

Lesson Plans and Resources

Note: Right click on the hyperlink to open resources in a new tab. When you are finished with a resource, close the tab to return to this page.

Grades K-3

App: [Cargo Bot](#)

What would you think of an app that provides a creative introduction to an important 21st century skill, challenges learners at many levels, and is an addictively, fun game? Did we also mention it was free? We think you will find all this and more in this clever app.

Lesson Plan: [Meet a Naturalist: Researching, Writing, Interviewing](#)

Young scholars reach out into the community and learn about different environmental science careers in an inquiry-based instructional activity. Beginning with a short research assignment, students gain background knowledge about different environmental professions before contacting and interviewing local naturalists.

Article: [Common Core Technology for K-5 Learners](#)

K-5 teachers can blend fun and creativity into language arts curriculum when Common Core technology is involved.

Article: [Project-Based Learning & Leading Through the 16 Habits of Mind](#)

Get some ideas for using Costa & Kallick's 16 Habits of Mind to facilitate project-based learning in your class. This article offers a brief overview of the Habits of Mind, and some tips for using the Habits to create a project-based learning environment.

Activity: [People and Whales: A History](#)

Whales and people have a long and sordid history. To understand the impact that biological populations have had on each other, learners conduct research on specific topics related to the whale industry. They use their findings to create Glogs, which are interactive posters that include text, animation, and illustration. Discussion, active research, and application make for a good lesson!

Materials Designed for Kids with Special Needs

App: [See.Touch.Learn](#)

Here is a great app that has plenty of potential for helping students with severe to moderate autism learn words and concepts. This app uses classical conditioning by way of conditional stimulus and conditioned responses to support vocabulary and language development. Give it a try!

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Grades 5-8

Lesson Plan: [World Cup Maths 1: Equal Opportunity](#)

Six activity guidelines and accompanying worksheets for discussing the current trends of inequality in Brazil, particularly in preparation for the 2014 World Cup. Using a blank map, informational texts, and suggested news articles and videos, learners discuss the country's history of inequality and the Brazilian government's efforts to reduce poverty.

Lesson Plan: [Teaching Digital Citizenship](#)

What is the difference between a bystander and an upstander? A collaborative project created through digital media will help the class understand that they can participate in an online community respectfully and responsibly. They consider the impact of cyberbullying and how their language or actions can impact others.

Lesson Plan: [Working Together Digitally](#)

Middle schoolers engage in two different activities that help them reflect on all the ways technology can help them research, connect, collaborate, and create.

Lesson Plan: [Greenhouse Gas Game](#)

Designed to create awareness of the effects of greenhouse gases, class members engage in a game in which they examine the human activities that either increase or decrease the amount of carbon dioxide, methane, and nitrous oxide in the atmosphere.

Lesson Plan: [Collaborative Literature Circle for the 21st Century](#)

Using iChat or Edmodo, 4th -6th graders participate in an inter-school literature circle. Learners from two different schools pair up online through iChat and use a blog to conduct a book circle. This instructional activity is wonderful; it fully incorporates the elements of critical analysis while building literacy skills and providing a way to develop 21st century learning skills.

Activities: [Explorers Project](#)

Delve into the Age of Exploration with a multiple-intelligences research project. Learners generate a rubric and worksheet to guide their studies as they research one explorer. With an emphasis on research skills, citing sources, paraphrasing information, and note-taking, class groups synthesize their findings into a five-page diary entry, create a map, role-play and interview other explorers.

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Grades 9-12

Lesson Plan: [Feeling on Display](#)

Many teenagers experience great pressure to keep up online appearances. Work together as a class to consider the effect of photos on social networking sites, and invite your learners to reflect on such important concepts as double standards and judgment.

Lesson Plan: [Using Waste Heat to Generate Electricity](#)

High school energy enthusiasts will be able to explain how thermal energy that is a byproduct of industry can be used as an alternative way to generate electricity. After some discussion, brainstorming, listening to podcasts, and research, they will zoom in on a specific example of an industry using this method of electricity generation. They work together to create their own podcast using the MapMaker.

Lesson Plan: [Creating 21st Century Superheroes](#)

Create 21st century learners by utilizing technology and library databases. Scholars explore the concept of comic books as literature and create a superhero who could uniquely solve a 21st century global issue. Databases such as SIRS are used to research and comics are posted to a class Wiki.

Lesson Plan: [Collaborative Learning Infusion Level](#)

Nothing says 21st century learning skills like an Internet-based collaborative learning lesson focused on using technology to compile and synthesize information. An embedded video shows you what collaborative learning in high school can look like and the procedure will help you employ such a lesson in your class. In groups, learners research, communicate, interview, compile, and disseminate information on a topic of their choice.

Article: [How to Implement Project Based Learning to Engage Students](#)

Can a math teacher employ project-based learning? Certainly! Learn how one great math teacher uses PBL to design projects for her classes.

Apps: [Pocket: Save Articles and Videos to View Later](#)

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