

*Friends in the Community*  
Language Arts and Social Studies  
Grade 2

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**OBJECTIVES:**

1. The students will become a community of learners by asking questions to get to know one another better.
2. The students will learn how to use various types of technology, such as graphic organizer making software, and Microsoft PowerPoint, and how to use the tools within them.
3. The students will practice their oral language skills by asking questions, and answering questions in complete sentences.

**BENCHMARKS:**

ISTE National Educational Technology Standards for Students

Prior to completion of Grade 2, students will:

- Use a variety of media and technology resources for directed and independent learning activities. (*Basic operations and concepts, Technology productivity tools*)
- Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom. (*Social, ethical and human issues*)
- Create developmentally appropriate multimedia products with support from teachers, family members, or student partners. (*Technology productivity tools*)
- Use technology resources for problem solving, communication, and illustration of thoughts, ideas and stories. (*Technology communication tools*)

Michigan Technology Standards

**Content Standard 3:** All students will apply appropriate technologies to critical thinking, creative expression, and decision making skills.

Benchmark (Early Elementary) 2: Use a variety of technologies to express ideas (voice, data, video, graphics, etc). (*Creative Expression*)

Benchmark (Early Elementary) 4: Use technologies to organize thoughts in a logical process (voice, data, video, graphics, etc). (*Decision – Making / Creative Thinking*)

Michigan Social Studies Standards

**Content Standard 5.1:** All students will acquire information from books, maps, newspapers, date sets and other sources, organize and present the information in maps, graphs, charts and timelines, interpret the meaning and significance of information, and use a variety of electronic technologies to assist in accessing and managing information. (*Information Processing*)

Benchmark (Early Elementary) 2: Acquire information from observation of

the local environment.

Benchmark (Early Elementary) 3: Organize information to make and interpret simple maps of their local surroundings and simple graphs and tables of social data drawn from their experience.

#### Michigan Language Arts Standards

**Content Standard 3:** All students will focus on meaning and communication as they listen, speak, view, read, and write in personal, social, occupational and civic contexts. (Meaning and Communication)

Benchmark (Early Elementary) 1: Read and write with developing fluency, speak confidently, listen and interact appropriately, view strategically, and represent creatively. Examples include sharing texts in groups and using an author's/reader's chair.

#### **MOTIVATION:**

**What student interests provide the basis for this lesson?  
How do you engage students in this activity?**

It is important for us to build the classroom community. This activity gives each student the chance to be in the "spotlight" as we get to know his/her interests.

The "Friend of the Day" is allowed to use the classroom sound amplification microphone to answer questions from his/her classmates. The "Friend of the Day" calls on 6-8 friends to ask a question. As the children are engaged in this question/answer session, the teacher is creating a graphic organizer (web) with Inspiration or Kidspiration. The computer program is projected on to the Smart Board. Students are also engaged as they help format text and clipart within the graphic organizer. The teacher is also taking digital photographs of the "Friend of the Day"; these photos will be inserted into the published interview. Students are also involved as the interview is published in Microsoft PowerPoint. The Smart Board lends itself well to engaging the students' interest.

#### **MATERIALS:**

- sound amplification microphone
- Smart Board / LCD projector
- laptop computer
- digital camera and 3 1/2" disks
- Kidspiration/Inspiration
- Microsoft PowerPoint

#### **PROCEDURE:**

In the classroom:

1. Select the "Friend of the Day". He/She will use the classroom sound amplification system when speaking to the class. The "Friend of the Day" will be allowed to sit in the teacher's special chair when speaking to the class. Have

the rest of the class find a seat on the floor in front of the Smart Board. Make sure that they leave enough room between them and the Smart Board so that people can walk in front of the Board to be able to use it.

2. The "Friend of the Day" sits in front of the class. The other students think of appropriate questions to ask the "Friend of the Day". Students raise their hand and the "Friend of the Day" calls on them one at a time. Try to alternate between boy, girl, boy, girl, etc. The "Friend of the Day" will answer with a complete sentence. The teacher summarizes the answer into a few words and types the information into the graphic organizer (web) on the computer. NOTE: Kidspiration and Inspiration are recommended programs to create graphic organizers.
3. As the graphic organizer is filled with information, the "Friend of the Day" may choose clip art to accompany the ideas on the web. Using the Smart Board, the "Friend of the Day" is able to input clip art by touching the screen and dragging the artwork to the appropriate place on the web. As the students ask questions and the "Friend of the Day" inputs the clip art, the teacher uses the digital camera to take pictures of the "Friend of the Day": take pictures of the "Friend" standing in front of his/her web; as he/she answers questions; etc.
4. The next step is to export the graphic organizer as a .jpeg file. Create a folder on the hard drive of the computer for each student. Export the file, and save it with the students' name. Print out two copies of the web. Close Kidspiration and open Microsoft PowerPoint.
5. Using the information from the graphic organizer, create a slide show consisting of two slides. Make the ideas into sentences that talk about the student. Save the slide show to the student folder on the hard drive. Print out two copies of the slide show.
6. Staple one copy of the slide show and web to a sheet of construction paper to be displayed in the classroom, or put into a class book. Staple the other copy of the slide show and web onto construction paper to send home a copy of the printed interview. NOTE: Because of possibility of personal information included on the web and slide show, I would not post these to the student web pages.

In the computer lab:

7. When the students feel comfortable, take them to the computer lab. Review with them the step on how to create a web using either another "Friend of the Day" interview, or, making a web showing things that they are thankful for. When the students are finished making their web, they can add pictures to it. Make sure that they save their work to their disk, and then they can print out a copy to take home with them.

## **TOOLS AND RESOURCES:**

**(Include all Web sites and specific software)**

- Sound Amplification Microphone
- TTI Laptop
- Smart Board and LCD projector

- Digital cameras and 3 ½' floppy disks
- Kidspiration / Inspiration
- Microsoft PowerPoint

#### **ASSESSMENT of LEARNING:**

As this lesson is repeated for each member of the class, we expect the students to become more proficient with the technology. Using the Smart Board, the students are able to participate in creating the Kidspiration Web and Microsoft PowerPoint show.

The oral language development is assessed as the students ask questions. We are able to listen as the students use their communication skills to ask and answer questions. The "Friend of the Day" is required to answer the question in the form of a complete sentence.

#### **CREDIT (INCLUDING CONTACT INFORMATION):**

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#### **REFLECTION:**

As this lesson is modeled for the students on a daily basis, they start to internalize the software programs and will be able to apply their knowledge to future projects. Using a LCD projector is ideal for presenting this lesson. If you do not have access to a projector, this lesson could be carried out in a computer lab with presenter software that is networked to the student computers—or use a scan converter to project onto a television screen. Modeling is the key, use the resources that are available to you.