

Grade Kindergarten The Sounds of Voices

Description: Students use the Sound Recorder to:

Tell name, phone number, family's names, and count to ten.

Recite a poem and paint a picture to go with it.

Tell a story they created or heard in class.

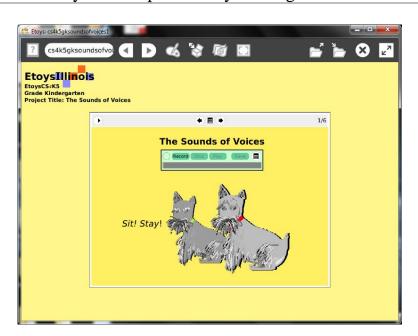
Report about something that happened yesterday.

Create a dialog or story with a partner so each part has its own sound recorder and the story can be heard in correct order.

Sing a song.

Describe what they see in a photo or by looking outside.

Project View



Subject:	Multi-media, Language Arts, Art, Math
Etoys Quick	Click the question mark in Etoys to open the set of interactive tutorials
Guides	for basic tools and techniques.
Vocabulary:	Record, Stop, Play, recite, tell, explain, relate, remember, discuss,
	imagine, create, say, speak
Lesson 1:	These experiences will take several weeks for students to explore and to
	become confident. Give them many opportunities to record their ideas
	in a variety of purposes.

Etoys Computer Science for Kindergarten to Fifth Grade Pathways to Programming EtoysCS4K5 www.EtoysIllinois.org

www.bioysinmois.org	
	The project book's ideas can be done in any order. Show students how to open Etoys and click on Make a Project.
	Show students now to open Lioys and ener on ware a Project.
Supplies: Sound Recorder	Show them how to open the Supplies flap to find a Sound Recorder. Their computer must be equipped with a microphone.
	Click Record and speak, click Stop, and click Play to listen. Give students time to play with the sound recorder: counting saying the alphabet, making soft and loud noises, whispering, humming, and sound effects and other ideas based in current class topics.
	Give students time to hear what they are saying and how they sound. Children have good ideas that they cannot write yet or sometimes can't articulate during a fast paced lesson. The tool gives them time to think, to tell, to review, and to revise.
Standards:	Common Core Standards
	Mathematics: K.CC 1, 3
	Language Arts: K.SL 4,5,6
	Bloom's Taxonomy/Cognitive Domain:
	Knowledge: describes, knows, names, selects, states
	Application: produces, uses
	Tippineuron. produces, uses
	NETS
	1. a, b
	2. a, b, d
	2. a, b, d 4. b
	5. b
Resources:	Etoys Help Quick Guides: always available in Etoys. Open Etoys and
Resources.	click the question mark to open a set of interactive tutorials of basic
	tools and techniques.
	www.EtoysIllinois.org projects, lesson plans, software download
	www.MSTE.Illinois.org math, science, and technology resources
	www.corestandards.org Common Core Standards
	www.Squeakland.org software and Etoys projects
	www.nctm.org Standards and Focal Points for each grade level
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January 2011	