Enhancing
Houghton Mifflin Harcourt

Journeys

1st Grade
Technology Extension Activities - Grade 1

Engaging Digital-Age Learners in Reading
Digital-age learners need a modern approach that combines high-level thinking, powerful communication, and modern creative technologies. Integrating technology into a reading program helps to bridge students' digital lives outside of school and the time they spend in the classroom. The creative use of technology can help you engage students in your existing Houghton Mifflin Harcourt Journeys reading program.

This document contains ideas for extending activities for each unit using technology. Each extension provides ideas for the tool to use and the type of product students will create.

What are Pixie and Wixie?
Pixie and Wixie are creativity tools that students can use to write, paint pictures, and tell stories. They provide a fun way for students to explore and respond to curriculum topics related to the Common Core Standards. Pixie is software you install on a computer; Wixie is an online tool you access with a browser or tablet app.

Both Pixie and Wixie include hundreds of existing activity templates. To open the activities in Pixie, click the Project button, choose Activities, and navigate the folders, such as Templates. To use activities in Wixie, log in as a teacher, locate an activity, and assign it to students in your class.

Using Pixie or Wixie with Second-Grade Students
In first grade, students are learning to read, strengthening existing literacy skills as they use words and pictures to explore their world. Pixie and Wixie provides an opportunity to support their exploration and respond to what they find.

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Grade 1 - Unit 1: Around the Neighborhood

**Big Idea:** Everyone can be a good neighbor.

<table>
<thead>
<tr>
<th><strong>Unit Project: Picture Story</strong></th>
<th>Create: Picture or Booklet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Children create a picture story about a neighbor of friend and present their story to others.</td>
<td>Teacher thoughts: Ask your students about their neighborhood. Prompt them to list people, places, and things and then have them work to describe items on the list using adjectives they can draw from to add detail to their pictures.</td>
</tr>
<tr>
<td>Students will:</td>
<td></td>
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<tr>
<td>• Think about something that happened with a neighbor.</td>
<td></td>
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<tr>
<td>• Use the paint tools in Pixie or Wixie to paint a picture on a page.</td>
<td></td>
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<tr>
<td>• Print their pages to share with the neighbor.</td>
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<tr>
<td>• Students how are motivated and able can paint pictures on 4 pages and print them as a booklet they can fold and share.</td>
<td></td>
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<table>
<thead>
<tr>
<th><strong>My Neighborhood</strong></th>
<th>Create: Map</th>
</tr>
</thead>
<tbody>
<tr>
<td>What does it mean to live in a neighborhood? What does your neighborhood look like? What is your favorite part of your neighborhood?</td>
<td>Teacher thoughts: Talk to your students about the meaning of neighbor. What makes a good neighbor? What makes a bad neighbor?</td>
</tr>
<tr>
<td>Students use the paint tools to draw a map of their street, including at least 4 buildings.</td>
<td></td>
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<tr>
<td>Print the maps and have students share them with peers and describe the feature they have included.</td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Thank You Neighbor!</strong></th>
<th>Create: Thank you note</th>
</tr>
</thead>
<tbody>
<tr>
<td>How do neighbors help each other? See if they can come up with their own ideas about being a good neighbor before sharing too many examples.</td>
<td>Teacher thoughts: If your students are having problems coming up with ideas, ask them if they have ever brought in the mail, taken out the trash, or walked the dog for one of their neighbors.</td>
</tr>
<tr>
<td>Have students think about something nice that a neighbor has done. Help them type a single thank you sentence onto a page and then use Pixie and Wixie’s paint tools to illustrate the card. Print and have them deliver the note with a parent, family member, or caregiver.</td>
<td></td>
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</tbody>
</table>
## Grade 1 - Unit 2: Sharing Time

### Big Idea: We all have something to share.

### Unit Project: Sharing Tree

Children read and write about story characters in Unit 2 and create a Sharing Tree to describe their ideas.

Students will:
- Open the Decorate and Ornament activity.
- Use the paint tools to draw a picture of a character from a Unit 2 story.
- Use the Text tool to add their name.
- Print their ornament.
- Cut and glue their ornament together with string.
- Hang on the tree.

| Create: | Ornaments for Sharing Tree |
| Teacher thoughts: | Walk around the tree with your class, point to each ornament. Ask each student to share more about their ornament. |

### ‘I Can Teach You’ Ads

What do you love to do? If you are enthusiastic about playing soccer, you might make a great coach! What skills can you teach others?

Students choose one thing they are good at and enjoying doing. They can use the paint tools to create a picture of themselves doing the activity as well as add text that shares what other people can learn from them.

Print the ads and display them around school.

| Create: | Advertisement |
| Teacher thoughts: | Use this activity to celebrate the diverse abilities in the class. Help students learn to promote themselves and their talents. |

### “I will” promise card

Everyone is good at something! Rather than asking students what they are good at, see if they can identify something that other students are good at. Similar to the “I can teach you” ads which celebrate student ability, these put responsibility on each student to share their gifts!

Students choose one thing they are good at that they agree to share with someone else in the class this month. Have them use the paint tools in Pixie or Wixie to create a picture of themselves doing the activity.

Work with each student to add and complete the sentence, “I will...” on the page, such as, “I will teach Sarah how to draw a butterfly.”

| Outcome: | Promise page |
| Teacher thoughts: | If students create two pages, consider printing them as a table tent. You can display it standing up |
## Grade 1 - Unit 3: Nature Near and Far

### Big Idea: It's a big, wonderful world.

### Unit Project: Research Animals

Use research to find answers to questions about the way some animals live.

