



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 8 POPULAR ICONS

OBJECTIVE: Student will be able to identify popular internet icons.



UNIT 8 CONTENT OVERVIEW

There are many common icons used on websites such as the search icon, email icon, @ symbol, paperclip icon and more. These icons have specific functions. For example, you can use the hyperlink icon to create a hyperlink in your email or document. Clicking on the share icon, will let you share things with others on the internet. The settings icon allows you to access your webapp account. When you click the upload button you are sending a digital file up into the internet. You can download digital files like document, images, videos, music and much more. You must be very careful when download digital files.

- Lesson 1: Search Icon
- Lesson 2: Email Icon
- Lesson 3: The @ Icon
- Lesson 4: Compose Icon
- Lesson 5: Attachment Icon
- Lesson 6: Hyperlink Icon
- Lesson 7: Share Icon
- Lesson 8: Close Icon location
- Lesson 9: Drop Down Menu Icon
- Lesson 10: Settings Icon
- Lesson 11: UPLOAD Icon
- Lesson 12: DOWNLOAD Icon
- Lesson 13: Popular Icons Master

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 8



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 8 Popular Internet Icons will help students identify basic Internet terminology 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.

- Beat the Clock
- Flash Cards Game
- Iconopoly



LINKING TO LEVEL 1 WORK-SIMULATION: PLANNING A WEBSITE

The internet is highly visual. As student plan the design of their own website, it is important that they can identify the most common icons and decide where they will need to utilize these icons for their site visitors. Will their visitors need to locate the search icon? If they do have users create an account, will they allow their users to manage their personal account settings? Will their visitors need to upload or upload files to the site?