



Data taken from the N.C. End-of-Grade Reading and Mathematics Goal Summary Report played an important role in the development of teaching and learning strategies for Kaleidoscope's **TechKnow Park**. This resource is designed to give students maximal return for their time online, **freeing you** to focus on using technology to strengthen student performance in the areas where they consistently score low, year after year.

READING & TECHKNOW PARK

You can rest assured that your students' Internet reading experiences will be supported by a solid foundation that includes:

- Powerhouse reading strategies to promote comprehension.
- Weekly opportunities to practice making inferences, and to use language for critical analysis & evaluation.
- Best practices and practical classroom applications from the field of brain research.

WHAT ELSE SHOULD YOU KNOW?

Please forward questions or comments to Donna Stewart.

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www.ncwiseowl.org/kscope

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TechKnow Park

GRADE 5

Available at no cost, Kaleidoscope's **TechKnow Park** is a comprehensive site for busy elementary educators striving to integrate the North Carolina Computer Skills and Information Skills curricula into the Standard Course of Study. This web portal takes North Carolina teachers and students on a week-by-week journey through a typical school year, linking students to rich online learning resources, while modeling "best practice" for the integration of Internet content in the classroom.

www.ncwiseowl.org/kscope



TechKnow Park

First Aid

Software requirements (plug-ins, browser preferences, etc.), tips for Internet use, and mini-tutorials on technical topics

Information Booth

Getting started with **TechKnow Park** in 3 easy steps

Adventure Hut

Media-rich Web sites matched to the Fifth Grade Standard Course of Study for Science & Social Studies

36 Park Attractions

One for every week in the school year!

Start at the Carousel and follow the red arrows along the path.

For Students Only

Links to interactive, multimedia learning experiences

For Teachers Only

Professional & personal resources

Online Tutorial

The vision and the instructional design principles behind **TechKnow Park**



TechKnow Tutorial

TechKnow Park

A Menu of Choices for All Grades

www.ncwiseowl.org/kscope

<i>Techknow Tutorial</i> (Underneath the park map)	A step-by-step interactive tutorial that takes you on a short journey through every section of the site. The vision and instructional design principles for each section are described. If you're a fifth grade educator, complete the brief survey at the end of the tutorial and receive a free 18 x 24 color wall poster for your classroom.
<i>First Aid Center</i> (Near bottom of park map)	Find software requirements (plug-ins, browser preferences, etc.), tips for Internet use, and mini-tutorials on technical topics.
<i>36 Park Amusements</i> (The park map)	" Classroom-ready " material is laid out in 36 weeks of links and content --already matched to the fifth grade Standard Course of Study! " Classroom-ready " refers to online, ready-to-use Internet content that engages students in self-directed learning or delivers information in an interactive format, like guided tours, demonstrations, audioclips or slideshows. Your students can sit down and use this resource immediately.
<i>For Students Only!</i> (Blue hut to the right of the Welcome Center)	What fun your students will have exploring sites chock full of interactive, multimedia learning experiences. There are no mindless arcade games here! Instead, they will do things like manipulate the variables in a Wave simulator to create tsunamis and tidal waves.
<i>The Adventure Hut</i> (Red hut to the left of the Welcome Center)	A quick reference page that lists each of the Sense of Wonder Eyeball links from all of the weekly pages. Each link supports a Science or Social Studies objective for fifth grade.
<i>TechKnow Disaster Preparedness Pages</i> (Under the Teacher's Desk on every weekly student page)	Print these Computer Skills Mini-Posters & activity sheets ahead of time just in case the network crashes or equipment is unavailable. You can print a different page each week. Some districts use these to create study guide booklets for middle school students preparing for the computer skills test. Others use a poster machine to enlarge them for displaying in labs or classrooms.
<i>Weekly Student Activity Sheets</i> (Under the Teacher's Desk on every weekly student page)	These printable pages are designed to compliment the current week's Reading Strategy Spotlight and to help students organize their thoughts, reflect upon reading material, and look for organizational patterns in online text. Print and reproduce these sheets so students can take notes while they gather information online.

