



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 6 CONNECTING ON THE INTERNET

OBJECTIVE: Student is able to describe methods for communicating online.



UNIT 6 CONTENT OVERVIEW

Connecting is being able to communicate with people online. Email is an application that lets you send and receive messages on the internet. People can send instant messages to each other very quickly through a chat. Chatting is a way to have a conversation on the internet. A voice chat lets you hear the person you are chatting with. A video chat let's you hear and see the person you are chatting with. You can connect with many people at the same time on the internet using a social networks. A blog is a website that let's you write about the things that are interesting to you. A blog post can have text, photos, videos, and more.

Lesson 1: Connecting Online

Lesson 2: Connecting with Email

Lesson 3: Connecting with Chatting

Lesson 4: Connecting with Voice Chat

Lesson 5: Connecting with Video Chat

Lesson 6: Connecting with Streaming Media

Lesson 7: Connecting with Social Networks

Lesson 8: Liking Online Posts

Lesson 9: Connecting with Blogs

Lesson 10: Connecting Online 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

LEVEL 1 RESOURCES: UNIT 6

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 6 Connecting on the Internet will help students describe methods for communicating online 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.

- The Online Olympics
- What am I

LINKING TO LEVEL 1 WORK-SIMULATION: PLANNING A WEBSITE

There are many ways to connect online. If students plan a website that helps their visitors connect, they will be able to evaluate what types of online communication they would like to facilitate. Will there be an opportunity for a site visitor to contact their team? With what purpose?