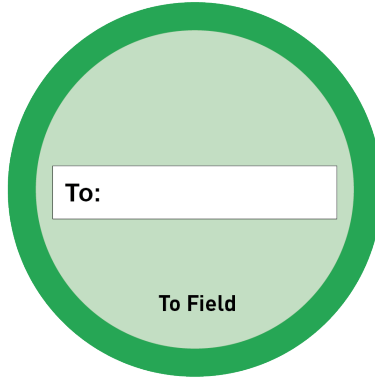
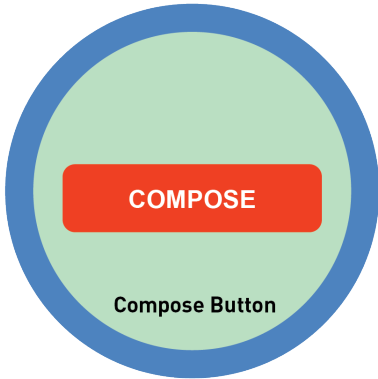
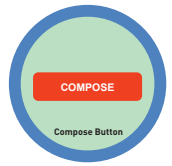


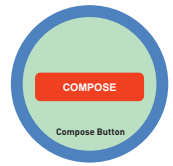
**New Email Window**



**Compose Mail Button**

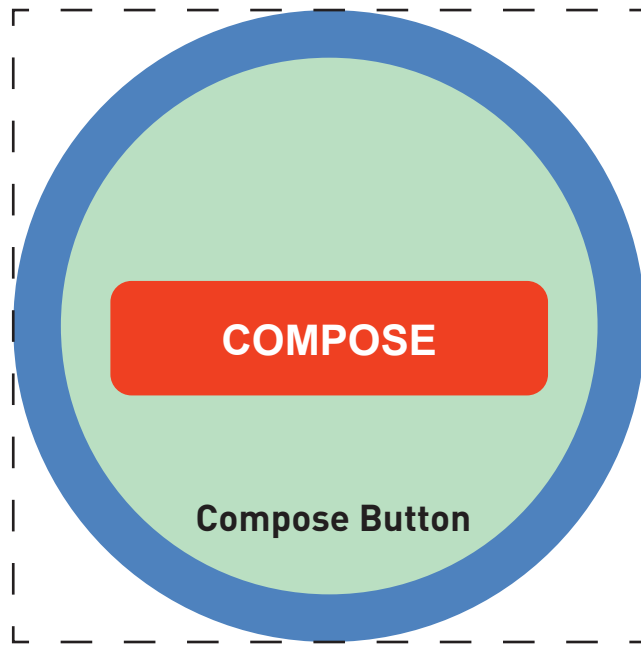






# WORD WALL PRINTOUT

11.1.5

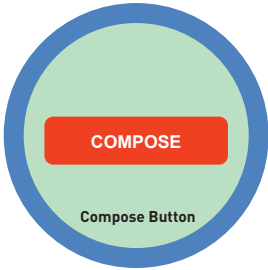
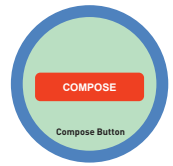
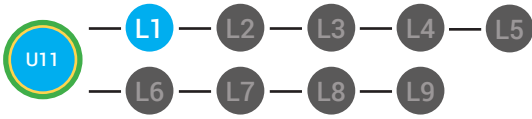


The compose icon is what you click when you want to compose or create a new



## DIFFERENTIATION

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



**T1** COMPOSE MAIL BUTTON  
EXIT TICKET MULTIPLE CHOICE  
**11.1.6.1**

**1. Which one is NOT an Gmail Menu option:**

- a. Inbox
- b. Outbox
- c. Compose

**2. What button do you click to create a new email?**

- a. Inbox
- b. Outbox
- c. Compose

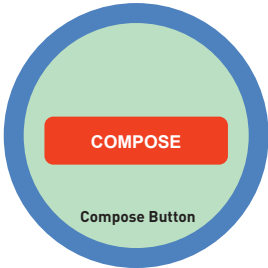
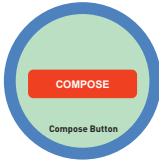
**3. What happens when you click the button to create a new email?**

