

Grade Level: 2
Content area: Math
Link to Lesson Plan
Brief Description of Project or Assignment: Students use manipulatives on Google Jamboard Slides to practice showing place value Whole class use or individual use
Link to student sample: https://jamboard.google.com/d/1yC-rsMagrJerq6pLQ8JKHi3kz86VwCZLBJf4wAyhlZk/edit?usp=sharing Assign Via Google Classroom so each student gets own copy
DLCS standards learned: K-2.DTC.a.4 Use appropriate digital tools individually and collaboratively to create, review, and revise simple artifacts that include text, images and audio. K-2.CT.c.1 Identify different kinds of information (e.g., text, charts, graphs, numbers, pictures, audio, video, collections of objects.)
Content area standards learned: Place Value

Grade Level: Kindergarten and Grade 1

Content area: ELA & Media

Brief Description of Project or Assignment: Scratch Jr. (next year, 1st should be ready for a slightly more advanced lesson) - this lesson was taught after Code.org. The students had been introduced to the block movements by the time we started this app.

- Lesson 1 - Learning the basics of the app
 - Adding a background and a character
 - Moving (blue tiles), character interaction (purple), Stopping or looping (red)
- Lesson 2 - Looping (orange)
 - Sound (green)
 - Creating a story for 3-4 slides

Link to student sample:

Lesson 1 - <https://drive.google.com/file/d/1xd94TKWGI9-jZMzHuLyd8GFgK10sJYii/view?usp=sharing>

Lesson 2 - https://drive.google.com/file/d/1yA1dzodcP6WJFH3xUvG_F6fFGZKRvsh1/view?usp=sharing

DLCS standards addressed:

K-2.CT.b.1 Define an algorithm as a sequence of defined steps.

K-2.CT.b.2 Create a simple algorithm, individually and collaboratively, without using computers to complete a task (e.g., making a sandwich, getting ready for school, checking a book out of the library).

K-2.CT.b.3 Enact an algorithm using tangible materials (e.g., manipulatives, your body) or present the algorithm in a visual medium (e.g., storyboard).