



MODULE 4 - LESSON 2 - Class Book Project: Technology Helps People

OVERVIEW

In this lesson students will contribute to a class book on the topic of ways that technology helps people. Using technology tools to create their page, students will identify one way that technology helps people and illustrate it for the book. The book can then be shared digitally or printed to share at the unit Celebration.

STANDARDS ADDRESSED

Maryland Technology Literacy Standards for Students

- PK 2.A.1.c- Participate in class or small group lessons on how technology tools are used to meet personal needs
- PK 3.B.1.a - Participate in a class or small group lessons using technology for shared writing or language experience stories
- PK 4.b.1.a - Use multimedia tools to express original ideas with print, drawings, digital images, sounds, and/or personal recordings

Maryland's K-12 Computer Science Standards

- PK/K.IC.C.01 Use grade-level appropriate language to identify and describe how people use a variety of technologies and applications in their daily work and personal lives.

CRITICAL QUESTION

What is one way that technology helps people?

How can this idea be illustrated?

OBJECTIVES

At the conclusion of this lesson, students will be able to:

- Recall at least one way that technology helps people
- Illustrate a page as a contribution to a class book

LESSON AT A GLANCE

	ACTIVITIES	ESTIMATED DURATION
4.2.1	Think Pair Share: Helpful Technology	3 minutes
4.2.2	Class Book Project	20 minutes
4.2.3	Code.org Activities	(as time allows)

MATERIALS NEEDED

- A software drawing program, like [Wixie](#)
- Alternative: Story Paper, Construction Paper
- [Code.org Pre-Reader Activities](#)
 - Learn to Drag and Drop
 - Sequencing with Scrat
 - Programming with Rey & BB-8
 - Loops with Scrat

ACTIVITY 4.2.1 - Think Pair Share

Students will start off by reviewing the ways that technology can help people with a partner.

1. Have students recall the ways technology helps people, find a partner, and take turns sharing their ideas.

ACTIVITY 4.2.2 - Class Book Project

In this activity, students will work together to create a class book highlighting ways that technology helps people.

1. Introduce the class book project to students:
 - a. Students will each choose a way that technology helps people that they will illustrate for their contribution to the book.
 - b. They should use the same idea they used for their journal entry in Lesson 4.1.
 - c. Student illustrations should **ideally** be created using a software-based drawing program, but can be done traditionally with paper and coloring tools if necessary.
 - i. Recommended: [Wixie](#) as a software drawing program.
2. As students finish their illustrations, have them dictate their picture description / words for the page so you can type them in.
 - a. Students who are able should write / type their own using invented spelling.
 - b. You could also provide the sentence starter "Technology helps people...".
3. Print and assemble the pages into a book to be shared at Celebration.
 - a. If done digitally, this could also be made into a digital presentation that could be shared via email or a link to families.
4. As students finish their pages, if time allows, they can re-visit the [Code.org activities](#) that have been done up to this point.

EXTENSION ACTIVITIES

- [Empathy Lesson Plan - Kindergarten](#), Education.com
- [How Technology Helps Us in Our Daily Lives](#), Family Online Safety Institute