

Ed 310 Curriculum and Methods

Indirect Instruction Lesson Plan

Sample technology entry

XII. TECHNOLOGY

I will use The Graph Club which is software published by Tom Snyder Productions. This graphing software allows the students free reign at discovering and manipulating graphs. They are able to graph a variety of things in a multitude of graphing styles: line, pie, bar, etc. This would be a great extension or reinforcement activity.

Graph Master also published by Tom Snyder Productions would be another piece of software that would be beneficial as an extension piece for students. This software is typically used for Grades 4-8, which is way beyond the level of most of my students. However, some of the students may be able to use it as an extension piece to explore with.

Also, I found a website that would give the students a fun way to practice their measuring. On the site, students are able to choose one of two paths for a turtle to go from a path to the pond. The student can measure both paths with a piece of string and figure out which path is the shortest. This game is found at: <http://illuminations.nctm.org/imath/prek2/GeometryConcepts/student/index.html> . This can be a fun activity as well as a wonderful learning experience for the students to see the use of measurement in real life!