<p><i>DreamBuilder</i> (At bottom of every weekly student page)</p>	<p>DreamBuilder is a safe haven for students to learn how to identify steps toward achieving their dreams, how to turn those steps into a plan and how to work on the plan throughout the school year. It contains resources that teachers can use to help children understand the unique ways in which they learn and how to appreciate and develop their special gifts and talents. Among the many resources in DreamBuilder is the "I Can't Burial Site," with activities that lead students through the process of eliminating negative thinking in order to learn how to focus on more positive and constructive ways of handling problems.</p>
<p><i>For Teachers Only</i> (Yellow Hut)</p>	<p>In this section of professional and personal resources for educators, you can locate all the classroom tools you need, from online training sources for obtaining technology credits to a Survival Kit of Classroom Management Ideas, Solutions to Behavior Problems, Stress Management, and more, like "What Students Wish You Knew." "On a Personal Note" links you to information on stress & time management, recipes, travel, music, movies, books, fiancé, home and family.</p>
<p><i>The Pinnacle</i> (Yellow hut)</p>	<p>Revisit powerful truths that lead to more effective teacher-student interactions in the classroom. Identify stumbling blocks that prevent you from reaching new heights in your teaching experience. Self-reflect on your growth as an educator with an honest and thoughtful appraisal of your teaching habits, your attitudes toward children, and how they have developed or changed over the years.</p>
<p><i>The Computer Skills Kiosk</i> (Yellow hut)</p>	<p>A Technology Facilitator's dream! You can quickly link to all 36 computer skills mini-posters from the Kiosk, access entire ready-to-use units on Internet searching, spreadsheets, databases, primary source resources and more!</p>
<p><i>Survival Kit for Teachers</i> (Go to yellow hut and click on magazine cover)</p>	<p>A kit filled with back to school ideas, 101 things to do the first week of class, the beginning teacher's tool box, first day ice breakers, how to handle 117 misbehaviors and stress management.</p>
<p><i>Content Coliseum</i> (Go to yellow hut and click on magazine cover)</p>	<p>Find lesson plans, free materials, interactive sites <u>for every content area</u>, virtual excursions, collaborative Web projects, assessment information and more!</p>
<p><i>Teachley's Amazing Talking Brain</i> (Go to yellow hut and click on magazine cover)</p>	<p>Teachley's delivers nuggets of information about how brain research can impact achievement. It is filled with quick and easy classroom strategies that yield dramatic results in the classroom.</p>
<p><i>The Surfer's Suitcase</i> (Yellow hut, Kiosk, Select "Conduct Boolean Searches... on banner)</p>	<p>A fun and easy way for students (and you!) to learn how to use Boolean operators in search statements. Eliminate page after page of unwanted hits by using "search statements with an attitude!" Print a handout with search tips, "Secrets of the Well-Seasoned Surfer."</p>
<p><i>Serendipitous Searches: The Wise Owl Surprise</i> (Yellow hut, Kiosk, Select "Conduct Boolean Searches... on banner)</p>	<p>Send students down a path of surprising, sometimes accidental, but always useful discoveries where each twist in the journey leads to strange or unusual topics related to the topics covered in the fifth grade Standard Course of Study. The process allows students to compare (and be amazed at) the number of hits from different types of search statements that use the same or similar key words.</p>

TechKnow Park

NORTH CAROLINA DEPARTMENT OF PUBLIC INSTRUCTION • TECHNOLOGY PLANNING AND SUPPORT

August 7, 2001

Dear Parents/Guardians of North Carolina Fifth Graders:

Your child will have access to Kaleidoscope's **TechKnow Park** Web Portal this year in the fifth grade. This Web portal is a comprehensive learning resource designed to integrate the North Carolina Computer Skills and Information Skills curricula into the Standard Course of Study. Teachers will be able to use this curiosity-driven learning environment to:

- model effective technology use as it relates to the Fifth Grade curriculum.
- employ Computer/Technology Skills and Information Skills to strengthen reading, writing and thinking. (See the back of this sheet for a list of skills.)
- link students to rich, online learning resources.
- structure student research to emphasize problem-solving and decision-making.

