

# Wonderful Websites Plus

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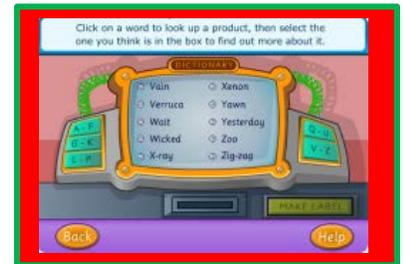
## Dictionary Game for Kids

Language Arts 2.10, 3.4 and 4.4

<http://www.funenglishgames.com/readinggames/dictionary.html>



“The word machine has broken down and isn’t putting labels on the boxes. Read the clue on the box and then use the dictionary to work out what’s in the box. There are eight boxes to label.” This activity challenges students to think while giving practice in using guide letters that are found in dictionaries. Once a word has been chosen, students click on “Make Label” to complete the round. The label is printed and placed on the box and the answer is revealed. Students can keep trying until the answer is correct. This is a short activity but will encourage students to think.



## Snowy’s Friend- Addition Game

Math 1.5

<http://www.fun4thebrain.com/addition/snowyfriend.html>

Help Snowy make a new friend. This can be done by completing the addition sentences that appear when Snowy jumps on a snowball. Click the “Play” snowball next to the sign to begin the game. Choose all the fact families you want the students to practice, and then follow the directions to move Snowy through the game collecting snowballs. Snowy will receive special gifts at the end of each round.



## The Quiet Machine

Language Arts K.7

<http://pbskids.org/lions/games/>

Students are introduced to the Beginning Sounds machine purchased for the PBS Kids library. Since this machine is placed in the library, they need to be “Quiet” when using it. The machine shows a letter and three coins with a different picture on each one. Students choose the coin whose picture has the same beginning sound as the letter presented by the machine. The coin is dropped into the machine and the machine responds letting the player know if the answer is correct. After the third correct answer, the machine will make a loud happy sound and is told to be quiet. This is a very SMART friendly activity.





## Coins for Candy

Math 3.8, 1.7 and 2.10

<http://www.roomrecess.com/pages/CoinsForCandy.html>

The holiday season is coming and your students would like to buy candy for their classmates. Can they place the correct amount of money on the desk for each piece of candy? There are three levels to this activity so students can refresh their knowledge of how to count coins starting with very low amounts and going up to \$1.00. This is a perfect SMART Board activity.



## Decimal Darts

Math 4.3

<http://www.decimalsquares.com/dsGames/games/darts.html>

“Decimal Dart is based on the classic carnival game where the player throws darts in an attempt to pop balloons. There are three rounds per game and 5 darts per round. The balloons will be randomly positioned on the dart board and a high and low range of numbers will be provided each round. Type a number within this range to aim the dart.” This activity will really make your students think. Hint: you might need to give your computer permission to run the correct shockwave player.



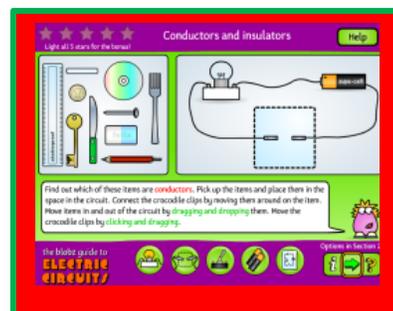
## The blobz guide to Electric Circuits

Science 4.3

<http://www.andythelwell.com/blobz/guide.html>

Learn all about electric circuits with this interactive activity that walks students through the basics of what they need to know about

this topic. There are five sections that teach students 1) what makes circuits work, 2) conductors and insulators, 3) all about switches, 4) changing circuits, and 5) circuit diagrams. Each section begins with an explanation of the topic and then directs students to click on the green arrow in the lower right-hand corner to complete an interactive activity. Students then take a five question quiz to complete the unit. Upon completion of all five sections, students will be awarded a certificate of completion. This activity can be completed as a single student or in groups of up to five. It will make a great SMART Board Activity.



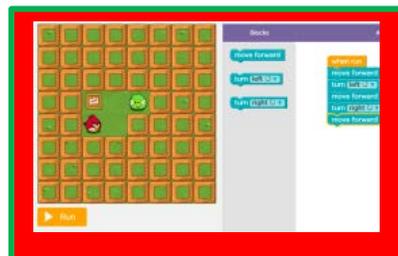
## Teacher Tools

### Hour of Code

<http://hourofcode.com/us>

December 8 – 14 is National Computer Science Week and a great time to let students learn about computer coding. I encourage you to join in the fun by participating in The Hour of Code. “The Hour of Code is a global movement reaching tens of millions

of students in 180+ countries. Anyone anywhere can organize an Hour of Code event... No experience needed. Ages 4 to 104.” Sign up the school or just your class to win such prizes as a class trip to Washington D.C. or \$10,000 worth of technology. Click on “Resources” to view the How-to Guide and try out the tutorials.



## iPad App



### **Epic! –Books for Kids** Cost: Free for Educators

Recommended by Bestappsforkids  
"Epic! for Educators" is an ever-growing library of thousands of picture books, chapter books, early readers, nonfiction books and graphic novels - more than any other eBook service designed for

children. All of our books are vetted by publishing professionals, educators and children's literature specialists, with a goal of offering high-quality titles from award-winning authors that will complement the curriculum.' (<https://www.getepic.com/educators/>). The app includes is a selection of books that are programed to be Read-Alouds. When signing in on the app, make sure you select the "Educators" link. Parents are given 2 months free before a subscription cost kicks in.

I would like to thank Mrs. Peggy Howard, Library Media Specialist at Oak Grove Elementary School, for sharing "Epic!."



### Educational Quote:

"Education is evolving due to the impact of the Internet. We cannot teach our students in the same manner in which we were taught. Change is necessary to engage students not in the curriculum we are responsible for teaching, but in school. Period." – [April Chamberlain](#)

**Hope you have  
a wonderful  
Winter Break  
with a Happy  
Holiday and a  
Fantastic New  
Year!**

