

## Second Grade Integration Guide

<u>Integrated Skills</u>	<u>Software Title</u>	<u>Technology Skills*</u>
Counting by 1s, 2s, 5s, and 10s, Matching Colors, Shapes, and Letters.	<b>Click and Drag Puzzles</b>	Mouse Control (Clicking and Dragging)
Spelling and Vocabulary Words	<b>Spelling Games</b>	Keyboarding, Mouse Control (Single Clicking)
Letter Recognition, Reading, Grammar, Spelling	<b>TTR: Training</b>	Keyboarding
Reading, Writing, Spelling	<b>TTR: Picture Edition</b>	Keyboarding
Counting, Math Facts (Addition, Subtraction, Multiplication, Division), Rounding	<b>Math Pictures</b>	Keyboarding, Mouse Control
Coin identification, coin values, adding, counting, and comparing coins	<b>Coin Works</b>	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.	<b>Telling Time</b>	Keyboarding, Mouse Control
Counting, Math Facts (Addition, Subtraction, Multiplication, Division), Rounding	<b>Crazy Calculations</b>	Keyboarding, Mouse Control
<i>*Every activity requires the student to practice menu and website navigation skills.</i>		

### Introduction:

In second grade the students should have mastered basic computer skills like mouse control. Students can continue to refine their typing skills and practice math skills and spelling words. Epiphany Games Software is designed to help students continue to build their fundamental computer skills and practice important classroom skills.



## **Integration Suggestions:**

### **Puzzle Games**

#### **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: 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.

#### **TTR: Pictures**

**TTR: Pictures** is designed to provide a fun way to practice typing skills. Hidden pictures will be revealed as students practice typing words and sentences. This game is a good activity to provide developing typists with additional practice for improving 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.

### **Crazy Calculations**

**Crazy Calculations** is a very fast-paced math game. Students must answer the math problems as quickly and accurately as they can. This game is a great way to challenge and encourage students to build their accuracy and speed. This activity can be used as a supplement to any timed math tests given in the classroom.