

Reflections

Integrating Technology *With the Sixth Grade Curriculum*

This project was designed to be the vehicle to teach at a Staff Development workshop. The website that was created gave specific ideas to infuse technology into the sixth grade curriculum. Lessons included a Mesopotamia dictionary of terms made with Microsoft word, a Tour of Mesopotamia made with Microsoft PowerPoint, a brochure called "Visiting Ancient Mesopotamia using Microsoft Publisher, and a picture story of Ancient Mesopotamia using Photoshop Elements.

The site is designed to include everything the teacher needs to facilitate teaching these lessons from basic tutorial on the applications to step-by-step screenshots on the actual lessons presented. Student work examples and rubrics for assessment are also included.

I have used all the lessons with my sixth grade students. Each lessons has provided an extension of the sixth grade curriculum with the opportunity for me to teach needed technology skills. As a computer literacy teacher, I constantly attempt to teach technology skills through projects that support the core curriculum, as was done in this case!

Notes on Staff Development Workshop

Facilitator's Agenda

Goals:

- To examine technology integration ideas for the classroom.
- To explore project and standard based activities using computer technology.
- To provide time for four computer programs to be introduced, taught, practiced and prepared for implementation in the Sixth Grade Social Studies Classroom.
- For participants to leave excited and equipped to try new ways to integrate technology into their own classrooms.

Learning Environment

Materials Needed:

1. Computer lab with at least 1 workstation per participant with Internet access
2. MS Office Suite and Photoshop Elements installed on each computer
3. Course activities, tutorials, examples, and instructional modules made available via hardcopies and online version.

Learning Space

1. Library or other learning environment
 - a. Provide snacks and drinks
 - b. Organize and arrange seating space and tools
 - i. Table and chairs
 - ii. Multimedia equipment
2. Computer Lab
 - a. Software and versions should be the same on all computers
 - b. Organize and arrange seating space and tools
 - i. Table and chairs
 - ii. Multimedia equipment
 - c. Log in names and passwords made available
 - d. Accessibility to technical support

Day 1

8:00 Welcome

Presenters' introductions: Share where they are from, their experiences with technology and their journey to this point. Participants follow with their own introductions. Share about their teaching experience, their technology experiences and their expectations for the workshop.

8:45 Agenda and goal review

Review the goals for the day and the schedule. Include information on where bathrooms are located and when breaks and lunch will occur.

8:50 Icebreaker Activity

The purpose of the icebreaker is to build a sense of group and to build an understanding of why integration of technology makes sense for our students.

Introduce the icebreaker activity:

- Small groups discuss the lives of kids today and how they differ from your own life at that same age. Ask this question, "What is different about the lives of your students today and how your life was at the same age?" List similarities and differences. Groups summarize their discussion for the whole group.

9:15-9:30 Break

9:30-10:00 Reconvene in Computer Lab for Hands-On Activities

File Management and image search

- Introduce website resource, URL and contact information (emails and phone numbers) for presenters.
- Establish a file management system for the lessons-create folders and sub folders for each project and pictures
- Surf the net for pictures and maps of Mesopotamia. Save pictures to folders and note/record any sites that could be used for research by the student.

10:00 – 12:00 Microsoft Word Lesson-

Mesopotamia Dictionary of Terms

- Begin step-by-step instruction of Word Lesson.
- Assign each person 3 letters of the alphabet to complete for the dictionary.
- Work time to complete project and explore the program as time allows
- Present completed pages to the group
- Assessment: Critique, troubleshoot, and debrief

12:00-1:00 Lunch

1:00 Reconvene in Computer Lab for Hands-On Activities

1:00-3:00 Microsoft PowerPoint Lesson-

Tours of Mesopotamia

- Begin step by step instruction of PowerPoint
- Work time to complete project and explore the program as time allows
- Present completed pages to the group
- Share completed projects with the group.
- Assessment: Critique, troubleshoot, and debrief

3:00-3:15 Break

3:15-4:00 Reconvene in Library for Closure Activities

- In table groups, discuss lessons presented and other ideas to integrate technology into 6th grade standard based lessons. Share ideas with whole group.
- Time for questions and critique of days activities

Day 2

8:00-8:30 Reflect, agenda, and goal review

Open discussion of the previous day's events. Review the goals for the day and the schedule. Include information on where bathrooms are located and when breaks and lunch will occur.

8:30-9:00 Warm-up Activity

Open files and critique with day-after perspective. Make at least one change on each file and save with v2 (version 2) after the original file name. Work with others to share understanding and ideas. The purpose is to revisit the programs and get into computer mode.

9:00-9:15 Break

9:15-10:00 Reconvene in Computer Lab for Hands-On Activities

File Management and image search

- Establish a file management system for the lessons-create folders and sub folders for each project and pictures

Surf the net for pictures of Mesopotamia and other ancient civilizations. Save pictures to folders and note/record any sites that could be used for research by the student.

10:00-12:00 Microsoft Publisher Lesson-

Visiting Ancient Mesopotamia

- Begin step-by-step instruction of Publisher
- Review basics of Publisher wizards.
- Step teachers through addition of content and graphics.
- Assign teachers another ancient civilization and allow them time to start their own travel brochure.
- Work time to complete as much of the project as time allows
- Assessment: Critique, troubleshoot, and debrief

12:00-1:00 Lunch

1:00 Reconvene in Computer Lab for Hands-On Activities

1:00-3:00 Photoshop Elements Lesson-
Picture Story of Ancient Mesopotamia

- Review basics including tools and layers
- Begin step-by-step instruction of Elements
- Time to complete as much of the project as time allows
- Assessment: Critique, troubleshoot, and debrief

3:00-3:15 Break

3:15-4:00 Reconvene in Library for Closure Activities

- In table groups, discuss lessons presented and other ideas to integrate technology into 6th grade standard based lessons. Share ideas with whole group.
- Time for questions and critique of days activities
- Formal written evaluation