

NEWS & NOTES

from Elementary Instructional Technology

Embracing New Technologies

Happy Fall! It's been an invigorating start to the school year in the field of elementary instructional technology!

Students in grades K-6 are fortunate enough to engage with a variety of new learning programs. Read about our new elementary programs below.



ST Math aka "Jiji Math"



Who uses it? Available to grades K-6

What is it? How is it used to support learning? The "ST" in ST Math stands for spatial-temporal, and this game-based program is designed for students to interact with mathematics concepts using visual representations.

Can my child access this program at home? Yes, however they can only complete "homework" in the program. They cannot attempt to complete new activities. You can find directions for accessing the program at home by visiting the links below. Please contact me or your child's teacher if you need hard copies of these directions.

Copies will also be kept in the main office of each elementary school building.

<http://tinyurl.com/stparents> and <http://tinyurl.com/sthomework>

KidBiz/Achieve 3000

Who uses it? Available to grades 2-6

What is it? How is it used to support learning? KidBiz offers differentiated, online literacy instruction for students and uses high-interest, non-fiction texts to review key comprehension, vocabulary, and writing skills. Students read selections that are appropriate for their reading levels and use the program's tools to respond to ideas in the text, highlight key vocabulary and ideas, and

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demonstrate comprehension of text.

Can my child access this program at home? The program is accessible from home, but since KidBiz activities are so closely aligned with curricular objectives and classroom work, students should not complete Achieve lessons at home unless instructed to do so by their language arts teachers.

IXL Math

Who uses it? Available to grades K-6

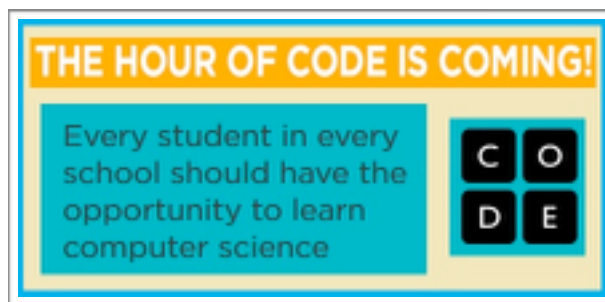
What is it? How is it used to support learning? IXL is a program that is designed to help reinforce mathematics skills that children have learned through sets of practice exercises. Students attempt to achieve a Smart Score of 100 indicating mastery of a skill. They can also complete challenges and unlock badges for their work. Teachers assign skill categories for students to complete independently, and teachers use the data from IXL to plan instruction and help meet students' needs.



Can my child access this program at home? Yes, simply visit <http://www.ixl.com/> and have students log in with their district username and password.

The Hour of Code is coming!

We will once again celebrate the Hour of Code to honor Computer Science Education Week, beginning December 8. Students in Grades 1-6 will participate in Hour of Code activities through programs such as Tynker and Scratch during their computer lab classes. They will also have the opportunity to work with the programming activities under the direction of their classroom teacher if time permits.



Permission forms were prepared and either sent home with students or will be presented to you at parent-teacher conferences. Please sign and return the permission form to your child's homeroom teacher in order to have Hour of Code account(s) established for your child.

This will allow your child to save his programming progress and access the coding activities from home, too!

Contact the Elem. Instructional Tech Integrator
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