Engaging Digital-Age Learners in Reading – Grade 1

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 Treasures 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 First-Grade Students
In first grade, students are learning to read or strengthening emerging. They are beginning use words and pictures to tell stories about what they are learning. Pixie and Wixie provides an opportunity to support their exploration and respond to what they find.

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## Grade 1 - Unit 1: All About Us

### What makes you special?

**Research Project: All About Me**

Make an “All About Me” book. You can draw your family and friends and your favorite things. You can even include your name and address, your age, and other facts about you.

Students will:
- Use the All About Me activity template to create a book.
- Type their name and draw a picture on page 1.
- Use the paint tools to draw a picture of their family on page 2.
- Add stickers to other pages to show things they like.
- Print the booklet.
- Use construction paper and markers to create a cover.

**Create:** Book

**Teacher thoughts:**
Discuss features or print. Explore the cover, author name, illustrator name and page numbers.

### 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.

**Create:** Collage

**Teacher thoughts:**
Be sure to ask lots of questions of each student to draw out the reason for their choice of images.

Collect the final digital images students export into a “Changes in Nature” slideshow you can showcase at a school assembly.

### Character Counts Awards

Have students think about something nice that a classmate has done. Maybe they made someone feel better who was having a rough day, maybe they stood up to a bully. Maybe they gave 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.

**Create:** Award

**Teacher thoughts:**
You can model this by using the certificates in the Teacher Templates folder to give awards to your students for working hard, taking risks, and practicing.
### Grade 1 - Unit 2: Our Families, Our Neighbors

**How do families and neighbors help one another?**

#### Research Project: Neighborhood Mural

Make a neighborhood mural. Draw neighborhood places on the mural. Then draw a person who helps you. Cut out the person. Paste your person on the mural.

**Create:** Mural

**Teacher thoughts:**
Hang butcher paper on the wall to make room for your neighborhood or if you prefer students to interact create a space on your floor and tape the paper down.

You may want to brainstorm places and people and then assign students to illustrate different things. There are also lots of clip art images in People>Careers.

**Students will:**
- Work together to brainstorm places in a neighborhood.
- Use the paint tools to paint a picture of one place.
- Print and add to the neighborhood mural.
- Brainstorm a list of community helpers.
- Use the web cam to capture their picture.
- Use the paint tools to draw a community helper.
- Print and cut out both images and add to the mural.

#### My Neighborhood

What does it mean to live in a neighborhood? What does your neighborhood look like? What is your favorite part of your neighborhood?

Students use the paint tools to draw a map of their street, including at least 4 buildings.

**Create:** Map

**Teacher thoughts:**
Talk to your students about the meaning of neighbor. What makes a good neighbor? What makes a bad neighbor?

Print the maps and have students share them with peers and describe the feature they have included.

#### Thank You Neighbor!

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.

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.

**Create:** Thank you note

**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.
## Grade 1 - Unit 3: Have Fun!

### How can we have fun?

#### Research Project: Team Work Script

Think about the teams in the stories you are reading. Then pick a scene from one of the stories that shows teamwork. Act out the scene as a team with a partner or small group.

Students will:
- Create a page to represent action in the scene.
- Record narration to describe what characters said.
- Have their teacher or a parent aide type the text on the page.
- Add or paint images to illustrate the action.

#### Create: Illustrated Script

**Teacher thoughts:**
Print the project to use as a guide for practicing and presenting the play.

#### 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.

The idea is to celebrate your accomplishments, setting an atmosphere of fun and festivity in your classroom!

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.

#### Friendship Awards

Work with students to brainstorm a large list of the characteristics of a good friend, like sharing, listening, helping, playing, smiling, thanking, etc.

During this unit, have students choose a classmate for a daily class friend award. Use the Achievements activity in Social Studies>Community to honor them. Work together to write a sentence describing them as well as three specific reasons why they won the award.

Print and give to each day’s honoree!

#### Create: Award

**Teacher thoughts:**
You can model this by using the certificates in the Teacher Templates folder to give awards to your students for working hard, taking risks, and practicing.
Grade 1 - Unit 4: Let’s Team Up

How do teams work together?

**Research Project: Team Work Script**

Think about the teams in the stories you are reading. Then pick a scene from one of the stories that shows teamwork. Act out the scene as a team with a partner or small group.

Students will:
- Create a page to represent action in the scene.
- Record narration to describe what characters said.
- Have their teacher or a parent aide type the text on the page.
- Add or paint images to illustrate the action.

**Create:** Illustrated Script

**Teacher thoughts:**
Print the project to use as a guide for practicing and presenting the play.

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**‘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.

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**Friendship Promise**

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 5: Nature Watch

What can we learn about the world of nature?

### Research Project: Animal Poster

Is there a plant or animal you would like to learn about? Choose a plant or animal you find interesting. Find out as much as you can about it. Write down what you have learned. Share your report with the class.

Students will:
- Brainstorm a list of animals.
- Choose a favorite animal and 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 6: Adventures

What kind of adventures can we have today?

## Research Project: Compare Stories

As you learn about adventures, think of an adventure you have had. How was it like the adventures you are reading about? Choose one of the stories you read. Then write about how your adventure was like the one in the story.

Students will:
- Use the Compare Stories activity template.
- Add text to name both stories.
- Add clip art and paint pictures to show characters and events.
- Print their pages to share with the rest of the class.

Create: Venn Diagram

**Teacher thoughts:**
Work with your students to complete a Venn Diagram comparing other stories you have read, so they are familiar with how a Venn Diagram is used to compare.

## Classroom Adventures

What qualities does a great adventurer 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 hats 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:**
Share adventure stories like The Polar Express by Chris Van Allsburg to get your students familiar with adventure stories.

## Mistakes that work

Read Mistakes That Worked by Charlotte Jones which includes fun stories about Silly Putty, Popsicles, and more.

Give students a collection of cardboard boxes, buttons, string, glue, and tape. Have them create a model for an invention that would make class better.

Take a picture of each of their inventions. Import each picture onto a page in Pixie or Wixie and have each student record narration to describe their invention and how it will help others.

Share the collection as a slide show with the class.

Create: Invention

**Teacher thoughts:**
Simply taking pictures and having students record narration about their work is a great way to get them started reflecting on their learning!