



1.17: Using an Internet Browser

Prerequisite Skills and Knowledge

- ∞ Students need to be able to click on a link on the desktop and find letters and numbers on the keyboard.
- ∞ Students should have practiced in class how to count by 1s and 10s on the Everyday Math number grid.

Time Required

- ∞ Mini-lesson and guided practice: 10-15 minutes

Materials

- ∞ Download Everyday Math Games website link to each desktop.
- ∞ Everyday Mathematics computer games teacher user ID and password.
- ∞ Everyday Mathematics computer games password for each student (on index cards).

Intended Learning

- ∞ Students will practice logging in to Everyday Math Games to play the Number Grid Game so that they can practice important basic skills independently while also practicing clicking on links within a website.

District Technology Standards Uses Technology Effectively

- Internet browser
- Clicks on bookmarks/favorites or opens a link on the computer desktop.
- Single clicks to select a link within a website

Big Ideas from Everyday Math Guide

- ∞ Number Lines, Number Grids, and Number Models
- ∞ Greater than and Less than Number Relationships between two numbers

Mini-Lesson

Connection - preparing students' thinking

Pose questions to students such as:

- How does the number grid help us count quickly?
- What does it mean to compare two numbers? (less than, more than, equal to)

Teaching - Mini Lesson

With students seated on the floor in front of a demonstration screen, explain that there is a special website that we can use to play math games! Each student will have their own secret password (a number, a letter, and a shape) to access their game menu. "What you learn in math during class will help you enjoy the games even more, so remember to do your best during math class." Hold up one index card as an example and say, "I'm going to pretend to be ___(Jasmine). First, I click on the Everyday Math Games link on the desktop.

Notes

An easy way to prepare for this lesson is to create a class list beforehand and print out the class list of passwords. Using a paper cutter, cut all names with passwords apart and glue onto index cards. As students memorize their passwords, fewer will need the index card. Keep them in an index file just in case someone forgets theirs!

Then, I find my teacher’s name on the teacher list. Next, I find my own name from the student list and then click on the correct number, letter, and shape as it correlates to my password. I choose Grades 1-3 Games, since I’m in 1st grade. Then I find the game we are going to play today. It’s called Number Grid Game. I will listen to the instructions before I start to play. When time is called, I will log out.” Remind students to be patient as the screen changes. You may say the computer is ‘thinking’ or ‘finding your information’. Ask students questions to check for understanding. Play one or two practice games with students.

Active Engagement - Guided Practice

Example: Play a few rounds of Number Grid Game with students to warm them up for independent practice.

Link Pass out index cards to all students with their passwords on them and dismiss them to work at their desk.

Independent Practice

Teacher

- ∞ Walk around the room, assisting students in finding their name in the student list, typing in their password, etc.
- ∞ Encourage students to count on the number grid by 10 and 20 if they roll a 1 or 2. This will help them beat the computer.

Students

- ∞ Independently find their teacher’s name and their own name on the scroll down lists. Enter in password, Grades 1-3, and find Number Grid Game. Listen to instructions (with headphones, if possible) and play the game. Log out when instructed by teacher.

Sharing/Closure

- ∞ Was it easy or difficult to log in? Why or why not? Were you able to beat the computer?

Differentiation:

- ∞ Students who excel can back out of Number Grid Game and try playing Number Top-It after at least 10 minutes.
- ∞ Students who struggle may want to move the token one number at a time instead of by 10 or 20 when they roll a 1 or 2 on the dice.

Assessment	
<ul style="list-style-type: none"> ∞ Progress monitor each student on your class list or spreadsheet with a score of 1-4, according to their proficiency during independent practice. A “3” represents a student who was able to successfully open the link on their desktop, log in, and play correct game. 	

Connections to Math:
Math Strands 2,3, & 4 (all year)

Using an Internet Browser

Grade 1