

Subject Area: Educational Technology
Unit Title: Using Educational Apps to Streamline Teaching Tasks and Enhance Productivity
Grade Level: 2nd Grade
Lesson Number: 1 of 10

Duration: 60 minutes
Date: March 12, 2023
Teacher: Ms. Johnson
Room: Room 101

Curriculum Standards Alignment

Content Standards:

- CCSS.ELA-Literacy.W.2.6: Use technology, including the Internet, to produce and publish writing as well as to interact and collaborate with others.
- CCSS.ELA-Literacy.W.2.7: Participate in shared research and writing projects.

Skills Standards:

- CCSS.ELA-Literacy.SL.2.1: Participate in collaborative conversations with diverse partners, building on others' ideas and expressing their own clearly.
- CCSS.ELA-Literacy.SL.2.2: Confirm understanding of a text read aloud or information presented orally or through other media by asking and answering questions.

Cross-Curricular Links:

- Math: Using math apps to practice addition and subtraction facts.
- Science: Using science apps to explore and learn about different types of plants and animals.

Essential Questions & Big Ideas

Essential Questions:

- How can educational apps enhance teaching tasks and productivity?
- What are the benefits of using educational apps in the classroom?

Enduring Understandings:

- Educational apps can enhance teaching tasks and productivity by providing interactive and engaging learning experiences.
- Educational apps can benefit students by providing personalized learning experiences and real-time feedback.

Student Context Analysis

Class Profile:

- Total Students: 25
- ELL Students: 5
- IEP/504 Plans: 3
- Gifted: 2

Learning Styles Distribution:

- Visual: 40%
- Auditory: 30%
- Kinesthetic: 30%

Introduction to Educational Apps

Educational apps are software applications designed to support teaching and learning in the classroom. They can enhance teaching tasks and productivity by providing interactive and engaging learning experiences for students.

The benefits of using educational apps in the classroom include:

- Enhanced student engagement and motivation
- Personalized learning experiences
- Real-time feedback and assessment
- Increased accessibility and flexibility

Examples of Educational Apps

Some examples of educational apps include:

- Math apps: Khan Academy, Math Games
- Reading apps: Reading A-Z, Epic!
- Organization apps: Trello, Evernote

Exploring Educational Apps

Students will work in pairs or small groups to explore the following educational apps:

- Foundation: ABCmouse, PBS Kids
- Core: Khan Academy, National Geographic Kids
- Extension: Code.org, Scratch

Students will complete tasks and activities using the apps, such as:

- Foundation: Matching games and simple quizzes
- Core: Interactive presentations and multimedia projects
- Extension: App development and coding challenges

Guided Practice

Students will work in pairs or small groups to complete guided practice activities using the educational apps, such as:

- Foundation: App-based worksheets and activities
- Core: App-based projects and presentations
- Extension: App development and coding challenges

Independent Practice

Students will work independently to complete independent practice activities using the educational apps, such as:

- Foundation: App-based games and quizzes
- Core: App-based research and projects
- Extension: App development and coding projects

Assessment and Evaluation

Students will be assessed and evaluated on their understanding and progress using a variety of methods, including:

- Foundation: Quizzes and games
- Core: Projects and presentations
- Extension: App development and coding projects

Conclusion and Next Steps

In conclusion, educational apps can enhance teaching tasks and productivity by providing interactive and engaging learning experiences for students.

Next steps include:

- Future lessons and activities that build upon the learning progressions established in this lesson
- Providing resources and support for students to continue exploring and using educational apps

Appendix

Additional resources and support include:

- App recommendations and tutorials
- Digital citizenship and safety protocols
- Tips for parents and guardians to support student learning at home

Teacher Reflection Space

Pre-Lesson Reflection:

- What challenges do I anticipate?
- Which students might need extra support?
- What backup plans should I have ready?

Post-Lesson Reflection:

- What went well?
- What would I change?
- Next steps for instruction?

Additional Resources

Additional resources include:

- App recommendations and tutorials
- Digital citizenship and safety protocols
- Tips for parents and guardians to support student learning at home