The Web address for **TechKnow Park** is www.ncwiseowl.org/kscope and it can be accessed from home, free of charge. This address takes you to Kaleidoscope's home page. Clicking on the number 5 will take you to the full graphics version or the text version of the **TechKnow Park** map. Whether your children are experienced computer users or beginners, we invite you to visit the site together. The best way to involve children with technology is to use it as a part of family activities. Teaching adults about computers is a real way for kids to contribute to the home, as well.

While you're online, drop in on **NC WiseOwl's Parent Zone** at www.ncwiseowl.org/parent.htm. You can find educational resources on topics ranging from "Parenting in the Digital Age" and "Internet Safety" to "Helping Your Child Become a Reader."

So, take the trip to **TechKnow Park** together and take the time to see some of the things our North Carolina fifth graders are doing online. A few tips to help make the journey a safe one include:

- Never allow your child to give out personal information.
- Instruct your child never to plan a meeting in person with online acquaintances.
- Train your child not to respond to offensive or dangerous email or other communications.
- Situate your home computer in the family room or other open area of your home, or use the computer together at a public library, school, or community center.

Thank you, and best of luck on your trip through Kaleidoscope's **TechKnow Park**.

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Information Skills Curriculum
NC Standard Course of Study-Grade 5

Competency Goal 1

The learner will EXPLORE sources and formats for reading, listening, and viewing purposes.

- 1.01 Participate in read-aloud, storytelling, booktalking, silent and voluntary reading experiences.
- 1.02 Demonstrate competence and self motivation as a reader.
- 1.03 Demonstrate appropriate care of resources.
- 1.04 Acknowledge ownership of ideas.
- 1.05 Identify elements of composition.
- 1.06 Identify characteristics of various genres.
- 1.07 Follow acceptable use policy (AUP/IUP) for electronic resources.
- 1.08 Select and use independently, both within and outside the school, a variety of resources (print, non-print, electronic) and formats (print, graphical, audio, video, multimedia).
- 1.09 Recognize that ideas are produced in a variety of formats (print, graphical, audio, video, multimedia, Web-based).
- 1.10 Identify characteristics and advantages of various media formats (print, graphical, audio, video, multimedia, Web-based) for a specific task.
- 1.11 Explore primary secondary sources.

Competency Goal 2

The learner will IDENTIFY and USE criteria for excellence to evaluate information and formats.

- 2.01 Identify published criteria of excellence for resources.
- 2.02 Apply identified criteria to select resources.
- 2.03 Recognize the diversity of ideas and thoughts by exploring a variety of resources (print, non-print, electronic) and formats (print, graphical, audio, video, multimedia, Web-based).
- 2.04 Develop and express personal criteria for selecting resources for information needs and enjoyment.
- 2.05 Determine usefulness of information resources.
- 2.06 Recognize the power of media to influence.

Competency Goal 3

The learner will RELATE ideas and information to life experiences.

- 3.01 Describe personal cultural heritage and environment.
- 3.02 Collect and compare information about diverse cultures, environments, and peoples.
- 3.03 Identify bias and stereotypes.
- 3.04 Relate cultural similarities and differences to personal heritage and environments.
- 3.05 Describe how information and ideas are influenced by prior knowledge, personal experience, and social, cultural, political, economic and historical events.

Competency Goal 4

The learner will EXPLORE and USE research processes to meet information needs.

- 4.01 Identify information needs and formulate questions about those needs.
- 4.02 Describe several research models.
- 4.03 Develop a search strategy which includes the continuous evaluation of the research process and the information gathered.
- 4.04 Follow acceptable use guidelines (AUP/IUP) in accessing information.
- 4.05 Gather information.
- 4.06 Comply with the Copyright Law (P. L. 94-553).
- 4.07 Organize and use information.
- 4.08 Credit sources of information.

4.09 Present information in a variety of formats (print, graphical, audio, video, multimedia).

4.10 Evaluate the product.

Competency Goal 5

The learner will COMMUNICATE reading, listening, and viewing experiences.

