



2.17 Using Internet Bookmarks and Passwords

Prerequisite Skills and Knowledge

- ∞ Mouse skills
- ∞ Knowledge of Everyday Math website (logging in procedures)
- ∞ Basic Internet Browsing skills

Time Required

- ∞ Mini-lesson and guided practice: 10 minutes

Materials

- ∞ Download Everyday Math Games website link to each desktop or in favorites
- ∞ Everyday Mathematics computer games teacher user id and password
- ∞ Everyday Mathematics computer games password for each student
- ∞ Paper and pencil for students to use to figure out math problems

Intended Learning

- ∞ Students will play the “Fraction Top-It 1” game so they can practice fraction skills independently while also practicing Internet browsing skills.

District Technology Standards Uses Technology Effectively

- ∞ Internet browser
- ∞ Uses the toolbar
- ∞ Clicks on bookmarks/favorites or opens a link on the computer desktop.
- ∞ Single clicks to select a link within a website.
- ∞ Internet Safety (keeping passwords private)

Big Ideas From Everyday Math Unit 8

- ∞ Name Fractional Parts
- ∞ Relations between Fractions

Mini-Lesson

Connection - preparing students' thinking

Which is larger- a $\frac{1}{2}$ of a pizza or $\frac{1}{4}$ of a pizza? How do you know?

Teaching - Mini Lesson

- ∞ Teacher tells students they will be working with fractions for this lesson. They review what fractions are and how to compare them.
- ∞ Teacher reviews with students how to log in to the Everyday Math website. Remind students of Internet Safety- don't share passwords with anyone.

Notes

Math Vocabulary: numerator, denominator, larger than, smaller than

- ∞ Teacher demonstrates how to play the “Fraction Top It 1” game.

Active Engagement - Guided Practice

At their computers, students go step by step with the teacher to correctly log in. After logging in, students select the “Fraction Top It 1” game.

Independent Practice

Teacher

- ∞ Circulates through out the lab to monitor student learning.

Students

- ∞ Independently “Fraction Top It 1” game comparing money.

Sharing/Closure

- ∞ Students share how many times they were able to beat the computer.

Assessment

- ∞ 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, log in and play the correct game. A “3” also indicates they can correctly compare fractions.