- a. It closes out
- b. A new window appears
- c. It signs out

**4. Where can you find the Compose Button?**

- a. Gmail window
- b. From a mobile device with internet access
- c. Google Home Page
- d. Inside an email





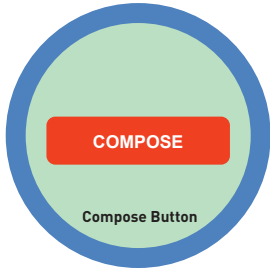
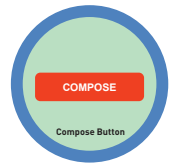
**T2** COMPOSE MAIL BUTTON  
 EXIT TICKET VOCAB BLOCKS  
 11.1.6.2

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

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

<b>Define</b>	<b>Sentence</b>
<b>Examples</b>	<b>Draw</b>

**Compose Mail Button**

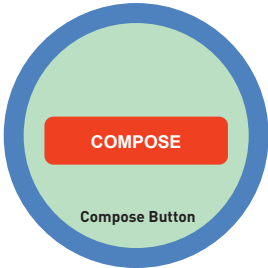
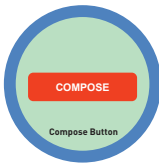
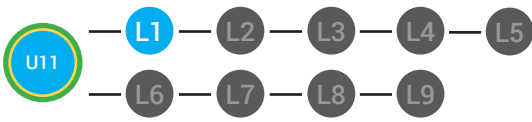


**T3** COMPOSE MAIL BUTTON  
EXIT TICKET TRACE 'N' LEARN

11.1.6.3

Compose Mail Button

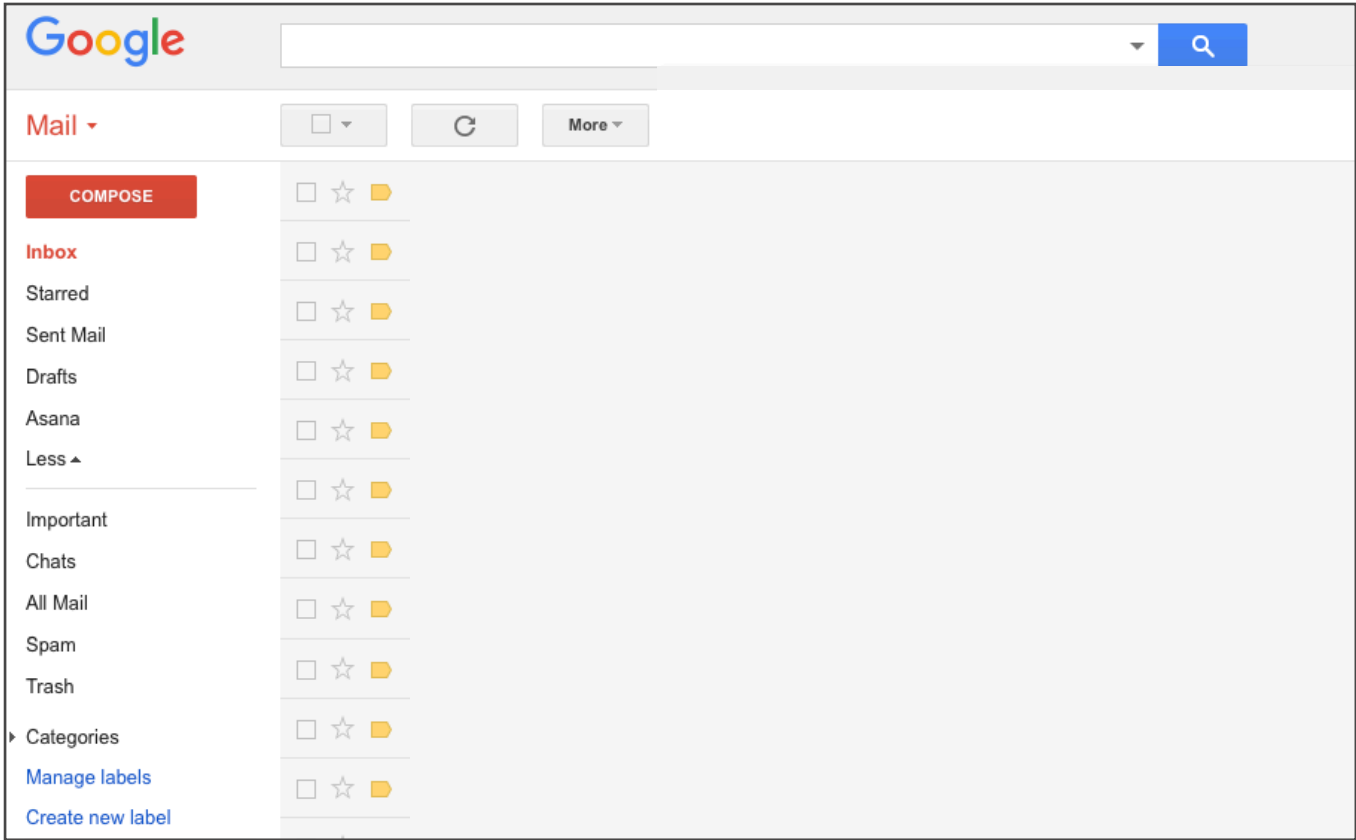
The compose icon  
is what you click  
when you want to  
compose or create  
a new email.

