

Lesson 1

Nora Hipshear & Mindy Taggart

Title: iWeb Communities

Age/grade level: K-5

Big idea: Technology can be used as a communication device.

Essential questions: How can members of a community use technology to connect with one another.

Rationale: We live in a society where virtually anyone can have their own website and this makes it possible to communicate with millions of people very easily.

Students should learn to use the internet for good-not evil or stupid.

Why teach this idea? By publishing their work on the web, students will have a way to share their ideas. The nature of a website is for public viewing and gaining information, so the students should be proud of what they have created. This public aspect should be discussed and used as a motivator.

Materials:

Computer for teacher demos

If available: overhead projection for demos

Instructional Strategies: The teacher will start with examples of websites that work well, but may not have been made in iWeb. The teacher will show an example that you made with iWeb. This example will demonstrate what the students will be making.

The teacher will introduce a brainstorming activity after the examples. As a class, the ideas should be recorded on the board or overhead projector in a class discussion. Ask questions like: What is a community? (church, family, school, sports

team, fanclubs, artists). What communities are you a part of? Why would these communities benefit from a website?

Artists/websites exemplified:

<http://www.deviantart.com/>

<http://www.shelsilverstein.com/indexSite.html>

<http://mcgowan1st.com/1stGrade/firstsites.html#1>

Evaluation:

Participation in discussion: (50 points possible) Attendance: (50 points possible)

Teacher reflection: The lack of technology in elementary schools prompted us to write this lesson.

Discipline connections (art, social studies, literature, etc); social psychology is incorporated with questioning what makes a community.

Benchmarks (standards): 1.c. Use different media, techniques, and processes to communicate ideas, experiments, and stories.

Key concepts: Technology is our future. Community is our past. One can share aspects of their community to others.

Learning objectives: Students will choose what they want to share about their community.

Lesson 2

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Materials:

Mapping handout

pencils

Instructional Strategies: The teacher will hand out a mapping instruction worksheet and divide the class into groups for the websites. Groups can be determined by what communities the students are in. The students will make a 1st draft on paper that includes the index, subsequent pages (at least 4). Images will be discussed, as what would be appropriate and what would be available. Some suggestions are using drawings by the students (scanned in), photos, icons (i.e. logos and special fonts or certain colors). The teacher will assign homework to find the appropriate images and bring them into class for the next iWeb lesson. Review pencil safety.

Evaluation: Attendance: 50% Handout completed? 50%

Teacher reflection: If groups are having a hard time finding a common community, then the teacher will assign a commonality.

Discipline connections (art, social studies, literature, etc): social psychology is incorporated with working as a group.

Benchmarks (standards): 1.d. Use art materials and tools in a safe and responsible manner. (pencil safety).

Key concepts: Communities come in various forms. One can unite with others through his or her community.

Learning objectives: Students will learn how to layout a website.

Lesson 3

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Materials:

Computers for each group

Saving space, like; thumb drive, hard drive, server, CD, floppy disc

iWeb (Macintosh) installed on all the computers

Instructional Strategies: How to will be demonstrated by the teacher with the appropriate speed for learners. Students will be given a handout with how to step by step for everything they learned today.

Evaluation: Credit for bringing in images for the students website, appropriateness evaluated also. (50 points possible) Appropriate content on pages (50 points possible)

Discipline connections: Physical science/ "brainstorming "duh"

Benchmarks: 3.b. Select and use subject matter, symbols, and ideas to communicate meaning. 4.b. Identify specific works of art as belonging to a particular cultures, times, and places. 5.a. Understand there are various purposes for creating woks of visual art.

Key concepts: Identifying visuals that are connected to a certain community.

Learning objectives: Students will visually represent their community with appropriate images and content.

Lesson 4

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Why teach this idea? By publishing their work on the web, students will have a way to share their ideas. The nature of a website is for public viewing and gaining information, so the students should be proud of what they have created. This public aspect should be discussed and used as a motivator.

Materials:

- Computers for each group

- Saving space like; thumb drive, hard drive, server, CD, floppy disc

- iWeb (Macintosh) installed on all the computers

Instructional Strategies: The teacher will demonstrate how to insert images and text onto a webpage using the iWeb program. The students will attempt this task on their own and the teacher will assist when needed.

Evaluation: Completion of one or (two?) pages? With text and images. (group members will evaluate each other.

Teacher reflection: The demonstration should not be too long or short, try to gauge the time according to how well the students are catching on to the skills. Allow students to practice before learning something else.

Discipline connections (art, social studies, literature, etc): Computing and technology skills, and writing skills/ journaling skills.

Benchmarks (standards): 1.B. Intentionally take advantage of the qualities and characteristics of art media, techniques, and processes to enhance communication of their experiences and idea. 2.B. Employ organizational structures and analyze what makes them effective or not effective in the communication of their ideas.

Key concepts: Finding connections through commonalities.

Learning objectives: That no matter what the community comes together for, a community's purpose is always the same.

Lesson 5

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Why teach this idea? By publishing their work on the web, students will have a way to share their ideas. The nature of a website is for public viewing and gaining information, so the students should be proud of what they have created. This public aspect should be discussed and used as a motivator.

Materials:

Computers for each group

Saving space like; thumb drive, hard drive, server, CD, floppy disc
iWeb (Macintosh) installed on all the computers

Instructional Strategies:

Students will finish their websites and have time for troubleshooting.

Evaluation: Finishing projects today (50 points possible), functionality of links (20 points possible), concept of community clear; does the user know the purpose of the site when using the website? (30 points possible)

Teacher reflection: The amount of pages to include can be adjusted depending on the student's ability and understanding of the technical aspects.

Discipline connections (art, social studies, literature, etc)

Benchmarks (standards): 1.B. Intentionally take advantage of the qualities and characteristics of art media, techniques, and processes to enhance communication of their experiences and idea. 2.B. Employ organizational structures and analyze what makes them effective or not effective in the communication of their ideas.

Key concepts: Technology is our future. Community is our past. Broad audiences can be taught about ones community by utilizing the World Wide Web.

Learning objectives: Students will exhibit efficient ways to organize a website.

What will the students understand?

Lesson 6

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Materials:

- Computers for each group

- Saving space like; thumb drive, hard drive, server, CD, floppy disc

- iWeb (Macintosh) installed on all the computers

Instructional Strategies:

Students will present their websites in the same manner as the teacher demoed their website on the first day. (That might be overhead projection or everyone crowding around a screen.) Questions to ask the students: Why did you choose the community that you did? Why do the elements (colors, pictures, layout) convey the characteristics of the community? What do people to visit your site? How does your site interest people? Is this art?

Evaluation: Participation (50 points possible) Completion (25 points possible)

Usability (25 points possible)

Teacher reflection: Make sure students present slow enough for everyone to follow what they are doing.

Benchmarks: 5.a. Understand that there are various purposes for creating works of visual art.

Key concepts: Technology is our future. Community is our past.

Learning objectives: To create a product that is functional and informative. Share with others and teach them what you know.