Students will:
- Brainstorm a list of animals.
- Choose a favorite animal and head to the library to find out more about it.
- Add text boxes to a Pixie page to add the animal name and two to three facts about how it lives.
- Use the Paint tools or Stickers to add illustrations.
- Print and post in your classroom.

### Amazing Animal Alliterations

Introduce students to alliteration through nursery rhymes and tongue twisters like “Peter Piper picked a peck of pickled peppers…”

Begin by assign letters to students based on academic ability. Have students choose an animal that begins with this letter and select a verb to match that starts with the same letter. Add adjectives and adverbs to complete an alliterative sentence like “Dirty dogs dig in dandelions.”

Have students type the sentence into a text box on Pixie page. Then, have them click the Record button on the Options panel to add voice narration. Have them use the tools on the Paint panel to add illustrations.

### Animal Riddles

Kids love jokes and riddles! Have each student create a two page animal riddle as a fun format for an informational text research project. Page 1 will be the text of the riddle and page 2 will be an illustration of the animal.

The riddle should contain four sentences:
1. Sentence 1: how the animal looks
2. Sentence 2: what the animal eats
3. Sentence 3: where the animal can be found
4. Sentence 4: a unique fact or distinguishing characteristic

Print the projects as table tents. Have students place the printed projects on their desks and encourage students move around the room to read and guess at other students’ riddles.
# Grade 1 - Unit 4: Exploring Together

## Big Idea: We discover new things every day.

### Unit Project: Discover Mystery Objects

Children write clues and play a listening-speaking game to discover mystery objects.

Students will:
- Choose an object and brainstorm adjectives to describe it.
- Add a text box to a Pixie or Wixie page and type two sentences that contain clues about the size, shape, color and use of their object.
- Click the Record button on the Options panel and read their riddle.
- Add a second page that includes a picture of the object.
- Present their two-page project to their classmates, giving them time to guess the object before moving to page 2.

**Create:** Write Clues

**Teacher thoughts:**
Print the two-page projects at table tents for a classroom walk through or glue the table tent pages together to create trading cards.

### Today We Learned

There are lots of goals you have as a teacher each day. So at the end of the school day, open the Today We Learned template in front of the class and work together to list the skills and knowledge gained each day.

Do this every day for a week or two before parent night for a great slide you can share during conference time. As students ability grows, you can have them draw pictures and add clip art to better explain the facts and skills you have listed.

**Create:** Poster or slide show

**Teacher thoughts:**
Parents will appreciate this reminder as they ask their students what they learned that day at home. You may also want to print them out for students to take home as they learn how to share their day with their families.

### Classroom Explorers

What qualities does a great explorer need? Students might easily come up with descriptions like “brave” and “strong.” Encourage them to think about things like “map skills” and “good thinking” too. You may want to bring in a microscope or map or other tools an explorer might use.

Use the web cam feature to capture an image of each student. Then search the library for hat to find an adventurer hat they can wear. Print these out to hang on a bulletin board or put on their desks when you need them to think like an adventurer!

You can also open the Wanted Poster template to document the features of a great explorer.

**Create:** Wanted Poster & Decorations

**Teacher thoughts:**
What qualities does a great explorer need?
## Grade 1 - Unit 5: Watch us Grow

### Big Idea: Living things change as they grow.

### Unit Project: Puppet Report

Children research the changes that occur as animals grow from baby to adult and then make puppets to present and oral report.

Use paint tools to create an animal face you will stick on puppet.

Students will:
- Choose a favorite animal and head to the library to find out more about it.
- Click the Stickers Library button and use the web cam option to capture student faces.
- Click the Glue button on the tool bar and use the Paint tools to paint animal characteristics that transform the student into the animal.
- Have students use their puppet to give their oral report.

### Change Collage

Discuss with your students things in nature that change. You might ask students if things change during different months of the year (seasons) or days of the week (weather). You may want to ask if anyone has a pet at home. How long have they had it? Has it looked and behaved the same way for as long as they can remember?

Students can add images from the library and Pics4Learning to create a collage of images that represent change in nature. Print the pages or export the images to use on your classroom web site.

Display the final images and have each student present their collages and explanations to the class.

### Frog Life Cycle

Ask you students if they have ever seen a frog. What about touched one? Does anyone know what a tadpole is? Read a level 1 reader you’re your students about the life cycle of a frog.

Talk about the egg, tadpole, and adult frog. How is this different from the baby, child, and adult stage in humans?

After learning about frogs, open the Life Cycle of a Frog activity in Pixie or Wixie and project on a screen or interactive white board. Put the images in the correct order and word together to add labels.
# Grade 1 - Unit 6: Three Cheers for Us

## Big Idea: Always try your best.

### Unit Project: Award Speech

Children make an award and give a speech to tell about a story characters accomplishments.

Students will:
- Choose a favorite character from the stories you have read.
- Open the Achievements activity in Social Studies>Community.
- Add the name of the character and award you are giving.
- List three accomplishments the character reached to achieve the award.

Print each award and have students explain their choices.

### My Goals

Reaching goals takes hard work, but before you can achieve your goals, you first need to set them. To get students thinking about successes they want to have this year, have them create a short list of academic and personal goals. Pixie and Wixie include a clipboard activity template you can use to list student goals.

If you are going to publish the goals online, have students click the Record button and recite their goals, further cementing their connection to them.

### Character Counts Awards

Have students think about something nice that a classmate has done, like:
- Encouraging someone who was having a rough day.
- Standing up to a bully.
- Giving up their place in line.

Have students choose a classmate and complete the Achievements activity in Social Studies>Community to honor them.

Help students type a single thank you sentence onto a page and then use Pixie and Wixie’s paint tools to illustrate the card. Print and have them deliver the note with a parent, family member, or caregiver.