Technology Integration Lesson Plan

CONTENT AREA: Science

TOPIC: Stanley's Animal Adventures

GRADE LEVEL: K   **TIME TO COMPLETE:** 30 minutes per student computer session

TECHNOLOGY FOCUS/
APPLICATION TEKS: 1 A, 2 A, 6 A-B, 7 A, 8B

CONTENT AREA TEKS: Science K.6 C, K.9 A-B, SS K.17 B

CONTENT OBJECTIVE(S):
1. Students visit the website http://disney.go.com/disneychannel/playhouse/stanley/ to learn more about animals.

RESOURCES/MATERIALS:
1. Internet and student headphones

LESSON PROCEDURE:

Visit the website http://disney.go.com/disneychannel/playhouse/stanley/ to learn more about animals.

**Teacher should bookmark the website first. In the classroom computer center, it's a great idea to change your computers' home pages to the current site you are using that week. That way, the students only have to click on the "house" or, the "home button" to get to the site. **

Activities: The Great Big Book of Everything
1. Click on an animal.
2. Click and drag pictures to make your own scene.
3. Click on the book icon at the top to hear fun facts about the animal.
4. Click on the orange arrow to hear more facts.
5. Click the red x "Close" icon to go back to your scene.

Games: Stanley's Alphabet Adventure:
1. Help Stanley find animals that begin with each letter of the alphabet.

Thank you to M. Nash, Teacher Technologist, for generously sharing this resource

Nightlight Explorer:
1. Match the baby animals with their mothers.

Cloud Critters:
1. Click on the correct kind of food to "feed" the animal-shaped clouds.

Stanley Charades:
1. Listen to the clues and click on the animal that Stanley is pretending to be.

Music: Rock N Roar
1. Click on the animals to make music with animal sounds.

Stories: Farm Fresh Stanley
1. In this story, Stanley visits a farm and meets farm animals.
2. Click on the correct paths to help Stanley find his mother. (Listen to the farm animal sounds and match the sound to the right path.)

Stanley's Great Big Story Time Adventure
1. Help to write your own animal stories.
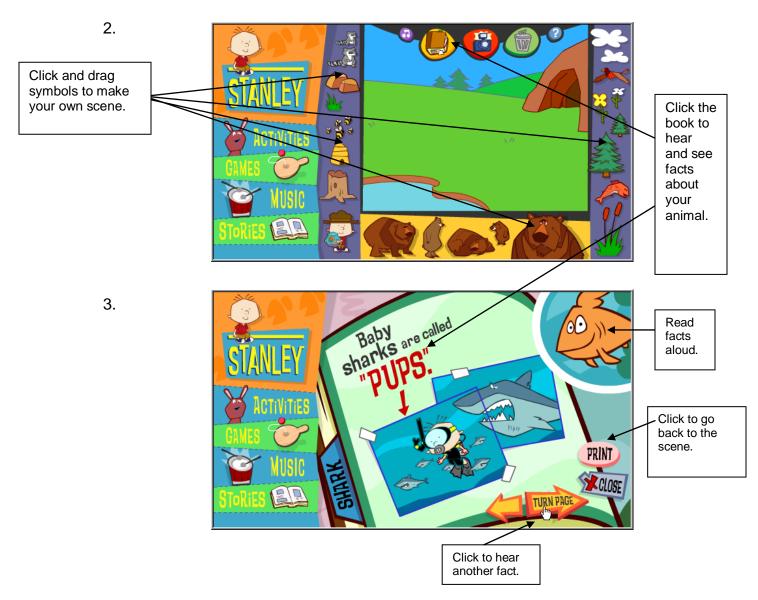2. Students see words highlighted and hear them read aloud as they choose the story line.
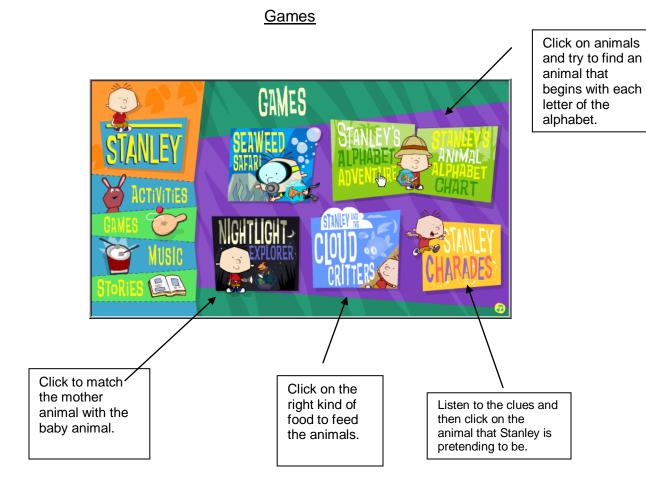
The Great Big Book of Everything

1.

Click on an animal.

The Great Big Book of Everything

2.

Click and drag symbols to make your own scene.

Click the book to hear and see facts about your animal.

3.

Baby sharks are called "PUPS."

SHARK

PRINT

CLOSE

TURN PAGE

Read facts aloud.

Click to go back to the scene.

Click to hear another fact.

Games

Click on animals and try to find an animal that begins with each letter of the alphabet.

Click to match the mother animal with the baby animal.

Click on the right kind of food to feed the animals.

Listen to the clues and then click on the animal that Stanley is pretending to be.