Digital Lesson for Computer Lab for Second Grade

Objectives for Six Weeks

Students will explore simulations to enhance the learning within the Core academics.

Science

2.9C Compare and give examples of the ways living organisms depend on each other and on their environments such as food chains within a garden, park, beach, lake and wooded area

Social Studies

- (10) Economics. The student understands the roles of producers and consumers in the production of goods and services. The student is expected to:
- (A) distinguish between producing and consuming; Contrast producing and consuming, identify how students are both producers and consumers. Discuss how a crop is developed from a natural resource into a finished product at a

factory.

- (B) identify ways in which people are both producers and consumers.
- (C) examine the development of a product from a natural resource to a finished product

TEKS Addressed: TEKS Addressed**1) Creativity and innovation**. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:

- (A) apply prior knowledge to develop new ideas, products, and processes;
- (B) create original products using a variety of resources;
- 4) Critical thinking, problem solving, and decision making. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.
- 6) Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:
- (A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;
- (B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems;
- (C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;
- (D) use a variety of input, output, and storage devices;
- (E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;
- (F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning

Weeks	Learning.com /Learning applied/ Applied to curriculum
1 st week	Students will use the following websites with the idea of developing a sentence with the prompt that the Tech EA demonstrates. This
	is a site that Carol Fields uses all the time with all students and it helps with story development.
	http://teacher.scholastic.com/activities/storystarters/storystarter1.htm
2 nd week	Students will be learning about food Chains in their Science Curriculum the 5th six weeks.
	Consumer Producer Online Activity
	Simple Simon Story and then Consumer/Producer Online Activity

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	http://www.econedlink.org/lessons/index.php?lid=464&type=student
	http://www.harcourtschool.com/activity/food/food_menu.html
	This is a great fun site below. Model before allowing students to explore
	http://www.sheppardsoftware.com/content/animals/kidscorner/games/foodchaingame.htm
	http://www.sciencekids.co.nz/gamesactivities/foodchains.html
3 rd week	Spring Break _ then March 19th
	Use the online resources
	http://teacher.scholastic.com/activities/clf/index.htm and
	http://www.e-learningforkids.org/courses_grade.html#grade_1
	Students will explore and interact with online resources to learn and build skills within each subject level.
4 th week	Assign Lesson is Learning.com to learn about online resources and online research
	Browsing and URLS
	Keyword Searches
	Sourcing and Ethics
5 th week	Students will explore the following online resource. Scroll down to Grasslands. Model the ways to browse and use the arrow keys to
	explore the different animals and plants of the grasslands. Give directions for the students to find three facts about the grasslands
	through their explorations.
	http://www.superkidz.com/biomes.html
	Use KidPixs or Word for students to write the three facts that they remember.
6 th week	Timez Attack- Addition and Subtraction
	If Timez Attack has been set up for 1 and 2 on your campus allow students to login and practice subtraction and addition facts.