



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 4 APPLICATION & ACCOUNT BASICS

OBJECTIVE: Student is able to identify basic concept of online accounts.



UNIT 4 CONTENT OVERVIEW

Web apps can help you complete a task like sending email, listening to music and organizing photos. You can use website applications to connect, share, and create. To create an account, the website may ask you for information like your name, email address, birth date or location. This is your **PERSONAL INFORMATION**. Your username is what tells the web application who is using the website. A password is a secret word that the website application will use to match you to your username. Typing in your username and password is called logging-in. It is also called signing in

- Lesson 1: Intro Website Applications
- Lesson 2: Types of Applications
- Lesson 3: Creating an Account
- Lesson 4: Personal Information
- Lesson 5: Usernames
- Lesson 6: Passwords
- Lesson 7: Logging In
- Lesson 8: Logging Out
- Lesson 9: Logging Out Safely
- Lesson 10: Online Apps 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 4



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 4 Application & Account Basics will help students identify basic concept of online accounts 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
- What am I



LINKING TO LEVEL 1 WORK-SIMULATION: PLANNING A WEBSITE

When students decide first the function of their website application, they will determine the task that their site will help others with. They will also have to consider the need for their site visitors to create an account. Will they require their users to provide personal information?