Language Arts
Word Play: Alphabet Slate Using Etoys
Kindergarten-First Grade Levels
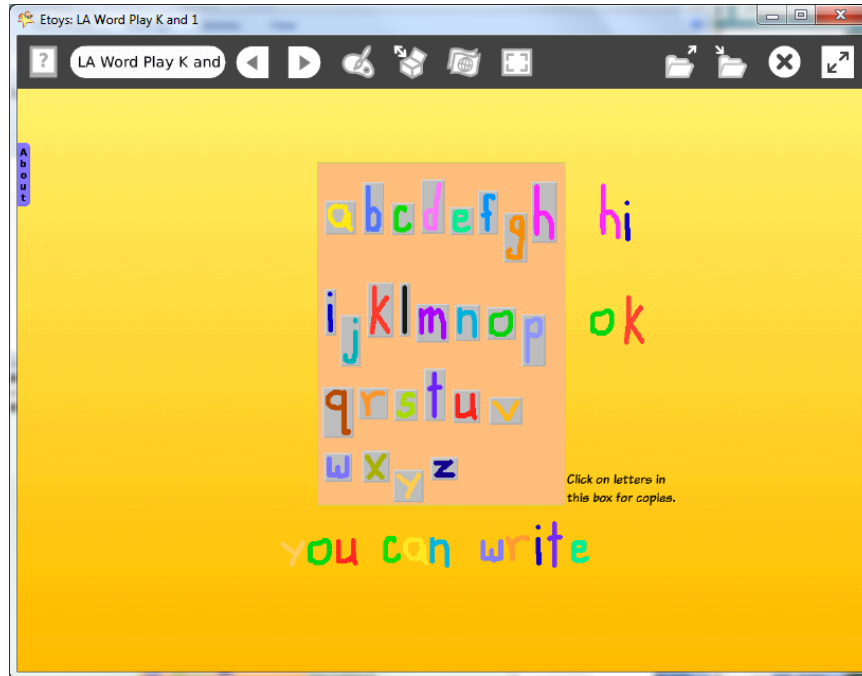
Introduction:	Students use Etoys to make alphabet letters they can use to spell words. The letters are put on Maker Buttons to produce an unlimited supply.
Topic:	Students build fluency writing and recognizing letters and then forming words or syllables. They play with letters, form words and word patterns using the alphabet that they designed.
Subject:	Language Arts
Time:	Lesson 1 two lab periods Lesson 2 two lab periods Lesson 3 two lab periods
Description:	Students draw letters with Etoys paint tools and choose the colors they like the best to create a personalized alphabet to be used many ways, many days, and many times.

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Vocabulary:	letters, consonants, vowels, syllables, combinations, combine, sort, show, groups, patterns, same, different, size, small, large,
Evaluation Criteria:	Creates an alphabet with Etoys paint tools. Use the letters to spell familiar and new words. Writes a sentence using their alphabet. Gives directions clearly and audibly using complete sentences Knows how to Keep and Find an Etoys project.
Teacher Information: **Etoys Quick Guides:** Click the question mark in Etoys to open the set of tutorials about basic tools and techniques.	**Etoys Quick Guides:** Click the question mark in Etoys to open the set of tutorials about basic tools and techniques. Use Etoys Quick Guides if the lesson mentions unfamiliar tools or techniques. Give students time to read them too.
Goals:	Students create a set of alphabet letters using Etoys and then use those letters to combine and recombine into words.
Lesson 1:	This is a large project for children and although this is called Lesson 1, it cannot be done in one lab period. The steps are not hard but the number of repetitions of all the steps takes time. It would be a good project for independent at a computer as well as group work in a lab. Once the letter slate is finished students will enjoy writing ideas with their letters or ones made by a friend. Two students at a computer can write messages for each other to read and reply. In this lesson students will use the Etoys paint tools to draw letters and keep them for future use. There is a pattern of steps that they will follow. After being led through the steps to create the first four letters, ask students to discuss what the pattern of steps is. Ask individual children to lead the class through the pattern of steps to make more letters.

