

# UNIT 11: SENDING AN EMAIL IN GMAIL

## LESSON 2: TO FIELD

### LESSON OVERVIEW

The to field is the first field on a new email window. This is where you type the email address of the person or people you are sending an email to. Make sure you type the email address carefully. If you type the wrong email address the email will not send.

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

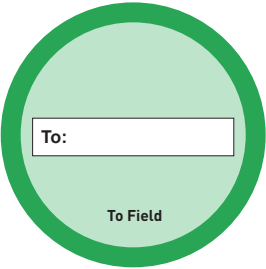
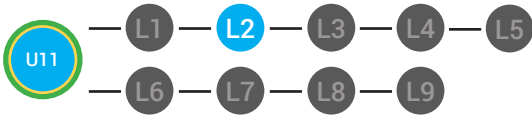
### ONLINE REVIEW

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

### 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 *“what do you need to know in order to send someone an email?”*

**Possible Answers:** Their email address.



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



3. Distribute **11.2.IMAGE** Image Exchange Cards to students. See  **DIFFERENTIATION** for this activity to identify supplements needed for your students.



### DIFFERENTIATION

**T1**

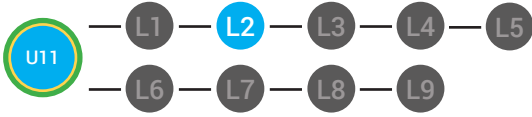
Writes response on board

**T2**

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

**T3**

Uses **Image Exchange cards** [11.2.IMAGE] to point to potential vocabulary word or icon representing “email address”



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]

<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>
---	--

**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..."



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

**Answer:** To Field



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



**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.



**DIFFERENTIATION**



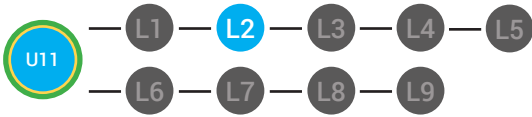
Verbal Response



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 to field.”*

4. Ask students to give a thumbs up every time they hear and/or see the words To Field 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



**T1** Puts thumbs up



**T2** Puts thumbs up or holds up **Thumbs Image Exchange Card** [11.IEC.THUMB]



**T3** 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]



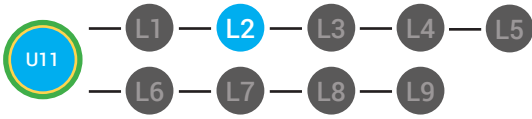
**Pro tip Remember Rule #3:** Avoid a power struggle to stay focused on instruction. We are helping students learn to self-regulate. Therefore it is important to give students time to opt, or identify their replacement behavior. If a student is not following directions, you have give them one minute (60 seconds) before taking additional dollars.

**+\$ 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.”*



## INFORMAL ASSESSMENT



1. Ask, *“For a participation dollar, who can tell me how many people you can send the same email to?”*

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

**Answer:** As many people as you want.

*“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 email window will appear.

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


3. Ask, *“For a participation dollar, who can tell me where you enter the email address of the person you want to send an email to?”*

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

**Possible Answers:** The first line of the email window. The To Field.

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



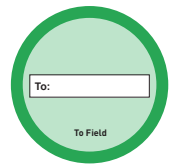
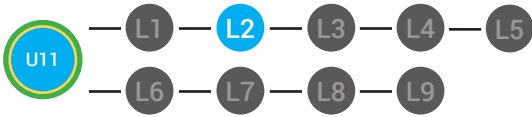
4. Distribute **11.2.IMAGE** Image Exchange Cards to students. See  **DIFFERENTIATION** for this activity to identify supplements needed for your students.



**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.”



## DIFFERENTIATION

T1

Verbal response

T2

Writing it down

T3

Uses **Image Exchange cards** [11.2.IMAGE] to point to potential vocabulary word or icon representing “compose button and new email window.”



5. 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

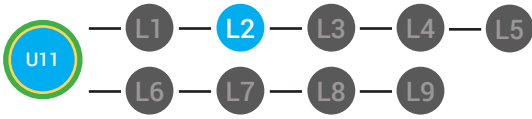
*“Nice job following directions and giving a thumbs up! You’re earning a dollars! Nice job!”*

### -\$ 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 To Field 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 **11.2.6**. Students that unlocked the badge will place the **To Field** 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.