- 5.01 Respond to reading, listening, viewing experiences orally, artistically, dramatically, through various formats (e.g., print, multimedia).
- 5.02 Produce media in various formats (print, graphical, audio, video, multimedia) appropriate to audience and purpose.
- 5.03 Collaborate with others, both in person and through technologies, to identify information problems and to design, develop, and evaluate information products and solutions.
- 5.04 Credit sources in all print, non-print, and products.
- 5.05 Apply fair use copyright guidelines (Copyright Law, P. L. 94-553) in all projects.

Computer/Technology Skills Curriculum
NC Standard Course of Study-Grade 5

Competency Goal 1

The learner will understand important issues of a technology-based society and will exhibit ethical behavior in the use of computer and other technologies.

- 1.1 Recognize the influence of technology on life in the United States. (SI)
- 1.2 Recognize the need for protection of software and hardware from computer viruses and vandalism. (SI)
- 1.3 Recognize video conferencing as a method of interactive communication. (T)
- 1.4 Describe the use of Acceptable Use Policy (AUP). (SI)

Competency Goal 2

The learner will demonstrate knowledge and skills in the use of computer and other technologies.

- 2.1 Use technology tools to collect, analyze, and display data.
- 2.2 Explain the differences between a non-networked and networked computer. (SI)
- 2.3 Use keyboarding skills to improve speed and accuracy.
- 2.4 Use a word processing application to create and format a document. (KU/WP/DTP)
- 2.5 Create/modify an electronic database. (DB)
- 2.6 Search and sort information using one criterion. (DB)
- 2.7 Add and delete records in a database. (DB)
- 2.8 Create/modify and use spreadsheets to perform calculations (+, -, *, /). (SS)

Competency Goal 3

The learner will use a variety of technologies to access, analyze, interpret, synthesize, apply, and communicate information.

- 3.1 Create a product using information located in a database. (DB)
- 3.2 Evaluate the accuracy, credibility, and validity of data in a database. (DB)
- 3.3 Select search strategies to obtain information. (DB)
- 3.4 Select the most appropriate graph to display data and state reason. (SS)
- 3.5 Create modify a multimedia presentation citing sources of copyrighted materials. (M/P)
- 3.6 Participate in curriculum-based telecommunications projects as a class activity. (T)
- 3.7 Evaluate information found via telecommunications for appropriateness, content, and usefulness. (T)

Kaleidoscope

www.ncwiseowl.org/kscope

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Moving From Promise to Potential and Practice

WWW.NCWISEOWL.ORG/KSCOPE

What is Kaleidoscope?

Available at no cost, Kaleidoscope is a comprehensive site for busy elementary educators striving to integrate the North Carolina Computer Skills and Information Skills curricula into the Standard Course of Study. This web portal takes North Carolina teachers and students on a week-by-week journey through a typical school year, linking students to rich online learning resources, while modeling "best practice" for the integration of Internet content in the classroom.

TEACHING & LEARNING

Please consider **Kaleidoscope** a teaching and learning framework that you can adjust to fit the unique nature of your classroom or lab environment. This is **not** a large collection of lesson plans. Instead, "**classroom-ready**" material is laid out in 36 weeks of links and content---already matched to what you teach in your 5th grade classroom! It is ready to be used by your students and by you today!

Data taken from the N.C. End-of-Grade Reading and Mathematics Goal Summary Report played an important role in the development of teaching and learning strategies for this resource. Teachers will be able to use this curiosity-driven learning environment to:

- model effective technology use as it relates to the Fifth grade curriculum,
- employ Computer and Information Skills to strengthen reading, writing and thinking,

- link students to rich online resources, and
- structure student research to emphasize problem-solving and decision-making.

Each **TechKnow Park** attraction represents **one of 36 weeks** in the school year. You can drop in at the **Welcome Center** for 3 quick and easy steps to get you going, or visit the online tutorial for a more in-depth look at classroom strategies for incorporating **Kaleidoscope's TechKnow Park**. A button to enter the tutorial is located directly underneath the park map.