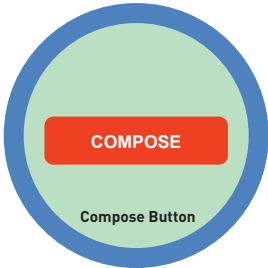
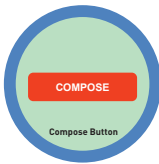
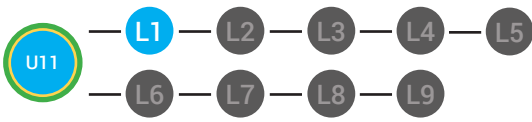


# WORKPLACE CONNECTIONS

## 11.1.WC.1

**Directions:** Look at the Gmail Window. Using a circle where you would click to compose a new email.

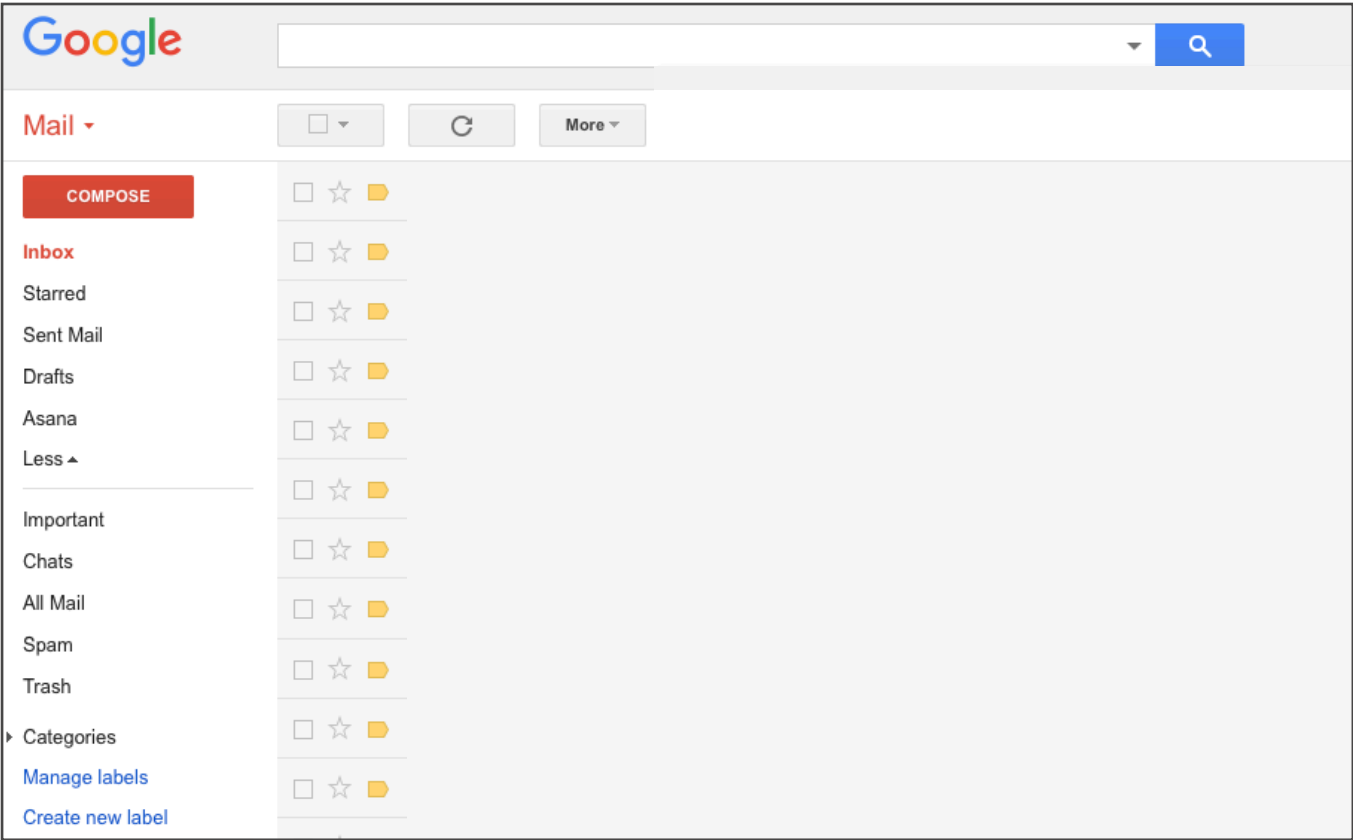


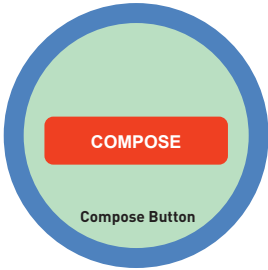
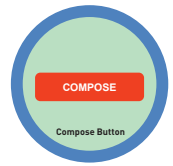
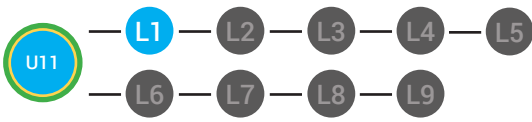