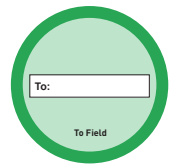
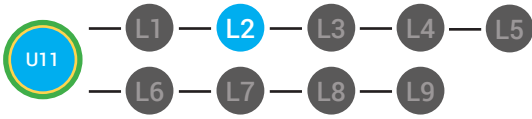
Student will use hand signals, pointing, prompting levels or adult/Tier 1 partner support to unlock the badge with the class.



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]

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



## ASSESSMENT/EXIT TICKET



1. Distribute **11.2.6 To Field Exit Ticket** to students. See  **DIFFERENTIATION** for this activity to identify supplements needed for your students.



### DIFFERENTIATION

**T1**

Using Tier 1 **To Field Exit Ticket** [11.2.6.1], students will answer multiple choice questions about the to field.

**T2**

Using Tier 2 **To Field Exit Ticket** [11.2.6.2], students complete Vocab block about using email, or Trace 'n' Learn card [11.2.6.3].

**T3**

Using Tier 3 **To Field Exit Ticket** [11.2.6.3], 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]

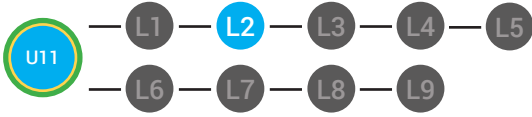
### +\$ PARTICIPATION

*"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."*





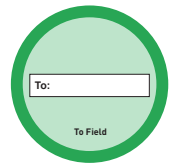
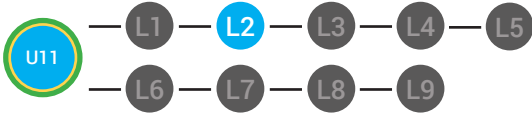
## IMMEDIATE FEEDBACK/NEXT STEPS

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

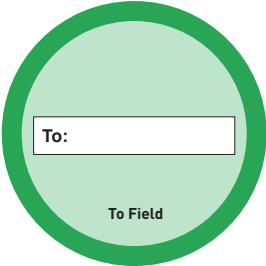
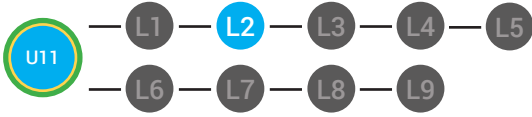
Complaining/Whining

Arguing

Interrupting

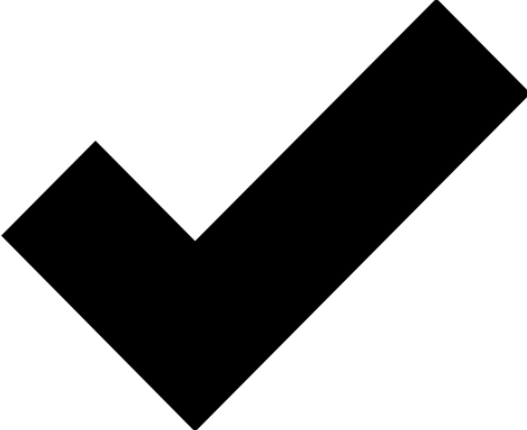
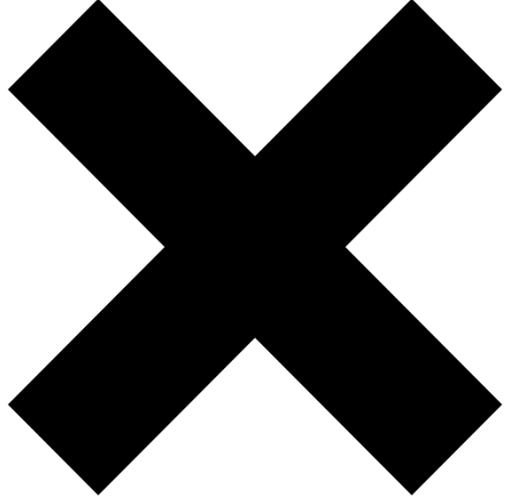
UMAPA