Paint Tools: Brushes Paint Tools: Color Palette Halo Handles: Move and Pick Up	Draw a letter. 1. Click on the paint tools. 2. Choose a color 3. Paint a letter. 4. Click Keep. Tell students: Make the letter small enough to fit on a penny. Click Keep when the first letter has been drawn to put away the paint tools and leave the finished letter on the screen. They should be able to move the letter as an object. Repeat these steps as they draw three more letters and then ask, "What are the steps"? Discuss and check whether they are secure in the order of steps. If they are secure, ask them to say the steps together as a class for the next few letters. Or, call on individuals to tell the steps. Remind them to use whole sentences when giving directions. Continue until the alphabet is finished. This project will not be done in one lab period.
Navigator Bar: Keep Find Projects	Keep the project 'namelettersmonthyear'; for example: katelettersNov08
Extend Lesson 1 Halo Handles: Color, Copy ,Size	Use the letters. Group the letters into vowel and consonant groups. Count how many vowels and how many consonants. Put the letters of their name in alphabetical order. Make new words with their name's letters. Make patterns of letters. Did our class's names use every letter in the alphabet?
Extend	This lesson shows students how to make a limitless supply of

Lesson 2: Navigator Bar: Keep Find Projects Object Catalog: Maker Button Halo Handles: Move and Pick Up	the slate of letters they made in Lesson 1 by using a tool called a Maker Button. Find the project namelettersfen07 in the folder. The Maker Button is in the Object Catalog in Supplies. Drag one out and drop it on the screen. Drag out enough Maker Buttons for the project. Counting how many letters, how many Maker Buttons? Click the X to close the Object Catalog. Put a letter on a Maker Button; it will turn gray when it has accepted an object. Remind students to pick up the letter with the black halo handle and to put that black handle right in the middle of the Maker Button. Every time the Maker Button is clicked on it will give a copy of that letter. Move the finished Maker Button with its Halo handle. Give students time to experiment with copies and play with the supply of letters. Keep the project. There is no need to change the name of the project a version number is added automatically.
Extend Lesson 2	Use letters from the Maker Button. These ideas could be for students working independently or in small groups. Sort name's letters into vowels and consonants. Put the letters in alphabetical order. Make words with the letters. Sort the letters into groups such as tall letters and short letters. Sort the letters by color.
Lesson 3 Halo Handles: Move and Pick Up	This lesson shows how to put the Maker Buttons on a Playfield that will store them as a set that can be moved on the screen or to other projects where letters are needed. Open Supplies, drag out a playfield and drop it on the screen.

Halo Handles: Size, Color, Copy	Right click on each letter's Maker Button and use the Halo's Move and Pick Up tool to put it on the playfield.
	Use the playfield's yellow handle to make it big enough for the alphabet. Put all the letters on the playfield.
Halo Handles: Viewer	Make the world screen and Playfield beautiful. Open the Viewer for the Playfield, click basic, and then choose fill and border.
	Give students time to write messages with the letters.
	Keep this project; a version number is added automatically.
Extend Lesson 3	These suggestions are just a few ways students can enjoy using the letters they made. It is so easy to get a new copy of a letter; they will enjoy playing with them.
	These extended experiences could be whole group instruction, a small group, or one child working independently.
	Ask students to spell words from their sight list. Spell new words. Students can ask their classmates to spell a word they use in a whole sentence. Example "I have a brown dog. Spell the word 'dog'." Remind students to use whole sentences. Create a set of punctuation marks. Make prefixes and suffixes and put them on Maker Buttons: re, bi, ing, ed, s, er, tion.
	These alphabets can be a source of data for making graphs. How many letters are red, or blue? What color was used the most/least in your alphabet? What color was used the most in the class's alphabets?
	Ask students to write words, sentences, or poems. Discuss if the letters are best in alphabetical order. What if all the vowels were on one side and consonants on the other?

Student Information:	Show an example project or let students use letters slates already made from EtoysIllinois.org

Standards:	Language Arts Reading
	Kindergarten
	1.A.1a Word Study: know most consonant sounds
	   3.A.1 Practice making high frequency words using magnetic letters
	   NB Technology may replace magnetic letters for convenience.
	
	First Grade Reading
	1.A.1a Apply word analysis skills: sort letters, change onset letter to create new words, change the ending of a word to make a new word
	
	Illinois State Goals K-3 Listening
	4. A.1c Follow oral instructions accurately.
	4.A.1d Use visually oriented and auditory based media
	
	Illinois State Goals K-3 Speaking
	4. B.1b Participate in discussions around a common topic.
	
	National Educational Technology Standards (NETS)
	1. Basic operations and concepts
	   Students are proficient in the use of technology.
	
	3. Technology productivity tools
	   Students use technology tools to enhance learning, increase productivity, and promote creativity.
	   Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works
	
	Mathematics
	Illinois Performance Standards
	8A, 8B, 8D Kindergarten: Interpreting rhythmic patterns.
	 6B First Grade: Exploring with manipulatives.

Resources:	Etoys Help Quick Guides: Open Etoys and click the question

	mark in the Navigator Bar to open a set of interactive tutorials that introduce basic tools and techniques. **EtoysIllinois.org** for projects, tutorials, and lesson plans **Squeakland.org** Etoys software
kh April 8, 2012	