



Technology-Connected Lesson Plan

Title:	Kwanzaa
Grade Levels:	1-6
Curriculum Areas:	<ul style="list-style-type: none"> ☞ Language Arts, Technology
Lesson Objectives: (Note this lesson is part of a week long unit on Kwanzaa)	<ul style="list-style-type: none"> ☞ Students will orally share ideas about whom they want to invite to the Kwanzaa Celebration. ☞ Students will create and print out an invitation to the Kwanzaa Celebration. ☞ Students will share their invitations with other class members.
La. Content Standards:	<p>ELA-3-M4 Demonstrating understanding of the parts of speech to make choices for writing.</p> <p>ELA-4-E4 Giving rehearsed and unrehearsed presentations.</p> <p>ELA-5-E4 Using available technology to produce, revise, and publish a variety of works.</p>
Technology Guidelines:	<ul style="list-style-type: none"> ☞ Technology Productivity Tools (<i>Resource Access and Utilization Foundation Skill</i>) ☞ Students use technology tools to enhance learning, increase productivity, and promote creativity. ☞ Students use productivity tools to work collaboratively in developing technology-rich, authentic, student-centered products. ☞ Basic Operations and Concepts ☞ Students demonstrate a sound understanding of the nature and operation of technology systems. ☞ Students are proficient in the use of technology
Technology Connection:	<ul style="list-style-type: none"> ☞ The Kwanzaa Information Center http://www.melanet.com/kwanzaa/ ☞ Kwanzaa-What Is It? http://www.sas.upenn.edu/African_Studies/K-12/Kwanzaa_What_16661.html ☞ THE OFFICIAL KWANZAA WEB SITE http://www.officialkwanzaawebsite.org/ ☞ EVERYTHING ABOUT KWANZAA http://www.tike.com/celeb-kw.htm ☞ Kwanzaa Time at Kids Domain http://www.kidsdomain.com/holiday/kwanzaa/
Procedures:	<ul style="list-style-type: none"> ☞ Pre-Lesson: The teacher will explain to the students that in few days the

	<p>class will be conducting their own Kwanzaa celebration. Just as African American families do, the class will celebrate a principle on each day, and include all of the symbols of Kwanzaa. The teacher will explain that they will need a few days though to prepare for their celebration.</p> <ul style="list-style-type: none"> ☞ The teacher will review with the students the sixth day of Kwanzaa, where the principle, Kuuumba (creativity) is celebrated and many friends and family are invited to gather in a big feast called karamu. ☞ The teacher will have the students brainstorm a list of people who they want to invite. The teacher will narrow down the list to those that are feasible. The list may include: another class, parents, the principal, the librarian, school secretary, etc. ☞ The teacher will post the following pertinent information on the board: <i>Karamu</i> <i>Date</i> <i>Time</i> <i>Class</i> <i>School Name</i> ☞ Each student will pick someone to make an invitation to. (If a child knows his/her parents can't come, for example, he/she may make one for one of the other people on the list.) ☞ The teacher will have the students make invitations to Karamu on the computer using Microsoft Publisher or The Print Shop. The teacher will remind the students of the importance of creativity in the Kwanzaa celebration. Therefore, invitations should be original and creative. (Students should be familiar with the software used.) ☞ The teacher will have the students get in groups and show others the invitations they made. ☞ Note: This lesson can be simplified for younger students or expanded to incorporate actually mailing invitation, creating powerpoint shows, etc. for older students to present to guests.
Assessment:	☞ Teacher observation and completed work (invitations).
Materials:	☞ chalk and blackboard space, Microsoft Publisher or The Print Shop software, computer for each student(If this is not possible, students may rotate to computers, while the class works on other aspects of Kwanzaa)
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School:	☞ Hammond Westside Primary/Upper