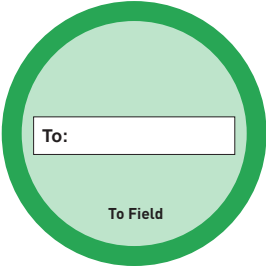
EX: Sam							
Participation/ Contributing	<del>    </del>						
Sharing/Helping/ Collaborating							
Greeting a Guest							
Following Directions/ Staying on Task							
Encouraging/ Complementing							
Off Task							
Off-Topic/ Inappropriate Comment							
Disrespect/Teasing							
Complaining/Whining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




 **YES OR NO IMAGE EXCHANGE CARD**

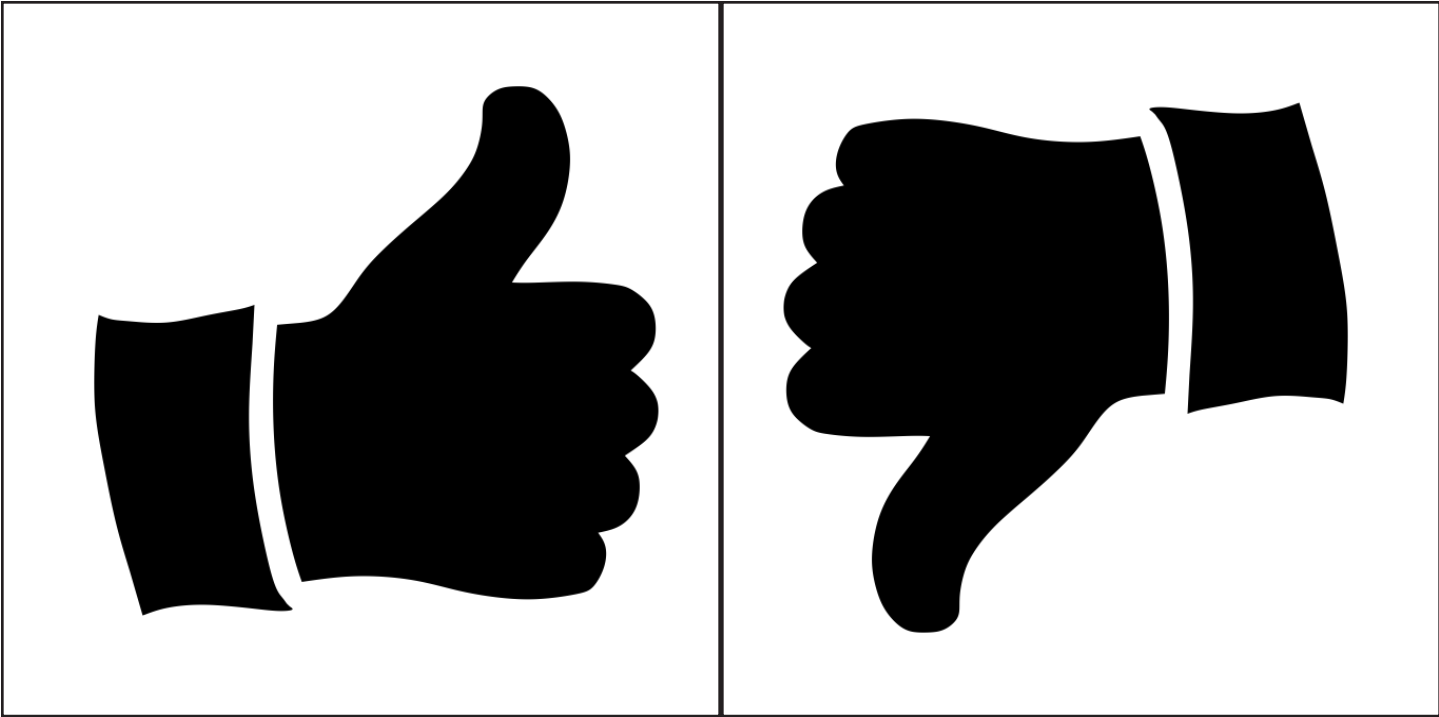
**11.IEC.Y/N**

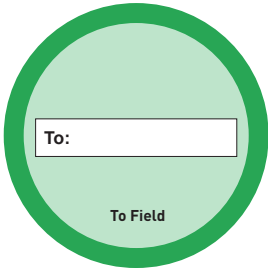
 <p><b>Yes</b></p>	 <p><b>No</b></p>
--	--



