

Card Name	Website	Grade	MITECS/ISTE Standard	App/Program	Activity Description	Content: ELA, Science, Math, Social Studies, STEAM
Every Place has a Value	<a href="https://www.remc.org/mitechkids/kindergarten/every-place-has-a-value/">https://www.remc.org/mitechkids/kindergarten/every-place-has-a-value/</a>	K	Computational Thinker	Number Pieces	The Number Pieces Basic app helps students develop a deeper understanding of place value while building their competition skills with multi-digit numbers. Students can use the number pieces to represent multi-digit numbers, count, regroup, add, and subtract. The drawing tools allow students to label representations and show their understanding numbers and math concepts.	ELA, Integrated Arts, Math
I Was Framed - By Doodle Buddy	<a href="https://www.remc.org/mitechkids/kindergarten/i-was-framed-by-doodle-buddy/">https://www.remc.org/mitechkids/kindergarten/i-was-framed-by-doodle-buddy/</a>	K	Computational Thinker	Doodle Buddy	Teaching addition with 10 frames? Make it fun with Doodle Buddy! Doodle Buddy is available for iPads and Chromebooks and allows students to draw, stamp, stencil, and create doodles. With a 10 frame background, students are able to stamp their addition problems with ease and show their learning in a fun and creative way.	All, ELA, Integrated Arts, Math, Science, Social Studies
Do Birds Care What Color Their Food Is?	<a href="https://www.remc.org/mitechkids/kindergarten/do-birds-care-what-color-their-food-is/">https://www.remc.org/mitechkids/kindergarten/do-birds-care-what-color-their-food-is/</a>	K	Computational Thinker	Excel, Google Sheets	There are many simple experiments students can do to analyze data. They can test two objects designed to solve the same problem and compare the strengths and weaknesses of how each performs. The teacher will create a spreadsheet to collect the data to share with the students.	ELA, Math, Science, Social Studies
Coding With Pixel the Puppy	<a href="https://www.remc.org/mitechkids/1st-grade/coding-with-pixel-the-puppy/">https://www.remc.org/mitechkids/1st-grade/coding-with-pixel-the-puppy/</a>	1	Computational Thinker	Tynker Hour of Code	Coding is a skill that all students need for 21st century careers. There are many neat new programs that teach the foundation for programming. The programs use blocks with commands that students connect together to achieve the goal.	ELA, Math
Abstraction	<a href="https://www.remc.org/mitechkids/2nd-grade/abstraction/">https://www.remc.org/mitechkids/2nd-grade/abstraction/</a>	2	Computational Thinker	Mad Libs	Computational thinking assists students to break down problems into smaller parts so that it is easier to understand and solve them. Abstraction is pulling out specific differences to make one solution work for multiple problems.	ELA, Math
Algorithm	<a href="https://www.remc.org/mitechkids/2nd-grade/algorithm/">https://www.remc.org/mitechkids/2nd-grade/algorithm/</a>	2	Computational Thinker	Tynker Hour of Code	Students will soon figure out algorithms are part of the many things they do everyday from planning their day, working on a project to writing code. An algorithm is a detailed step-by-step instruction set or formula for solving a problem or completing a task.	ELA, Math
Decomposition	<a href="https://www.remc.org/mitechkids/2nd-grade/decomposition/">https://www.remc.org/mitechkids/2nd-grade/decomposition/</a>	2	Computational Thinker	NA	Decomposition one of the four parts of Computational Thinking breaks down problems into smaller parts so that it is easier to understand and solve them.	ELA, Math, Science, Social Studies
Number Line Math	<a href="https://www.remc.org/mitechkids/2nd-grade/number-line-math/">https://www.remc.org/mitechkids/2nd-grade/number-line-math/</a>	2-5	Computational Thinker	Number Line	Number Line by the Math Learning center is a useful tool for students to provide strategies for addition, subtraction, multiplication and division. This extension also allows for creating number lines with fractions and negative numbers. This activity card can be used in grades two-five and can be adjusted for the students the teacher is working with.	ELA, Integrated Arts, Math
Pattern Recognition	<a href="https://www.remc.org/mitechkids/2nd-grade/pattern-recognition/">https://www.remc.org/mitechkids/2nd-grade/pattern-recognition/</a>	2	Computational Thinker	Pattern Games	Being able to recognize patterns is one of the fundamental steps in computational thinking. Patterns can help with efficiency, solve a problem, and allow for operations to be repeated so time is saved. In this task card, the students will learn how to look for patterns.	ELA, Integrated Arts, Math, Science
Math Live	<a href="https://www.remc.org/mitechkids/3rd-grade/math-live/">https://www.remc.org/mitechkids/3rd-grade/math-live/</a>	3	Empowered Learner, Computational Thinker	Math Live	Math Live is a website that provides fun video math lessons in cartoon format. It provides teacher notes, parent notes, activity sheets, and assessments with rubrics.	ELA, Integrated Arts, Math
Just Graph It	<a href="https://www.remc.org/mitechkids/3rd-grade/just-graph-it/">https://www.remc.org/mitechkids/3rd-grade/just-graph-it/</a>	3	Computational Thinker	Graphic Creators	Making your own graph is a fun way to look at information! Making it online could be even better! Students can use these free sites provided to learn and practice graphing strategies that will allow them to dig deeper into information in order to gain a stronger understanding of manipulating and understanding data.	ELA, Math, Science, Social Studies
Equivalent Fractions	<a href="https://www.remc.org/mitechkids/3rd-grade/equivalent-fractions/">https://www.remc.org/mitechkids/3rd-grade/equivalent-fractions/</a>	3	Computational Thinker	Math Learning Center	The math learning center is an app and online platform that allows students to use manipulatives virtually. In this activity, students will show equivalent fractions using lines and shapes.	Math
