

Subject #11: Technology

Project #99: Internet Basx. Review internet basics including the address bar, forward/back buttons, links, favorites, plagiarism, and netiquette

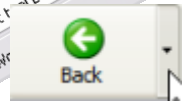
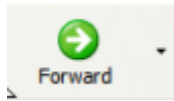
Higher-order thinking skills	Technology-specific:	Subject Area/Learning-specific	Standard: NETS-S
<i>Grasp meaning, draw conclusions</i>	<i>Internet basics, critical thinking</i>	<i>Any—reading, comprehension, critical thinking</i>	<i>4.b, 5.b</i>

Grade level: K-4
 Prior knowledge: none
 Time required: 45 minutes
 Software required: Internet
 Vocabulary: netiquette, internet, plagiarism, links, back arrow, address bar, address, problem solvers, favorites, bookmark,

Lesson Description

- Federal, state and local governments have spent millions of dollars to connect students to the Internet. By 2005, 94% of public school classrooms had internet access. Hopes are high that Internet use will change the education process and enhance student learning.
- The internet offers a multitude of freeware to enthuse students about learning. The days of purchased software on a budget are gone. If you know what to do.
- Throughout this book, we've listed

address bar. Type it in for younger students (most kindergartners can't read all of those letters and dots), but let first



and second graders do it themselves—even if it takes a while. They will learn from the mistakes—no spaces in the address, a dot is a period, and so on. Have them save the site to 'favorites'. Next time, they can open from the bookmark rather than typing (*Find the gold star for 'Starfall'*)



dozens of free websites on common academic subjects. In this lesson, we'll talk about internet basics: How to access those confusing web addresses and links.

Computer Activity

- Start with the basics. [Starfall](#) is a good site for introducing the internet because it's easy to maneuver through and quick to enter into the
- As they master these first steps, add the back arrow, links, icon pictures.
- When the website is interesting enough, students will challenge themselves to work through it. Remind them they're explorers—like Christopher Columbus or Star Trek—trying new things, going into the unknown, not giving up. Explain this concept to them.
- Remind them the computer won't break. Have plenty of help the first

months so students don't get frustrated, hands up forever, bored.

- As students have problems, challenge them to solve them. Ask questions about the problem. What has solved similar problems in the past? When you make a suggestion, have *them* do it. You're a guide, not a servant. Remind parent helpers to adopt this attitude. There will be a day students move beyond the classroom, and then it's just them—problem-solvers or victims.
- Here are some websites that never fail to intrigue even the youngest learner:

Starfall—one of the handful of premiere young learner sites.
www.starfall.com

Games that make you think
www.zoopz.com

Games to teach mouse skills, problem-solving skills
www.bbc.co.uk/cbeebies/

Dr. Seuss
www.seussville.com/

Stories for children
www.magickeys.com/books/

A must at the Holiday—shows children where Santa is and what he's doing
www.noradsanta.org

The Magic Schoolbus
www.scholastic.com/magicschoolbus/games

Clifford
teacher.scholastic.com/clifford1/index.htm

From Houghton Mifflin—Game Goo
www.earobics.com/gamegoo/

See the Appendix in this book for a full list, ordered by grade and topic.

Extensions

- Visit *Welcome to the Web*
www.teachingideas.co.uk/welcome

Troubleshooting Tips

- *This is hard. (Have enough helpers, and then guide the students to a solution. They'll be proud of themselves when they can solve the problem alone. And that happens fast—just a couple of weeks*