 **THUMBS IMAGE  
EXCHANGE CARD**

**11.IEC.THUMB**



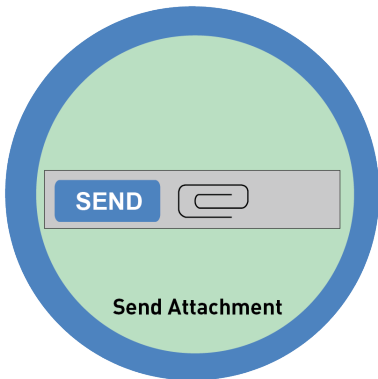
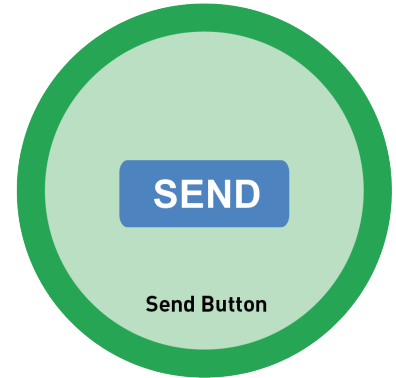
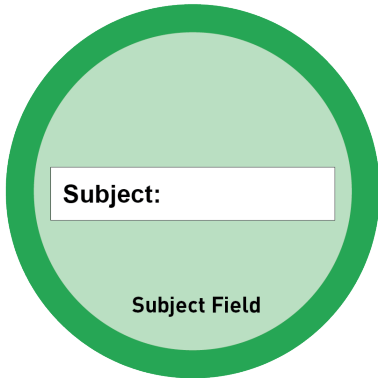
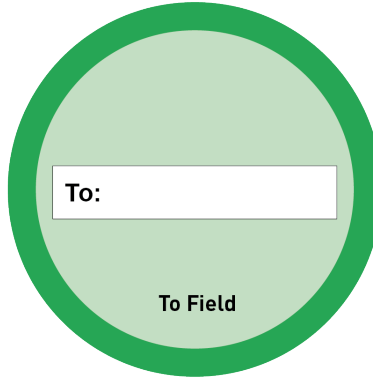
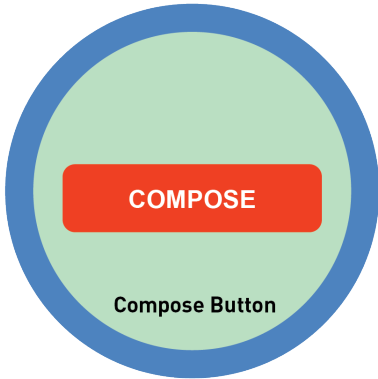
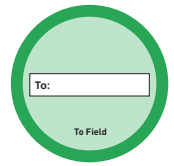


