



## 2.7: Using Internet Bookmarks and Passwords

### Prerequisite Skills and Knowledge

- ∞ Mouse skills
- ∞ Internet Browsing plant lesson
- ∞ Familiarity of coin values

### Time Required

- ∞ Mini-lesson and guided practice: 10-15 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 practice logging in to Everyday Math Games to play the “Dime-Nickel-Penny Grab” game so they can practice important basic 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

- ∞ Counting and exchanging money
- ∞ Comparing money values

### Mini-Lesson

#### Connection - preparing students' thinking

- ∞ Why is it important to know how to count money?

#### Teaching - Mini Lesson

- ∞ Teacher demonstrates how to log in to the Everyday Math website. Remind students of Internet Safety- don't share passwords with anyone. Teacher demonstrates how to play the “Dime-Nickel-Penny Grab” games.

### Notes

**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 “Dime-Nickel-Penny Grab” game.

**Independent Practice**

**Teacher**

- ∞ Circulates through out the lab to monitor student learning

**Students**

- ∞ Independently playing “Dime-Nickel-Penny Grab” game practicing counting 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.