By answering a few questions on a **survey** at the end of the tutorial, you can receive a **free color wall poster** and other goodies for your classroom. The poster will display the **TechKnow Park** map, with added information along the edges describing the highlights of the park. Your responses on the survey give us valuable information that helps us modify current resources to better suit your needs in the classroom.

READING & TECHKNOW PARK

You can rest assured that your students' Internet reading experiences will be supported by a solid foundation that includes powerful reading strategies to promote increased comprehension and weekly opportunities to practice making inferences, and to use language for critical analysis and evaluation.

Best of luck and enjoy your journey through **TechKnow Park!**



Inquiring Minds...

Q Is it okay to skip around in the park, instead of following the path?

A Feel free to look around the park, but stay on the path and keep your weeks in order. TechKnow Park Adventures are carefully sequenced to cover Computer Skills and Information Skills for the entire year.

Q What's the big deal about the 3 Steps for each week's park attraction?

A This 3-step framework will remain consistent throughout the year, but use your background knowledge of children to make smart adjustments to this resource. Make it work for you. Don't let technology take control. You do the steering! Step 1 should be considered the pre-reading stage. This is a good time for students to make predictions, ask questions, and clarify vocabulary. You will notice reading strategies and End of Grade test question stems in both Steps 1 & 3. Step 2 is the engagement stage. Your role is important in this step. Talk with your students. Direct and re-direct. Help them select important ideas and evaluate the quality of online sites. Set aside the last 10 minutes of class for Step 3 to allow time for reflection, discussion and analysis of material covered in Step 2. We can learn from brain research that this is critical to long term memory formation.

Q How much time should I allow for this each week?

A Daily time constraints, the ability levels of your students, and many other factors will affect the amount of time you devote to **TechKnow Park**. In general, allow at least 5-10 minutes for Step 1, 30-40 minutes for Step 2, then 10 minutes to wrap up with Step 3. Wow! There is enough material here for your class to visit the same park attraction off and on during the same week or to continue working offline or in the Media Center. Remember, you are in control! Adapt this resource to meet the needs of your students and your daily schedule.

Q Where are all the Teacher Resources?

A In addition to the "Teacher's Desk" on every weekly park attraction page, you can go to the bottom of the **TechKnow Park** map and click on the yellow Teacher Hut located to the right of the Welcome Center. You will find hundreds of sites already matched to what you teach in 5th Grade, the latest in brain research presented as quick and easy classroom strategies, royalty-free clip art, solutions to behavior problems, classroom management ideas, and more!

Q What about copyright and Kaleidoscope?

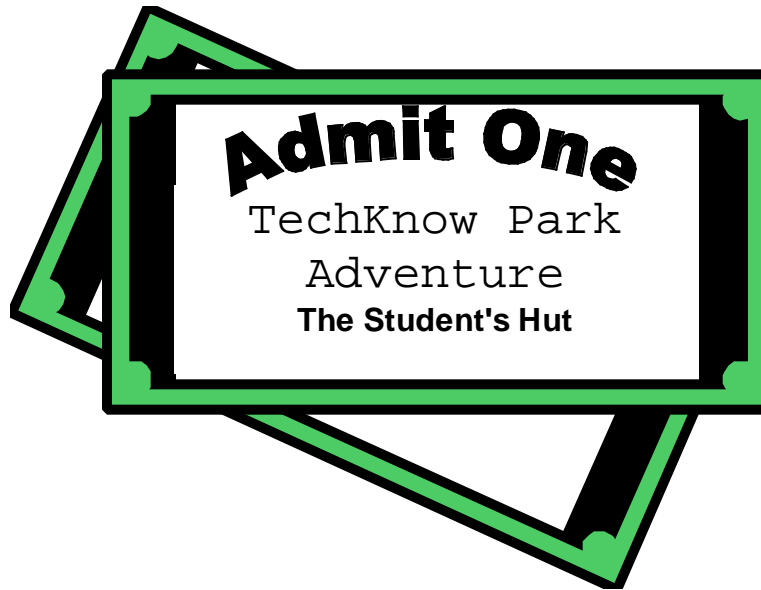
A Permission is granted to educators and school districts to create lessons and print hard copies of materials on Kaleidoscope's Web site for the sole purpose of using the materials in the classroom as a teaching resource, non-profit only.