 **IMAGE EXCHANGE CARDS**

**11.2.IMAGE**

Directions: Cut out

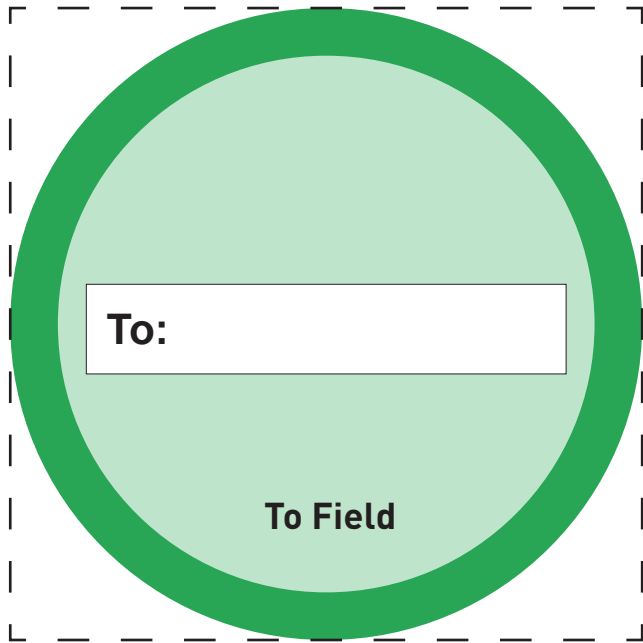






# WORD WALL PRINTOUT

11.2.6

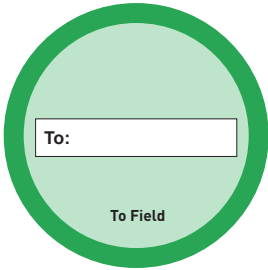
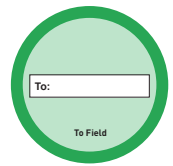
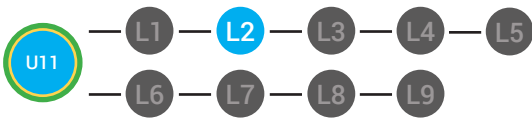


The To Field is where you type in the email address of the person you want to send the email to.



## DIFFERENTIATION

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



T1

TO FIELD EXIT TICKET  
MULTIPLE CHOICE

11.2.7.1

### 1. What does an email address do?

- a. Tells you when the email will be sent.
- b. Tells the internet who to send the email to.
- c. Tells the internet what an email is about.

### 2. What happens when you click the compose mail button?

- a. A new email window will appear.
- b. The browser will turn off.
- c. The email will be sent.

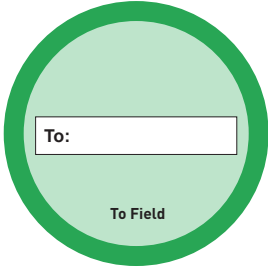
### 3. What do you enter into the first line of the email window?

- a. Your email password.
- b. The body of the email.
- c. The email address of the person you want to send an email to.

### 4. What happens if you type an email address incorrectly?

- a. It will send anyway.
- b. It will go into the trash folder.
- c. It will not send.





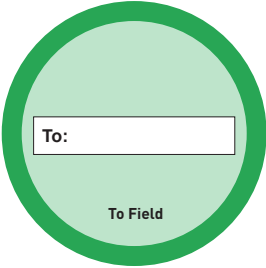
**T2** TO FIELD EXIT TICKET  
VOCAB BLOCKS  
11.2.7.2

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

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

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

**To Field**



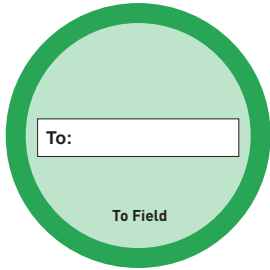
T3

TO FIELD EXIT TICKET  
TRACE 'N' LEARN

11.2.7.3

To Field

The To Field is  
where you type in  
the email address  
of the person you  
want to send the  
email to.

A blue circular icon with a white document icon inside.

# READING MAZE

## 11.2

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

You know that an email \_\_\_\_\_ tells the internet who to send  
(address, account)  
an email to. When you want to send an email, you must first click the  
\_\_\_\_\_ button.

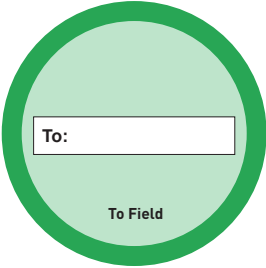
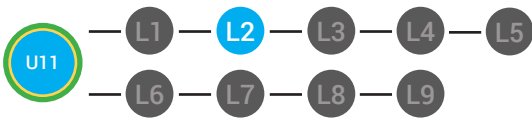
(compose, write)

This will make an (old, new) email window appear. The \_\_\_\_\_  
(first, second)

line is the to field. This is where you enter the email address of the  
person you want to send an email to. When typing an email address  
you must be very \_\_\_\_\_.

