Digital Citizenship Lesson Plan

Introduction to iPods

General Topic (as defined in the Digital Literacy Framework)	TA1
Technology Operations and Concepts a) General Knowledge and Functional Skills	

Applicable Grade Range
K-2

Outcome(s) to be Addressed
The student can use a digital device, which may be one of many types (e.g. Desktop PC, Laptop, Tablet, Smartphone

Importance / Significance of Lesson
Mobile devices are becoming more and more popular due to increased Wi-Fi availability and competitive and affordable data plans. Students can use mobile devices to complete a variety of tasks, including gaining access to the internet, researching information, playing skill building games, creating presentations to provide evidence of their learning, reading eBooks or even learning their ABCs and 123s. It is important for students to become comfortable with these devices at a young age in order to fully experience their potential educational benefits.

Duration
2 - 15 minute lessons plus play time

Overview
This lesson uses iPods to teach young students how to turn on and off the devices, unlock them, locate an app in a variety of ways and problem solve to get the device to suit their needs. Please note: this lesson requires the use of a class set of iPods or iPads. There are a few ideal apps for K-2 students listed below that need to be pre-loaded onto the devices.

Required Resources
iPad hooked up to a projector Class set of iPads/iPods Copies of attached resource

Lesson Plan and Extension Activities

Lesson 1 – Introduction

Set up for the lesson by placing the iPods or iPads on tables with room for two students to work with each device. The teacher should also have their own iPad to demonstrate.

With the attention of the entire class the teacher can show the students their iPad (students don't need to pick theirs up) and have students find with them the 'Home' button, the 'Sleep/Wake' button, the camera lens, the volume control, the screen locking switch and the display (picture attached of all parts). Older students might also be interested to know the location of the microphone, speaker, headset jack and charger (though students should not be required to plug in or unplug the devices as they can be hard on the cables and connectors).

Have the students all press the 'Home' button and note that this turns the device 'on.'

You can quiz students to see if they know how to turn it 'off' again, show them the 'Sleep/Wake' button and have them turn their devices 'off.' Note, too, that the 'Sleep/Wake' button will work to turn the device 'on' and 'off' but the 'Home' button will only turn it on.

Have the students press the 'Home' and 'Sleep/Wake' buttons a few times to practice turning their device 'on' and 'off'.

Have the students press the 'Home' button again and show them how to 'slide to unlock' the device. Students can practice this a few times as well to get comfortable with the process. Please Note: for safety and security reasons students should never be given the access code to school owned devices.

With the device on and unlocked, ask students to look for the icon that has an apple with the letter 'a' on it and touch the picture. This will open up the first app, Little Writer. Let the students play with writing their letters for a bit.

Ask the students to again press the 'Home' button and note that it closes the app they were working in. Have them open the Little Writers app again by clicking on it and then press the 'Home' button to close it again.

Tell the students it's time to play with another exciting app, this time a Math app. On the home screen have them swipe their fingers downwards on the display screen. This brings up the search screen and allows them to find an app (especially helpful if there are a lot of apps on the devices). Have them type in h-u-n and then note that the listing of apps updates to show all the apps that start with h, then u, then n. There should be an app called Hungry Fish with a goldfish eating the number 4 on their screen. Have them touch either the app icon or the name and it will take them directly to the app. Again, give them some play time on the Hungry Fish app.

Tell the students that you are going to finish the lesson with a story. Have them find the app picture with the teddy bear on it or they can search Finger Books on the search screen. Once they click into the app, they will choose the 'Read for Me' option (you may have to help) and can listen and watch the storybook.

Lesson 2 – Review and play time

Set up for the lesson in the same manner as you did in Lesson 1. Review the process to turn the iPad on and off and slide to unlock. Remind students that there are two ways to find an app and ask if they can remember them.

Tell them that there are three new fun apps to explore today. First, find Pop Math Lite (this might be more applicable for older students as there is adding and subtracting involved). Then, play with the Geoboard app. Finish off with some fun drawing in the Colorbox app. Apps can be searched by icon or by name, like in Lesson 1, and students can have time to play in each and get comfortable with using the 'Home' button to get out of an app before choosing another.

Adaptations

This is a fairly step by step basic lesson for younger kids. Adaptations could include having colour printouts of the app icons so that students know what to look for and having the teacher's iPad display projected onto a screen (requires a projector and an AppleTV device).

Older students would likely know how to use these devices, however a quick intro or review session using aspects of this lesson (with apps appropriate for older students) could be useful prior to the first session using iPods in the year.

Additional Resources

Little Writer – The Tracing App for Kids

Hungry Fish

Pop Math Lite

Finger Books

Geoboard

ColorBox

Cross-curricular Outcomes Also Addressed

Apps used include Language Arts, Math and Fine Arts outcomes

~developed by Kristin Sward, 2014

iPad

Sleep/Wake   Microphone   Headset Jack

iSight camera

Side Switch

Volume up/down

Status bar

Micro SIM tray (on some models)

App icons

Speaker   Lightning connector

Home

FaceTime camera

Multi-Touch display

BoeBoer.Com

Image from: www.boeboer.com

Apps used for this lesson (all free in the App Store):

Little Writer – The Tracing App for Kids	
Hungry Fish	
Pop Math Lite	
Finger Books	
Geoboard	
ColorBox	