No portion of the site may be whacked or republished on any Web site or in any other electronic format without express permission. Mass "for profit" production or duplication of any of the Kaleidoscope resources or the Kaleidoscope design/framework is strictly prohibited.

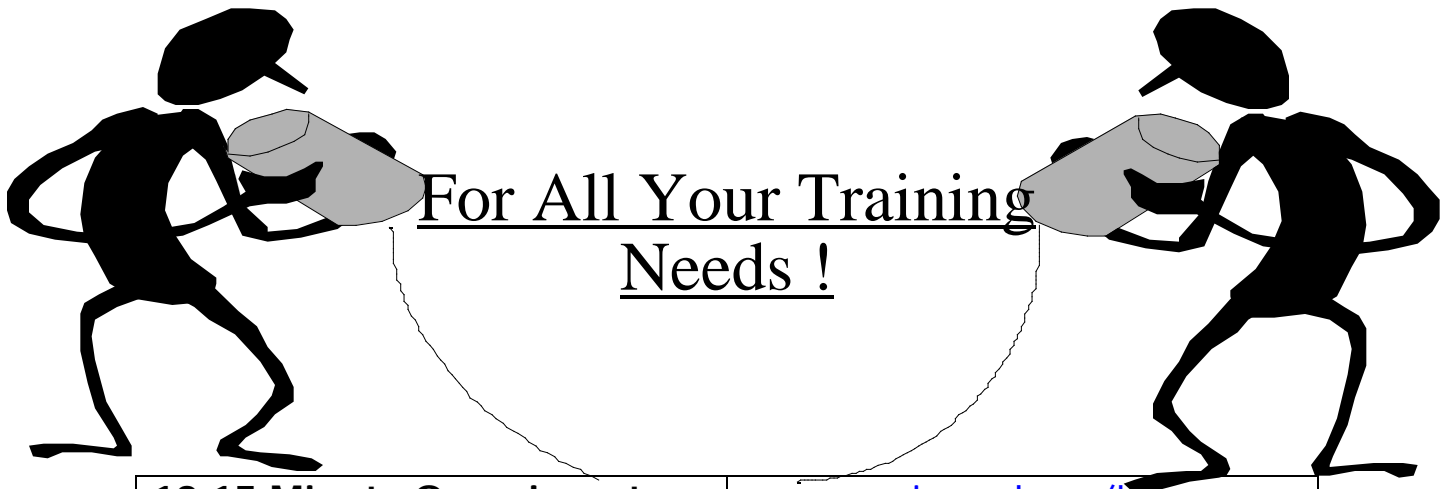


"...we are the decisive element in the classroom. As teachers, we possess a tremendous power to make a child's life miserable or joyous. We can be a tool of torture or an instrument of inspiration.

We can humiliate or humor, hurt or heal. In all situations, it is our response that decides whether a crisis will be escalated or de-escalated and a person humanized or de-humanized." Haim Ginot







<p>10-15 Minute Overview at a Faculty Meeting</p>	<p>www.ncwiseowl.org/kscope Click on "What is Kaleidoscope?" Use the short slide show for your script. Distribute information packets.</p>
<p>5 Minutes--- Let's Get Started NOW!</p>	<p>Go to the <u>Welcome Center</u> at the bottom of the TechKnow Park Map. www.ncwiseowl.org/kscope</p>
<p>20-30 Minutes</p>	<p>Video and Information Packets</p>
<p>1/2 Day Workshop</p>	<ul style="list-style-type: none"> • Video • Online Tutorial (Enter at the bottom of the TechKnow Park Map) • Information Packet
<p>Help! We Can't Get on the Internet!</p>	<ul style="list-style-type: none"> • Kaleidoscope CD (Contains the online tutorial and the first 6 weeks of student lessons!)

Kal eidoscope

www.ncwiseowl.org/kscope