(sloppy, careful)

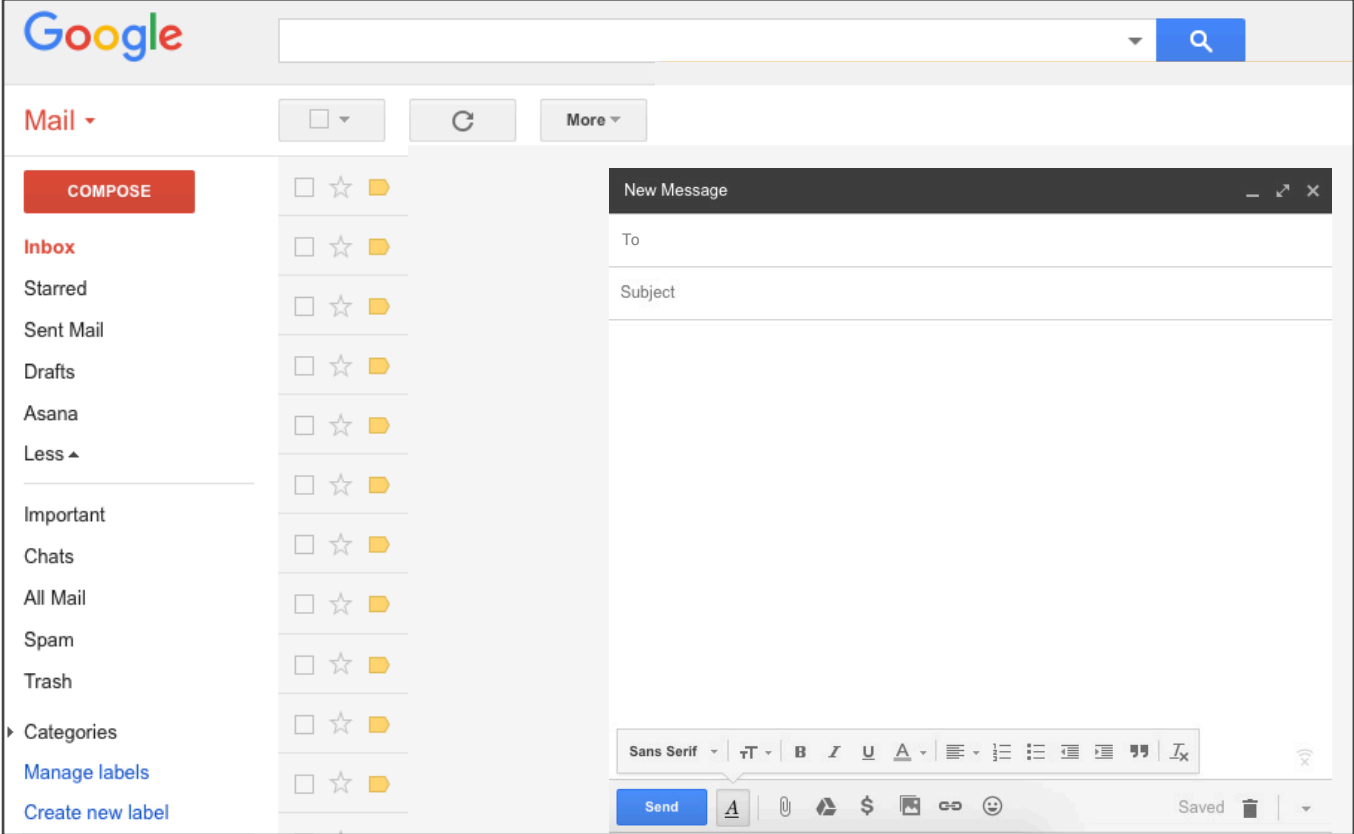
If you type an email address incorrectly it \_\_\_\_\_ send.  
(will, will not)

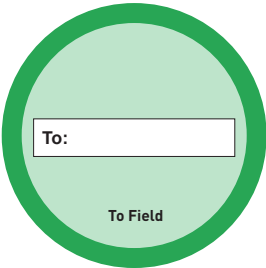
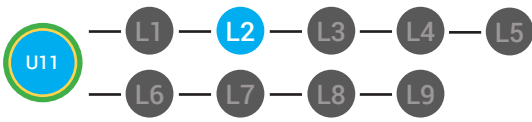


# WORKPLACE CONNECTIONS

## 11.2.WC.1

**Directions:** Log into your Gmail account. Click the compose button to create a new email. In the To Field, type in your teacher’s email address carefully.

