

Grade Level:

1st grade

Curriculum Topic:

Math

Tools:

Kahoot and Code-a-pillar

URL:

<https://fisher-price.mattel.com/shop/en-us/fp/think-learn-code-a-pillar-dkt39>

<https://kahoot.it/>

Synopsis:

This lesson is about learning directions and how to follow through with them. The code-a-pillar allows students to tell the caterpillar to go whichever way they tell it to. The students will be using the code-a-pillar after they have mastered basic directions such as: left and right. The students will have to take turns with the code-a-pillars because we only have 3 classroom sets. Once students have mastered directions and used the code-a-pillar they will use the Kahoot app on their iPads to take a quiz over the newly learned material. The students will be given the PIN to access the quiz.

How students will use it:

Students will use the code-a-pillar to test their directional skills. They will be getting into 3 groups of 7 because there are only 3 code-a-pillar classroom sets. After all students have played with the code-a-pillar they will access the quiz on Kahoot using the PIN I give them.