Digital Quick Writes

6

Your Classroom

In

Ask a Tech TeacherTM

Digital Quick Writes In Your Classroom

Ask a Tech Teacher™

Digital Quick Writes

Vocabulary	Problem solving	Common Core
 Animoto Apps Closure Digital Edit Export Font Grammar Icon Online tool Palette Quick writes Software Task 	 Drawing doesn't look good/real? Remind student that each drawing is unique. It shouldn't look like others. This is hard (that's why we practice) I ran out of room (next time, plan layout so it fits the way you write) I can't save on the iPad (teacher will show you how—or a classmate) I used to think writing was difficult. Now it's fun. What happened? 	CCSS.ELA- Literacy.CCRA.W.6,10 CCSS.ELA-Literacy.W.K.3,5,6,8 CCSS.ELA-Literacy.W.1.5,6,8 CCSS.ELA-Literacy.W.2.6,8 CCSS.ELA-Literacy.L.K.1,2,6 CCSS.ELA-Literacy.L.1.1,2,6 CCSS.ELA-Literacy.L.2.1-3,6
<u>Time</u> 45 minutes	<u>NETS-S Standards</u> 1a, 2b	<u>Grade</u> <i>K-2</i>

Essential Questions

How does writing often and briefly improve skills?

Overview

Summary

Students use digital Quick Writes to integrate writing and critical thinking practice into any discipline. They use a variety of age-appropriate digital tools to prepare their work. Through these short, fun writings, students develop fluency, build the habit of reflection, and informally assess thinking.

Big Ideas

Writing routinely for short periods of time, for a range of tasks, purposes, and audiences, makes students better writers.

Materials

Internet, drawing program, quick write links

Teacher Preparation

- Test all tools to be sure they work since the last time you used them.
- If you've taught this lesson before and have resources collected, do a quick Google search to see if anything new has arrived you want to know about and should share with students.
- Collect Quick Write topics from grade level teachers (and other subject teachers). Let them know when students will be using one of these topics.
- Consider co-teaching with subject-specific teacher.

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Steps

_Required skill level: drawing program basics, writing basics.

- Learning Common Core writing skills doesn't have to be accomplished with pen-and-paper, or keyboard. Thanks to technology, students hone writing skills by creating videos, comics (Lego comics), audios (Voki). Here's a list of options for writing with technology:
 - <u>Comic Creator</u>
 - <u>Fotobabble</u>
 - <u>Get Writing</u>
 - <u>Make a Story</u>
 - <u>Make Believe Comix</u>

<u>A newspaper clipping</u> story

- <u>Shidonni</u>
- <u>Story Maker</u>
- <u>The Story Starter Jr</u>.
- <u>Web-based Madlibs</u>
- <u>What-if questions for stories</u>
- <u>Zooburst--create pop up stories (log-in)</u>

For this lesson, we focus on digital quick writes—technology that students use for writing, say, 10-20 minutes. In K-2, this involves two communication approaches students are familiar with—text and art. These mix art and words—perfect for younger writers. We'll save video, audio, and more sophisticated storytelling tools for the lesson on Quick Stories. Here are some good options:

- <u>Art.com</u>
- <u>Draw.to</u>
- <u>Dreezle.com</u>
- <u>Kerpoof</u>
- KidPix

- <u>Mutapic</u>
- Paint (free program with Windows)
- <u>SumoPaint</u>
- <u>TuxPaint</u>
- Word processing program

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Figure 1a and 109b—Digital Quick Writes using TuxPaint



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Independent Quick Writes

_____Digital Quick Writes are great for stand-alone writing topics. Whatever is being discussed in class—history, a story, literacy, even vocabulary—have students write a few sentences and then draw a picture that communicates same information as the words. See *Figure 112a* and *112b*.



Figure 2a and 112b—Digital Quick Writes using Kerpoof

- _____Students open drawing program as independently as possible. Add a sentence or two in font size 48, choice of font and color. Pay attention to age-appropriate writing conventions.
- _____ Create picture to wrap up story. No rush—enjoy the process. Use different brushes and colors.
- _____Remind student to use good keyboarding habits, like backspace and delete to edit from where cursor blinks (what's the cursor? Why does it blink? This is a good opportunity to reinforce domain-specific vocabulary during class.).
- When student has completed both writing and drawing, show it to a neighbor. Does it accomplish goal? Does it reinforce the topic being discussed? Does picture communicate same message as words? Are writing conventions accurate? If neighbor has suggestions, student can make changes before finalizing drawing.
- If using IPads, explain the basics of this tech tool to students before beginning. You want them to enjoy it. Include: how to **save screen picture** (*push power* and *home* at the same time) and how to find the tool that allows **publishing/sharing**. But don't over-explain—leave room for discovery and experimentation.