Surveys and Graphing	<a href="https://www.remc.org/mitechkids/3rd-grade/surveys-and-graphing/">https://www.remc.org/mitechkids/3rd-grade/surveys-and-graphing/</a>	3	Computational Thinker	Google Forms	Students will use Google Forms and Google Sheets to create authentic data to create a graph. Students will also analyze the data they have gathered.	Math
Finding the Area and Perimeter	<a href="https://www.remc.org/mitechkids/3rd-grade/finding-the-area-and-the-perimeter/">https://www.remc.org/mitechkids/3rd-grade/finding-the-area-and-the-perimeter/</a>	3	Computational Thinker	Area Builder	Area Builder is an interactive website that allows students to build shapes to find the area and the perimeter. There are two-parts for students to use, the explore and the game. The first allows for exploration while building, the second is a game that has them figuring out the area and the perimeter. There are 6 levels.	ELA, Integrated Arts, Math
Equal Fractions	<a href="https://www.remc.org/mitechkids/3rd-grade/equal-fractions/">https://www.remc.org/mitechkids/3rd-grade/equal-fractions/</a>	3	Computational Thinker	Fraction Equality Lab	The Fraction Equality Lab allows students to experiment with fractions by creating equivalent fractions. Different shapes are used as well as a number line. When the game is played students select a level and match equivalent fractions. The higher the level the more challenging it will be.	ELA, Integrated Arts, Math
Coding with Scratch Jr.	<a href="https://www.remc.org/mitechkids/3rd-grade/coding-with-scratch-jr/">https://www.remc.org/mitechkids/3rd-grade/coding-with-scratch-jr/</a>	3	Computational Thinker	Scratch Jr	Scratch Jr. is an app where children can program their own stories and games. They learn to solve problems, design projects, and express themselves creatively.	All, ELA, Integrated Arts, Math, Science, Social Studies
Solving Interactive Problems By Design	<a href="https://www.remc.org/mitechkids/3rd-grade/solving-interactive-problems-by-design/">https://www.remc.org/mitechkids/3rd-grade/solving-interactive-problems-by-design/</a>	3	Computational Thinker	Engineering Website	Students work to solve an interactive Rube Goldberg project using strategic trial and error processes. They begin at level one and increase levels as they become successful on the free website engineering.com	ELA, Integrated Arts, Science
Story Thinker	<a href="https://www.remc.org/mitechkids/4th-grade/story-thinker/">https://www.remc.org/mitechkids/4th-grade/story-thinker/</a>	4	Computational Thinker	Into The Book	Students will use the free site Into the Book to learn and practice strategies that will allow them to dig deeper into various reading concepts to gain a stronger understanding of text.	ELA, Social Studies
Turtle Diary Math Equivalent Fractions	<a href="https://www.remc.org/mitechkids/4th-grade/turtle-diary-math-equivalent-fractions/">https://www.remc.org/mitechkids/4th-grade/turtle-diary-math-equivalent-fractions/</a>	4	Computational Thinker	Turtle Diary	Turtle Diary is a free online website for teachers to use. There are fun and interactive games and videos to use with the students.	Math
Rhythm Fractions	<a href="https://www.remc.org/mitechkids/4th-grade/rhythm-fractions/">https://www.remc.org/mitechkids/4th-grade/rhythm-fractions/</a>	4	Computational Thinker, Creative Communicator	Google MusicLab	Students will use the Rhythm experiment on Google's Musiclab Chrome Music Lab to create a rhythm. Students will then use the rhythm they created to write three fraction questions and answer them.	ELA, Math, Integrated Arts
Would You Rather Math?	<a href="https://www.remc.org/mitechkids/4th-grade/would-you-rather-math/">https://www.remc.org/mitechkids/4th-grade/would-you-rather-math/</a>	4	Computational Thinker	Would You Rather Math	Would You Rather Math is a website that contains fun math challenges that students can solve. A picture is presented with a math task and a question that begins with, "Would you rather? ". A worksheet is available for problem-solving. Students justify their answer with mathematics. This is a perfect website for math centers and can be used at different grade levels other than 4th. Can be used at 3rd grade on up depending on the skill level of the students.	ELA, Math
Bitsbox	<a href="https://www.remc.org/mitechkids/4th-grade/bitsbox/">https://www.remc.org/mitechkids/4th-grade/bitsbox/</a>	4	Computational Thinker	Bitsbox	Bitsbox is a learning system that teaches real coding. No coding experience necessary! This highly engaging site may be used to quickly teach students how to create an app using a modified javascript computer language in an Hour of Code style format.	ELA, Math, Social Studies
Logic Puzzles	<a href="https://www.remc.org/mitechkids/5th-grade/logic-puzzles/">https://www.remc.org/mitechkids/5th-grade/logic-puzzles/</a>	5	Computational Thinker	Puzzle sites	Computational thinking is a powerful skill that students need to learn. The benefits of being a good logical thinker and problem solver will help in school and in the workplace. To begin, students need to recognize patterns and sequences, create algorithms (step-by-step instructions or formulas) and devise logic for finding and fixing errors. A great place to start are puzzles! Students love to solve puzzles and it helps develop reasoning skills useful for programming, computer science, and anything they might do.	ELA, Math
Adding Fractions	<a href="https://www.remc.org/mitechkids/5th-grade/adding-fractions/">https://www.remc.org/mitechkids/5th-grade/adding-fractions/</a>	5	Computational Thinker	Math Learning Center	The math learning center is an app and online platform that allows students to use manipulatives virtually. In this activity, students will use virtual manipulatives to add fractions.	Math