







# Troubleshooting Tips for Virtual Instruction






The Elementary C&I team has compiled the following content websites below that are available for students to access without navigating through SSO. In order for them to have access during times of district technology issues, please ask them to download this PDF document to the student desktop. The teachers can then communicate the content focus and reflection opportunity at the time via alternate means (social media, Remind, email, etc..). This would allow the student to continue their learning through utilization of these sites.

## PreK-5th Grade Science

**Science Fusion** student textbook & teacher guides ([Fusion PDF folder](#)): Have students download the Fusion PDF for their designated grade level/lang. This will allow them to have access to science content and activities without internet connection.

 <p><a href="#">Brain Pop</a>   <a href="#">Brain Pop Jr.</a> <a href="#">Brain Pop Espanol</a>   <a href="#">Brain Pop ESL</a></p> <p>Explore science concepts with videos and follow-up games &amp; activities (campus specific login)</p>	 <p><a href="#">We Are Teachers - Virtual Field Trips</a></p> <p>Go on 25 of the best science field trips from the comfort of your home!</p>	 <p><a href="#">Discovery Education</a> English/Spanish</p> <p>Discovery Education allows opportunities for learning science content through videos.</p> <p>(campus specific login)</p>
 <p><a href="#">NASA Kids Club</a></p> <p>NASA Kids' Club provides a plethora of space focused games, videos, images and activities to introduce and help kids learn about the world of space.</p>	 <p><a href="#">Science for Kids</a></p> <p>Enjoy fun science games for kids while learning more about science and technology.</p>	 <p><a href="#">OK Go Sandbox</a></p> <p>Helping students learn science and STEM through the joy, wonder, and fun of OK Go's music videos.</p>

## PreK-5th Grade Social Studies

<p><b>CitizenKid</b></p> <p><a href="#">KidsCanPress</a></p> <p>CitizenKid is a collection of books that inform children about the world and inspire them to be better global citizens.</p>	<p></p> <p><a href="#">Brain Pop</a> <a href="#">Brain Pop Jr.</a> <a href="#">Brain Pop Espanol</a> <a href="#">Brain Pop ESL</a></p> <p>Explore social studies concepts with videos and follow-up games &amp; activities</p>	<p></p> <p><a href="#">We Are Teachers - Virtual Field Trips</a></p> <p>Field trips and other resources for learning at home.</p>
<p></p> <p><a href="#">TimeForKids</a></p> <p>Articles that inspire learning.</p>	<p></p> <p><a href="#">LawRelatedEducation</a> English/Spanish</p> <p>Games that help students understand our government and how it works.</p>	<p></p> <p><a href="#">Jumpstart</a></p> <p>Educational activities to keep kids engaged!</p>

## PreK-5th Grade Math

**Click Here ---->>>** [Go Math PDF's Folder](#) to access the Go Math textbook when internet access is unavailable. Go to your designated grade Level/Language, and download the PDF of the book to your desktop. Make sure that if your book has two volumes, you download Volume 1 and 2.



<https://www.khanacademy.org/>

En Español <https://es.khanacademy.org/>



[Brain Pop](#) [Brain Pop Jr.](#)  
[Brain Pop Espanol](#) [Brain Pop ESL](#)

Explore math concepts with videos and follow-up games & activities

### Math Visuals

[Math Visuals](#)

Help students to invent their own visualizations of math concepts while viewing some of these examples.



[Wild Math](#)

a collection of mathematical games, activities and stories, encouraging you to think creatively.



[Mashup Math](#)

MashUp Math, a mathematics education YouTube channel run by young teachers on a mission to meet the unique needs of students with a visual learning preference.



[PBS Parents](#)

Fun and educational math activities for the whole family. The **PBS KIDS** daily newsletter shares activities & tips you can use to keep your child playing & learning



[Greg Tang Kakooma Math](#)



[OK Go Sandbox](#)

Helping students learn math and STEM through the joy, wonder, and fun of OK Go's music videos.



