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EDGR625
Spring 2018

Opinion Writing Comes to Life!

Grade: 1

Date of Implementation: mid-end February (culmination of writing genre study) - remainder of school year

Student Opinion Video(s) Using SeeSaw: video 1, video 2

Promo Video

Quick Look:
After studying the writing genre 'opinion' students will apply that learning when creating a video on the SeeSaw app. Student videos will be used to try and persuade classmates they should vote for different PBIS classroom celebrations. We will use the touchscreen chromebooks (ctl) to implement the plan and students will all have permission to share their videos to the 'celebrations' user account.

Scenario:
Often, our students are asked to study a genre of writing, but when a trimester ends we move away from that genre making it very easy for students to forget the key components to that specific form of writing. In this scenario I am dovetailing our writing unit 'opinion or persuasive' with our PBIS classroom celebrations.

Previously this year once our classroom PBIS container was filled three students (chosen at random) would pick a possible classroom celebration and then the class would vote to decide the 'winner'. I will still use the same format (three students chosen randomly), but will add a writing and technology component to the process.

If a student is chosen and they want to be able to provide one of our three choices to vote on they must agree to write an opinion piece (including a topic sentence, at least one reason, and a conclusion) and then share that piece using the SeeSaw app. If students are uncomfortable being videoed they may choose to photograph their writing and narrate over it. Others will have the option of being videoed and can either hold their writing to read or may want to try memorizing it so the video is more natural. I am intentionally providing a variety of entry points so students will not feel intimidated. Once the student's piece is ready they will upload it to the 'celebrations' account (each child has their own account, but by creating a new user all opinion pieces will be in one place making it easier to access when it comes time for the class to vote).

Finally, the three videos will be watched by our class and then students will vote. The idea with the most votes will become our next classroom celebration!

Digital Citizenship:
One of the reasons that I value the SeeSaw app is that it is a very safe way to introduce students to blogging, sharing work, and commenting online. Only the people invited to view a student's work are given access (in this case: myself, students in the class, and parents of each child). However, I still want my students to understand the power and responsibility behind using any device. Two resources that I will use are BrainPopJr.com and PebbleGo.com. Fortunately, my school has subscriptions to both and both sites have videos that are age and content appropriate. I will start by showing the text 'Internet Safety' from PebbleGo. This will be an introduction and allow us to have a whole-class conversation. A few days later as a class we will complete the online quiz (created by BrainPopJr) to review internet safety. Knowing that many students will need more support around this topic we will then watch the video on the BrainPopJr site 'Internet Safety'. Lastly, I will include some information from CommonSense Media on my own classroom blog so that parents can also be a part of this crucial topic.

ISTE Standards (Student):
- **Creativity and innovation:** Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
  1b. Create original works as a means of personal or group expression
- **Digital citizenship:** Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
  5b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- **Technology operations and concepts -** Students demonstrate a sound understanding of technology concepts, systems, and operations.
  6a. Understand and use technology systems

ISTE Standards (Teacher):
- **Design and develop digital age learning experiences and assessments** Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards.
  a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity

CCSS:
- **CCSS.ELA-LITERACY.W.1.1** Write opinion pieces in which they introduce the topic or name the book they are writing about, state an opinion, supply a reason for the opinion, and provide some sense of closure.
- **CCSS.ELA-LITERACY.SL.1.5** Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.