



LINKS FOR  
enrichment

[code.org](http://code.org) - Computer programming and technology with coding that embeds STEM lessons

**Minecraft Edu**- Incorporate learning with your child's passions and interests. They can even practice spelling and vocabulary application in Minecraft. MinecraftEdu has tons of engaging academic games. <http://education.minecraft.net/>

**Goal Setting**- Use [FutureMe.org](http://FutureMe.org) and write a letter to future selves. Once he/she has written the letter, you can set the date for it to be sent to their inbox. What a great way for students to set goals and create natural check-in points.

**TED talks**-Provide exposure to different topics...Show them what kids like them are doing to change the world. Let them create their own TED talk on a topic that they are passionate about!

**Create an Invention**-Inventions are a great way to take risks and try different things. Student Inventions for a Better America challenges students to submit an invention that will make the world a better place...and there are winners every month!

**Game Time**-Try out The Mind Research Institute, which challenges students in grades K-12 to design their own mathematical game.

**Brainstorm**-Develop fluency, originality, and abstract thinking with Google's Quick, Draw! It's a great tool for getting your child to think rapidly with creative thinking!



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## I-Pad Apps

- Buncee-Create digital stories, poetry, and lyrics.
- Puppet Pals-Digital story telling
- Tellagami-Create an animated videos.
- ChatterKid-Construct talking, animated pictures and videos.
- Doceri-Students can turn their ipads into recordable white boards.

<https://scratch.mit.edu/> - Basic game coding and Boolean logic introduction

<https://www.tinkercad.com/> - Free online AutoCad design studio for learners

<http://www.setgame.com/set/puzzle-Free> online site for playing the games of SET (Visual spatial puzzles, Quiddler word building, and Xactika)

<http://storybird.com/>

Free tool to create and publish your own writing, stories, picture books, and poetry with artwork

<http://whyville.net/smmk/nice#what>

Whyville is a virtual world where children play, explore, create and learn together. From solving math puzzles to protecting coral reefs, from programming robots to running virtual businesses, Whyville has a currency (clams!), an economy, a newspaper (The Whyville Times) and even a Senate. The richness of the virtual world fosters creativity, initiative, critical thinking and entrepreneurial spirit, all within a safe, monitored environment.

[www.wordle](http://www.wordle) and [www.mathler.com](http://www.mathler.com)