

Classroom Online Support for Grades 1-2			
Skills	Description	Activities	Internet Link/Activity
Keyboarding	Type to Learn or one of these	<p>typing.com: Learn to type</p> <p>Keyboarding Zoo: Students will practice finding the keys on the keyboard.</p> <p>Keyboard Climber: Students will navigate the website to begin and type keys that appear.</p>	
Mouse Skills	<p>Demonstrate how to use the mouse by answering the following questions:</p> <ol style="list-style-type: none"> 1. How do you know where your mouse is on the screen? 2. When using your mouse, what do you do if you run out of room on the table or desk? 3. What does it mean when your cursor turns into a pointer finger? <p>Grade 1-2 Friendly Vocabulary</p> <ul style="list-style-type: none"> • Mouse - tool that allows you to move around your computer • Cursor- arrow on screen that moves around the computer so you can choose what you want to do; or blinking vertical line marking where cursor is placed • Link (hyperlink) - usually text or a picture a link will take you to a new site, video, picture or any other file that is linked 		
	Mouse Practice Lesson	<p>Magical Capitals allows students to practice their understanding of capitalization and mouse skills.</p> <p>Color, Draw & Paint gives students the opportunity drawing lines, circles and navigating buttons with their mouse.</p> <p>Balloon Pop Subtraction allows students the opportunity to practice subtraction while they practice their mouse skills.</p> <p>Scrolling/Moving</p> <p>Scroll Practice</p>	
Navigation	<p>Demonstrate how to use navigate a website by answering the following questions:</p> <ol style="list-style-type: none"> 1. What are some symbols for moving to the next page? 2. What is a hotspot? 3. How do you play, pause and advance a video? <p>Grade 1-2 Friendly Vocabulary</p> <ul style="list-style-type: none"> • Cursor- arrow on screen that moves around the computer so you can choose what you want to do; or blinking vertical line marking where cursor is placed • Hotspot - is on a website is an object that will allow you to perform an action when you hover over it. 		
	Navigation Lesson	<p>In the Number Chart Game students will place numbers in the appropriate location on the number chart while choosing between levels and finding hot</p>	

		<p>spots. (Math)</p> <p>Dinosaurs Read Aloud is a read aloud that allows students to practice navigation, while listening to reading. Use hot spots (pause, arrow) and volume sliders. (ELA)</p> <p>In Study Jams, students can watch videos and play supplemental games on as variety of topics tied to CCSS Math standards. Play a video, use navigation tools, and learn! (Math)</p> <p>In Math Word Problems, have students choose a grade level, and practice typing in a constructed response box. (Math)</p> <p>Look, Listen and Learn</p> <p>Story Starter</p> <p>Calculator Chaos</p>
<p>Drag and Drop</p>	<p>Demonstrate how to drag and drop by answering the following questions:</p> <ol style="list-style-type: none"> 1. How do you know if you are able to click on something? 2. How do you use your mouse to select the object? 3. How do you move an object? <p>Grade 1-2 Friendly Vocabulary</p> <ul style="list-style-type: none"> ● select - choosing something on a website, or computer program; usually it is highlight blue or will move when you select it ● drag and drop - picking up an object, or thing, on your screen and putting it down 	
	<p>Drag & Drop Lesson</p>	<p>In Base Ten Fun students will practice their 'drag & drop' skills by constructing numbers using base ten blocks.</p> <p>Practice spelling site words by dragging and dropping letters to spell the word.</p> <p>In Math Journey, students will practice their 'drag and drop' skills by choosing which numbers are greater or less than by traveling through the journey.</p> <p>Interactive Assessment mathematics</p> <p>Thinking Blocks</p>