**LESSON PLANS**

**RME**

**1st Quarter**

 **Week 7**

* The 3rd, 4th, and 5th Grade students will type for 15 Minutes in the Type to Learn 3 Program.
	+ The students put a sticker on their individual sticker page each time they finish a lesson.
	+ The students will receive a prize after every 4th lesson that is completed.
* The students will do the following assignment after doing Type To Learn 3 for 15 minutes
	+ The directions follow:

**COMPUTER LITERACY/WORD PRACTICE**

**3rd Grade Directions**

**Computer Literacy Lessons**

**Lesson #5**

1. Click on **Mrs. Bevill’s Web Site**
2. Click on the **More** Tab
3. Click on **3rd Grade--Computer Literacy Lessons**
4. Click on **Edit Sentences**
5. Watch the Video
6. Then--do the activity
7. Raise your hand when **EXIT LESSON** is on the screen—This allows me to verify that you completed the LESSON.
8. Click **Exit Lesson**
9. Then click to Exit the Internet **[X]**
10. You can play the: **Animals Can Do Interactive Science Game Show or Math Missions**
	* **Directions for Animals Can Do follow:**
	* Click on the Game--**Animals Can Do Interactive Science Game Show**
	* Click on **Start**
	* Click on **1**
	* Click **Next**
	* Click on **Your Favorite Character**
	* Click **Next**
	* Click **8**
	* Click **Next**
	* Click **No**
	* Click **Begin**
	* Click **Spin**
	* Read the question and **Click on the Answer**
	* Click **Check Answer**
	* Click **Back to Game**
	* Repeat steps Spin, Click on Answer, Check Answer, Back to Game

**4th Grade Directions**

**Computer Literacy Lessons**

**Lesson #5**

1. Click on **Mrs. Bevill’s Web Site**
2. Click on the **More** Tab
3. Click on **4th Grade--Computer Literacy Lessons**
4. Click on **Edit Sentences**
5. Watch the Video
6. Then--do the activity
7. Raise your hand when **EXIT LESSON** is on the screen—This allows me to verify that you completed the LESSON.
8. Click **Exit Lesson**
9. Then click to Exit the Internet **[X]**
10. You can play the **Animals Can Do Interactive Science Game Show or Math Missions**
	* **Directions for Animals Can Do follow:**
	* Click on the Game--**Animals Can Do Interactive Science Game Show**
	* Click on **Start**
	* Click on **1**
	* Click **Next**
	* Click on **Your Favorite Character**
	* Click **Next**
	* Click **8**
	* Click **Next**
	* Click **No**
	* Click **Begin**
	* Click **Spin**
	* Read the question and **Click on the Answer**
	* Click **Check Answer**
	* Click **Back to Game**
	* Repeat steps Spin, Click on Answer, Check Answer, Back to Game

**5th Grade Directions**

**Computer Literacy Lessons**

**Lesson #5**

1. Click on **Mrs. Bevill’s Web Site**
2. Click on the **More** Tab
3. Click on **Lesson Plans--1st Quarter**
4. Click on **Lesson Plans—Week 7**
5. Click on **Microsoft Word--Font, Color, and Size Practice**
6. Click **OK**
7. Click **Enable Editing**
8. Follow the directions in the first two columns—type your answer in the 3rd column.
9. Complete all 10 questions
10. Raise your hand when you have all 10 questions are completed—This allows me to verify that you completed the assignment.
11. You can play the **Animals Can Do Interactive Science Game Show or Math Missions**
	* **Directions for Animals Can Do:**
	* Click on the Game--**Animals Can Do Interactive Science Game Show**
	* Click on **Start**
	* Click on **1**
	* Click **Next**
	* Click on **Your Favorite Character**
	* Click **Next**
	* Click **8**
	* Click **Next**
	* Click **No**
	* Click **Begin**
	* Click **Spin**
	* Read the question and **Click on the Answer**
	* Click **Check Answer**
	* Click **Back to Game**
	* Repeat steps Spin, Click on Answer, Check Answer, Back to Game