[Math Problem of the Day](#)

Keeping kids connected and learning through real world mathematical situations.

## PreK-5th Grade Language Arts

[Click here](#) for PDFs of the HMH student textbook. This can be used when internet access is unavailable.



[ReadWorks](#)

ReadWorks provides a library of curated nonfiction and literary texts for students in grades K-5.



[Tween Tribune](#)  
English/Spanish

Tween Tribune is a daily news site for kids including text, photos, graphics, and audio and/or video materials



[Storyline Online](#)

Storyline Online features celebrated actors reading children's books. Available for the PK-3 reader.



[TimeForKids](#)

Time for Kids provides informational texts for kids in grades PK-5 that explains the world around them.



[Unite for Literacy](#)  
English/Spanish

Unite for Literacy, features books that cultivate a lifelong love of reading. Book selections are ideal for the PK-1 reader.



[Common Lit](#)  
English/Spanish

CommonLit Literacy provides over 2,000 high-quality fiction and information texts for students in grades 3-5.



[Newsela](#)  
English/Spanish

Newsela supercharges learning in every subject. It starts with engaging articles on any informational topic you can think of. For students in grades 2-5.



[Wonderopolis](#)

Wonderopolis allows learners to explore and discover all kinds of wonderings about the world, stimulating children's curiosity.



[International Children's Digital Library](#)

English/Spanish

International Children's Digital Library provides learners with FREE digitized award-winning books available in several languages.

# Monitoring Learning Options

Purpose: activating prior knowledge, developing student-generated questions, and summarizing what was learned.

## 3-2-1 Summary

**PURPOSE – Evidence of Learning:** Summarize learning and think more deeply about the content.

### Step-by-Step Instructions

1. Students write 3 things they learned.
2. Students write 2 examples, applications, or inferences about what they learned.
3. Students write 1 question or draw 1 conclusion about what they learned.
4. Students turn in their **3-2-1 Summaries** as an exit ticket.
5. Teacher evaluates students' **3-2-1 Summary** responses and clarifies/verifies as appropriate.

**Materials:**

- Optional: **3-2-1 Summary** handout (students may complete on notebook paper)

## Connect 4 Thinking

**PURPOSE – Evidence of Learning:** Make connections between a concept and other words, ideas, or visuals.

### Step-by-Step Instructions

1. Each student individually analyzes an assigned concept by making 4 different connections.
2. The 4 possible connections may include the following:
  - synonym or antonym
  - analogy or real-life connection
  - quick sketch or graphic representation
  - example or non-example
  - another term or concept
3. Using the movement and discourse strategy, **Shake and Share**, students share and compare their learning connections and add new ideas if possible.
4. Teacher analyzes students' connections and adjusts instruction as appropriate.

**Materials:**

- Optional: **Connect 4 Thinking** handout (or students could draw the graphic on paper)

## High-Five Summary

**PURPOSE – Evidence of Learning:** Students prove they understand a concept by creating a detailed summary.

### Step-by-Step Instructions

1. Students get a partner and analyze/record the following information:
  - Big idea of the lesson
  - 3 important words
  - visuals or text-types
  - most interesting parts of the lesson
  - most confusing parts of the lesson
2. Students then use these details to create a one-sentence summary of the lesson.
3. Students high-five their partner and share their summary with a new partner.
4. Teacher sees/hears students summarizations and clarifies/verifies information as appropriate.

**Materials:**

- **High-Five Summary** template – elementary template and secondary template available - (or project template and students record responses on notebook paper)

## One Minute Paper

**PURPOSE – Evidence of Learning:** Summarize learning through a quick writing activity.

### Step-by-Step Instructions

1. Teacher informs students to “brain dump” or summarize all the ideas, concepts, skills, processes, etc., they have learned by writing for approximately one minute.
2. Students share their one-minute papers through **Think and Throw** or **Mix-Freeze-Group**.
3. Students turn in their **One Minute Paper** as an exit ticket.
4. Teacher evaluates students' responses and adjusts instruction as appropriate.