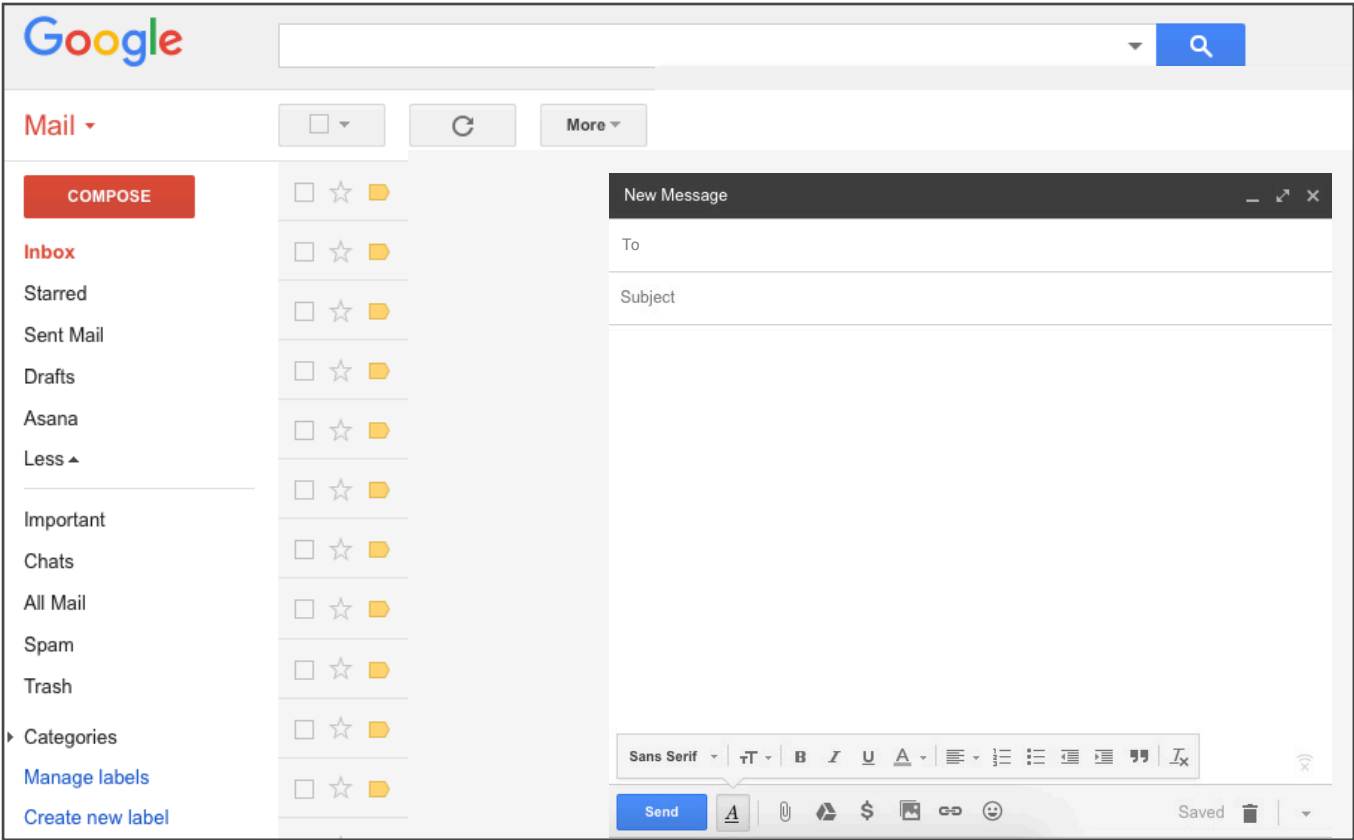


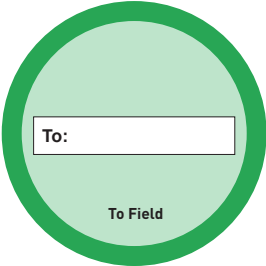
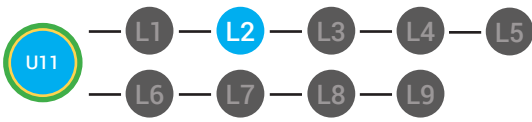


# WORKPLACE CONNECTIONS

## 11.2.WC.2

**Directions:** Look at the Gmail Window. In the To Field, highlight the To Field.





# WORKPLACE CONNECTIONS

## 11.2.WC.3

**Directions:** Look at the Gmail Window. Point to the To Field, where you would type in your teacher’s email address carefully.

