

First Grade Integration Guide

<u>Integrated Skills</u>	<u>Software Title</u>	<u>Technology Skills*</u>
Counting, Number and Letter Identification	Click the Dots Puzzles	Mouse Control (Single and Double Clicking)
Counting by 1s, 2s, 5s, and 10s, Matching Colors, Shapes, and Letters.	Click and Drag Puzzles	Mouse Control (Clicking and Dragging)
Spelling and Vocabulary Words	Spelling Games	Keyboarding, Mouse Control (Single Clicking)
Letter Recognition, Reading	TTR: For Kids	Keyboarding
Letter Recognition	TTR: Balloon Catchers	Keyboarding
Letter Recognition, Reading, Writing, Spelling	TTR: Training	Keyboarding
Counting, Math Facts (Addition, Subtraction, Multiplication, Division), Rounding	Math Pictures	Keyboarding, Mouse Control
Coin identification, coin values, adding, counting, and comparing coins	Coin Works	Keyboarding, Mouse Control (Single Clicking and Clicking and Dragging)
Telling time by hour, half-hour, quarter-hour, 5 minutes, 1 minute. Telling time using a digital clock, analog clock, and words.	Telling Time	Keyboarding, Mouse Control
<i>*Every activity requires the student to practice menu and website navigation skills.</i>		

Introduction:

In first grade students continue to build foundational skills, such as keyboarding and using a mouse, to effectively use a computer. These skills are key components for the students' future ability to utilize technology to enhance their educational experience. Epiphany Games Software has designed special programs to help build those fundamental skills.



Integration Suggestions:

Puzzle Games

Click the Dots Puzzles

Click the Dots Puzzles provides students with a way to practice their mouse control (focusing on single clicking and double clicking). Students work on connect-the-dots puzzles by clicking on the dots in number order. Introducing students to this game will help prevent struggles with clicking and double clicking the mouse, and they will practice their counting skills.

Click and Drag Puzzles

Click and Drag Puzzles helps students develop the ability to click and drag objects using the mouse. It is a perfect game to let students practice before asking them to utilize that skill in a different setting. The game contains number, shape, and letter matching puzzles that can be used to supplement classroom learning.

Spelling Games

Spelling Games

Spelling games is a collection of six different activities to help students practice their spelling and vocabulary words. Students can play one of four basic games, and as they progress, two additional games can be unlocked. This activity can be used as an introduction to new words or to practice words before an upcoming test.

Typing Games – TTR (Type Type Revolution)

TTR: For Kids

TTR: for Kids is a typing game designed for young students learning how to type. While typing, students are introduced to letters and new words through six exciting levels. This activity can be used as an introduction to or review of proper keyboarding technique. Use this game as a warm up activity (2-5 minutes) whenever students use the computer.

TTR: Balloon Catchers

TTR: Balloon Catchers is a simple typing game designed to help students practice beginning keyboarding skills. Each level practices a specific set of keys on the keyboard. This is an excellent game to give students a quick and fun way to continue practicing their keyboarding skills.



TTR: Training

TTR: Training is designed to guide students through the use of proper keyboarding technique. Students begin this game by practicing individual keystrokes and build up to typing entire words and sentences with punctuation. This activity is great for students who have mastered proper keyboarding technique but still need practice to develop their speed and accuracy.

Math Games

Math Pictures

Math Pictures helps students practice math facts while also practicing using the keyboard and mouse to enter answers math problems. This game contains a wide variety of possible problems ranging from simple addition to complex multiplication. Use this program to give your students a fun way to practice their math facts.

Coin Works

Coin Works helps students develop their ability to work with coins and money. Students practice basic coin identification, counting, adding, and comparing coins. This game can serve as an introduction or review for working with coins.

Telling Time

Telling Time is an activity to help students practice telling time at different intervals. There is also an exploration mode that allows students to play with clock a and set it to different values. This is a great activity to supplement any work with clocks and time in the classroom.