



## 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 2 WHAT ARE BROWSERS

**OBJECTIVE:** Student is able to operate basic elements of a browser.



## UNIT 2 CONTENT OVERVIEW

A browser, lets you view websites. There are many types of browsers that look similar and do the same thing--they let you view the internet. to open a browser you click on the browser icon. A browser window is the box around the web page. you can type a website's address or a URL into the address bar. browser windows have their own set of icons that will help you move around on the internet. a scroll bar is a long bar that appears on the side or at the bottom of your browser window and will help you move around a web page.

- Lesson 1: Intro to Browsers
- Lesson 2: Types of Browsers
- Lesson 3: Browser Icons
- Lesson 4: Opening a Browser
- Lesson 5: Browser Window
- Lesson 6: URL
- Lesson 7: The Address Bar
- Lesson 8: Deleting URLs
- Lesson 9: Entering URLs
- Lesson 10: Browser Icons and Buttons
- Lesson 11: Back and Forth Buttons
- Lesson 12: Refresh Button
- Lesson 13: Scroll Bar
- Lesson 14: Browser Basics Master Badge

## PARTS OF A LESSON

- |                        |                      |
|------------------------|----------------------|
| 1. Warm-up             | 6. Unit Master Badge |
| 2. Guided practices    | • Goal Setting*      |
| 3. Informal Assessment | • SWYK*              |
| 4. Guided Activity     | • Social Activities* |
| 5. Exit Ticket         | • Work-Simulations** |

\*included at the end of a Unit

\*\*included at the end of a Level

## LEVEL 1 RESOURCES: UNIT 2



### 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.

Thumbs up/thumbs down Yes/No Internet Basics Badges · Warm-up Informal Assessment · Word Wall IECs Exit Slip IECs



### EXIT TICKET

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

Vocab Blocks · Traceables · Reading Maze TAG writing · TAG Add it Up · Pre-Implementation Assessment Data



### 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.

Student Dollar and Teacher Dollar Trackers



### THE SHOW WHAT YOU KNOW (SWYK)

Unit 2 What are Browsers will help students operate basic elements of a browser 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
- Making a Website
- Matching
- What am I



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

As students master vocabulary like URL and address bar, they will also develop a literacy to understand the importance of the user experience while navigating any website. Students will apply this knowledge during the Level 1 Work-simulation as they think through how site visitors will experience the website they are planning together.