**Materials:**

- Notebook paper

## Thought Bubbles

**PURPOSE – Evidence of Learning:** Students provide evidence of learning by connecting ideas through thought bubbles.

### Step-by-Step Instructions

1. Students write a term in the center of the page associated with the big idea of the lesson.
2. Throughout the lesson, students add “thought bubbles” when new learning occurs.
3. Thought bubbles may be any of the following:
  - connections to key words
  - connections to various visuals
  - connections to previous lessons
  - connections to a type of thinking
  - connections to a skill
  - connections to steps in a process
4. Teacher analyzes students thought bubbles and clarifies/verifies as appropriate.

**Materials:**

- Notebook paper

## What’s On Your Plate?

**PURPOSE – Evidence of Learning:** Brainstorm all the concepts, words, processes, and skills taught in a unit of instruction, and then evaluate strengths and weaknesses.

### Step-by-Step Instructions

1. Provide each student with a paper plate.
2. Students brainstorm everything they learned in this unit including major concepts, skills, vocabulary terms, visuals, processes, etc.
3. **Rock Star Ideas:** Students draw a star beside the 2-3 ideas they understand the best.
4. **Loopback Ideas:** Students circle 2-3 ideas they are still confused about and need a “loopback” or review.
5. Students then participate in three rounds of **Musical Mix-Freeze-Group:**
  - Round 1 – Partner #1:
    - Partners communicate brainstormed ideas.
    - Students add new ideas to their plates.
  - Round 2 – Partner #2:
    - Partners summarize their Rock Star ideas and why they know them best.
  - Round 3 – Partner #3:
    - Partners explain their loopback ideas.
    - Partners help each other understand those concepts better.
6. Teacher collects and evaluates the paper plates and adjusts instruction, review and intervention as appropriate.

**Materials:**

- Paper plates

## Snap-Tastic

**PURPOSE – Evidence of Learning:** Communicate your understanding through a Snapchat-type response.

### Step-by-Step Instructions

1. Draw a **quick sketch** representing what was just taught.
2. Add a **caption** summarizing the sketch.
3. Write one **sentence** explaining your sketch.
4. Make it **funky** by adding an emoji reflecting how well you understand this information:



5. Fold your SNAP-tastic response like an airplane and send it through “cyberspace.”
6. Pick up a SNAP-tastic response, huddle with a group of 3-4, and share responses.
7. Come to consensus... did most of the class understand this concept well (thumbs up), understand only parts of the concept (thumbs sideways), or are most of the students confused (thumbs down)?
8. Teacher evaluates students’ consensus responses and adjusts instruction accordingly.

**Materials:**

- Optional: **SNAP-tastic** handout (or students could respond on notebook paper)

## Graphic Organizers

**PURPOSE – Evidence of Learning:** Organize information into a graphic representation to provide evidence of learning, connections between ideas, and reflect specific thinking.

### Step-by-Step Instructions

1. Students brainstorm ideas or identify specific content information, then organize and represent their thoughts/connections in a graphic organizer.
2. Select the graphic organizer based upon the type of thinking being targeted such as...
  - Cause/Effect Graphic Organizer
  - Classify/Categorize Graphic Organizer
  - Compare/Contrast Graphic Organizer
  - Make Connections Graphic Organizer
  - Predict Graphic Organizer
  - Generalize Graphic Organizer
  - Sequence/Order Graphic Organizer
  - Summarize Graphic Organizer

*Templates available for graphic organizer above through our templates link*
3. Students complete the organizer individually.
4. Through **Shake and Share**, students get a partner and share/compare organizers, adding new ideas as appropriate.
5. Teacher evaluates students’ graphic organizer responses and adjusts instruction accordingly.

**Materials:**

- Graphic Organizer for students to complete, or students may create the organizer on notebook paper following a projected visual