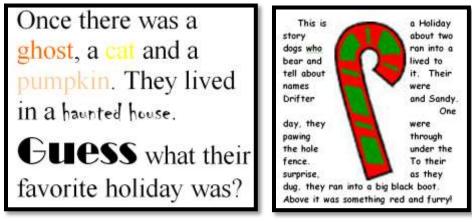
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Figure 3a and 113b—Digital Quick Writes on IPad using Doodle and ScreenChomp

_Second graders can complete quick writes with a traditional word processing program like Word, Notes, Open Office, Google Docs (if you use GAFE). Be sure to review basics of this program—tools, toolbars, opening canvas—before proceeding. This will be a relatively new skill for them.

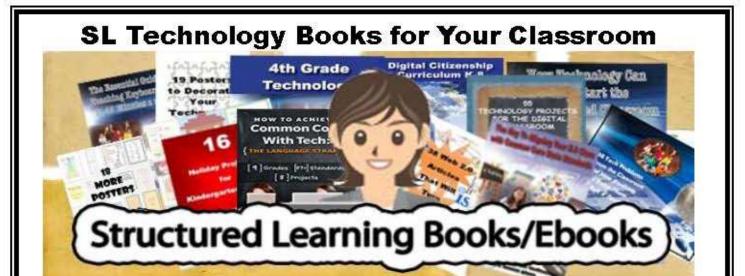
Figure 4a and 114b—Digital Quick Writes using word processing program



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Other Singles from Structured Learning

- 15 Web Tools in 15 Days
- Blogging
- Brainstorming
- Bridge Building
- Debate
- Digital Book Report
- Digital Note-taking
- Digital Quick Stories
- Digital Quick Writes
- Digital Timelines
- Gamification
- Genius Hour
- Google Apps
- Internet Search and Research
- Khan Academy
- Service Learning
- Write an Ebook
- Write with Twitter



Which	Price (print/digital/	
book	Combo)	Many
K-8th Tech Textbook (each)	\$29.99-32.99/23.99-26.99/48.58-53.99+p&h	
K-6 Combo (all 7 textbooks)	\$190.74/\$153.84/\$944.57+p&h	
K-8 Combo (all 7 textbooks)	\$246.52/\$200.62/\$447.14+p&h	
35 More Projects for K-6	\$31.99/25.99/52.18 + p&h	e
55 Tech Projects—Vol I, II, Combo	\$32.99 /\$59.38–digital only (free shipping)	
K-8 Keyboard Curriculum	\$29.95/25.95/50.91 + p&h	
K-8 Digital Citizenship Curriculum	\$29.95/25.99/50.38 + p&h	
Common Core—Math, Lang., Read	\$26.99 ea/72.87 for 3-digi only (free ship'g)	2
K-5 Common Core Projects	\$29.95/23.99/48.55 + p&h	
16 Holiday Projects	\$1499 (digital only) + p&h	i.
19 Posters for the Tech Lab	\$6.99 (digital only)	
18 More Posters for the Tech Lab	\$12.99 (digital only)	5 6
98 Tech Tips From Classroom	\$9.99 (digital only) + p&h	
760+ Tech Ed Websites	\$1499 (digital only) + p&h	2
Tech Ed Scope and Sequences	\$14 99 (digital only) + p&h	0
New Teacher Survival Kit (K-5)	\$338.21/\$287.85/\$567.08+p&h	
New Teacher Survival Kit (K-6)	\$970.20/\$914 84/\$620.16 + p&h	9
New Teacher Survival Kit (6-8)	\$280.8 3 /\$261.8 3 /\$415.74+p&h	
Bundles of lesson plans	\$7.99 and up—digital only (free shipping)	
Mentoring (1 hr. at a time)	\$50/hr	
Year-long tech curriculum help	\$100 per year (online)	
Consulting/seminars/webinars	Call or email for prices	
	Total	

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