



Technology-Connected Lesson Plan

Title:	Learn Your Shapes
Grade Levels:	Kindergarten
Curriculum Areas:	☞ Math
Measurable Objectives:	<ul style="list-style-type: none"> ☞ TSW name the shapes ☞ TSW identify shapes ☞ TSW demonstrate an understanding of the shapes by creating Shape Boys and Shape Girls ☞ TSW locate objects which represent shapes
LA Content Standards:	<p>G-1-E determining the relationships among shapes</p> <p>G-2-E identifying, describing, comparing, constructing, and classifying two dimensional and three dimensional shapes using a variety of materials</p> <p>G-4-E drawing, constructing models, and comparing geometric shapes ,with special attention to developing spatial sense</p> <p>G-5-E identifying and drawing lines and angles and describing their relationships to each other and to the real world.</p>
Grade Level Expectations (GLE)	16. Name and identify basic shapes using concrete models
K12 Educational Technology Standards:	<ul style="list-style-type: none"> ☞ Technology Productivity Tools- Students use technology tools to enhance learning, increase productivity, and promote creativity ☞ Social, Ethical, and Human Issues- Students practice responsible use of technology systems, information, and software.
Technology Connection:	<ul style="list-style-type: none"> ☞ TV/Scan converter connected to computer ☞ Computers with internet ☞ Web sites Fisher Price and Kidzplace ☞ Microsoft Word ☞ Microsoft PowerPoint ☞ Printer
Procedures:	☞ TTW introduce the shapes with a teacher created PowerPoint presentation on the TV/scan converter connected to the computer.

	<ul style="list-style-type: none"> ☞ TTW have the students say the names of the shapes. ☞ TTW point out the important facts about each shape. ☞ TTW ask students to point to objects in the room that are specific shapes. ☞ TSW in a computer lab setting will practice naming and identifying the shapes using the Fisher Price website http://www.fisher-price.com/us/fun/games/colorshapes/default.asp for 15 minutes and the Kidzplace website for 15 minutes http://www.thekidzpage.com/learninggames/learningonline.htm ☞ In the classroom, TSW use a template of a Shape boy and Shape girl to identify and name the shapes. ☞ The Teacher, Para, student helper, or parent volunteer will sit with each student while the student answers the questions and points the shapes on the templates. ☞ TSW be allowed to choose a color to paint each of the shapes on the template. TSW use the mouse to click the paint can button the fill each shape ☞ TTW print the students shape person to share with the class or TTW copy/paste the students Shape Boy or Girl into a Powerpoint presentation for the class to view. ☞ Finally TTW ask each student to collect one object in the classroom that represents a shape they have learned. TSW share their object with the class and tell which shape the object represents.
Materials:	<ul style="list-style-type: none"> ☞ TV/Scan converter connected to computer ☞ Computers with internet ☞ Microsoft Word and PowerPoint ☞ Printer
Assessment:	<ul style="list-style-type: none"> ☞ Teacher, Para, Student helper, or Parent volunteers observation of students answering questions on template. ☞ Teacher created rubric.
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