# WORKPLACE CONNECTIONS

## 11.1.WC.2

**Directions:** Look at the Gmail Window. Using a highlighter, highlight where you would click to compose a new email.

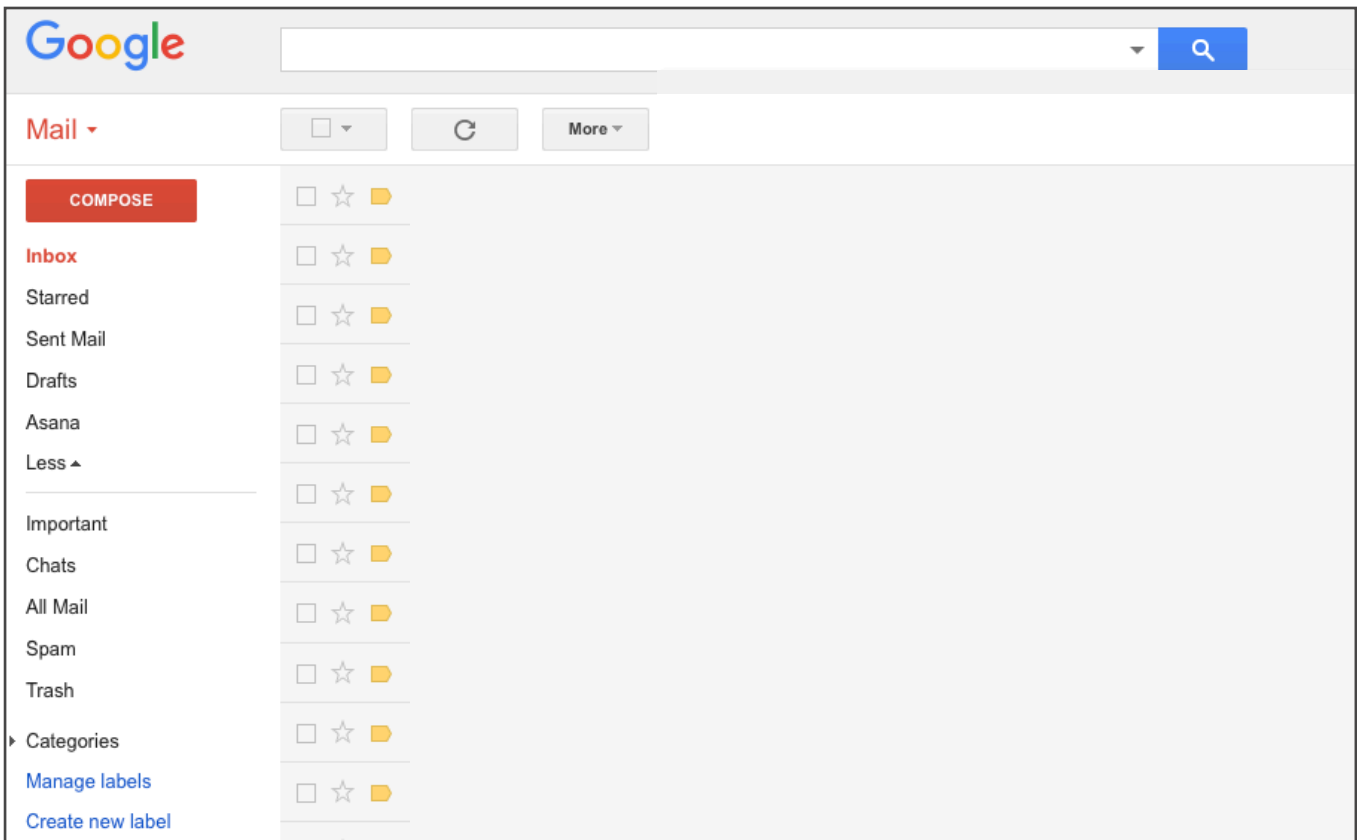


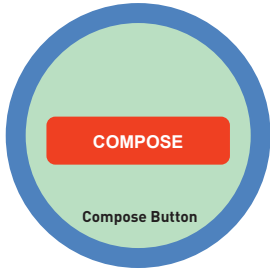
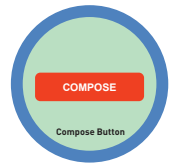
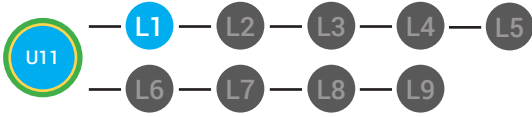


# WORKPLACE CONNECTIONS

## 11.1.WC.3

**Directions:** Look at the Gmail Window. Circle or point to where you would click to compose a new email





# READING MAZE

## 11.1

**Directions:** Write in or circle the best answer to complete the sentence.

The Gmail window has a lot of options in the Gmail \_\_\_\_\_.  
(menu, email)

You must look at the Gmail \_\_\_\_\_ carefully.  
(window, box)

The Gmail Menu has an \_\_\_\_\_,  
(inbox, outbox)

a search field and other menu options. To \_\_\_\_\_  
(compose, send)

a new email, you must click the compose email \_\_\_\_\_.  
(icon, book) Once

you click the compose button, a \_\_\_\_\_.  
(new, old)

window will open. In this window you can create a new \_\_\_\_\_.  
(email, photograph)