



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.