



## 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 3 SEARCHING BASICS

**OBJECTIVE:** Student is able to recognize elements of a search.



## UNIT 3 CONTENT OVERVIEW

A search engine helps you find something on the Internet. The Internet has many search engines including Google, Bing, and Yahoo. When you type in Google's URL, [www.google.com](http://www.google.com), you will arrive at Google's homepage. **KEYWORDS** help you find what you are looking for. In a search, the search engine will look for websites that match your keywords. Your web search matches, will be listed on the results page. The search results are displayed as links. Your search results may also have advertisements. These advertisements or ads are posted on google's search results page in two places. The words on Google's search menu are web, Images, Maps, Videos, News, Shopping and more.

Lesson 1: Intro to Search Engines

Lesson 2: Google!

Lesson 3: Google's Homepage

Lesson 4: Keyword Search in Google

Lesson 5: Search Results

Lesson 6: Search Results in Google

Lesson 7: Google Search Menu

Lesson 8: Image Search

Lesson 9: Video Search

Lesson 10: Drop Down Menu

Lesson 11: Search Basics Master Badge

## 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

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## LEVEL 1 RESOURCES: UNIT 3



### 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 3 Searching Basics will help students recognize elements of a search 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
- Matching
- What am I



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

With mastered concepts such as keywords and image search, students will make inferences and connections to themes when planning a website together, ie. "What keywords will someone use to search for your website using a search engine like Google?"