



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 7 GOOGLE!

OBJECTIVE: Student will be able to recognize the function of various Google Internet applications.



UNIT 7 CONTENT OVERVIEW

You need to create a google account to be able to use all of google's application. Google's email application is called gmail. You can use google docs to create and share different types of documents on the internet. You can use the google calendar to keep track of your daily schedule and tasks. You can use youtube to watch videos, post your own videos, comment on videos and create playlist. Google+ is google's social network. Google + let's you create circles of people and decide who goes in each circle. You can use blogger to create your own website and write posts. You can write post that express your thoughts, feelings and interest. You can explore all of the services google offers by visiting their website.

- Lesson 1: Google Account Services
- Lesson 2: Gmail
- Lesson 3: Google Docs
- Lesson 4: Google Calendar
- Lesson 5: Youtube
- Lesson 6: Google+
- Lesson 7: Picasa Web
- Lesson 8: Blogger
- Lesson 9: Other Google Services
- Lesson 10: Google Web Apps Master Badges

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 7

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 7 Google Apps will help students recognize the function of various Google Internet 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.

- Fill in the blanks
- What am I

LINKING TO LEVEL 1 WORK-SIMULATION: PLANNING A WEBSITE

Today Google is a noun, a verb and an industry standard tool. Why Level 2 of Digitability's curriculum will teach students how to use these web applications in detail, this unit offers an introduction for students. In later work-simulations, they will need to utilize these web apps as part of their project management and teamwork.