

# K-2 Technology



## Guiding Our Students to Success Using Technology

Marshall County Technology Integration Newsletter

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### MARS Logins For Students

#### MARS LOGINS

**\*Students need to use their assigned logins when logging into the MARS domain.**

**NEVER LOG STUDENTS IN UNDER A TEACHERS' MARS ACCOUNT!**

- ♦ If a student cannot login for that session, use the guest login for your school (see school tech facilitator).
- ♦ Submit a work order with student's first and last name, grade level, and WVEIS number to obtain a MARS login ASAP.

#### Teachers:

\*It is recommended to change your MARS login password, so others are unable to login as you and retrieve your files. **KEEP YOUR MARS LOGIN SECURE!!!\***

—To Change your MARS password: After you first login, at your desktop, press CTRL + ALT + DEL and choose "Change Password." Use this new login on all work computers.

—Substitute Teachers can request for a MARS login through a principal or technology facilitator.

#### COUNTY PAID WEBSITES and PROGRAMS (REQUIRES LOGIN)

- Study Island (2-12) <http://www.studyisland.com/>
- Everyday Math (Elementary) [http://em-ccss.everydaymathonline.com/g\\_login.html](http://em-ccss.everydaymathonline.com/g_login.html)
- Type To Learn (K-5-installed on computers)
- Education City (K-2) <http://us.educationcity.com/>
- BrainPOP (K-8) <https://www.brainpop.com/>
- Moby Max (K-8) <http://www.mobymax.com/>

- Discovery Education (all grade levels) <http://www.discoveryeducation.com/>
- ESparks (K-2)—Personalized learning on the iPad.
- Reading Eggs (K-2) & Reading Eggspress (2-6) <http://app.readingeggs.com/login>

## Reading Eggs & Reading Eggspress



**Reading Eggs (ages 4-7)** There are currently 12 maps with 120 lessons. Each lesson has between 6 to 10 parts. For more information about what is covered in each of the Reading Eggs lessons, click on **Preview Lessons** from the choices in the navigation bar on the left side of the **Teacher Home Page**.

Click here for the [Reading Eggs Teacher Guide](#)



**Reading Eggspress** is designed to build reading, spelling and comprehension skills for Grade 2 – 6 students. Reading Eggspress has an enormous range of learning resources, lessons, motivational games, e-books, and reporting that together create a unique learning environment.

Click here the [Reading Eggspress Teacher Guide](#)

## Using BRAINPOP Standards

As an educator, you can access the BrainPOP Educators to get more information on Lesson Plans & Materials, Training, Tools on BrainPOP, and Games & Teaching. There are Standards available for your use. To obtain access to BrainPOP Educators, login to BrainPOP.com, Click on BrainPOP Educators (towards bottom of screen), Find Standards. You can apply filters to help you search. The Standards are hyperlinked to lessons, games, videos, etc.



# eSpark Learning



Purchased for Grades K-2—eSpark empowers teachers to transform their classrooms with technology. With eSpark's four-part solution, teachers can focus iPad instruction on students' individual needs to improve their academic outcomes.

**First and Second Teachers:** Carla Garrison, Susie Kelch, and Jennifer Lipinski will be scheduling times to work with you and your students on how to integrate the use of iPads and eSpark in your classroom. We will be emailing soon with a schedule and we are looking forward to setting your students on their eSpark Quest.

Click here for the [eSpark Professional Development Guide](#)



## Integrating Technology in The Classroom

If you would like for Susie Kelch and/or Jennifer Lipinski to assist you with integrating technology in your curriculum, please go to the link below and complete the form.

<http://goo.gl/forms/Po6htOLGvG>

**If you need assistance with Integrating Technology in Your Classroom, contact us:**

Jennifer Lipinski—[jlipinsk@k12.wv.us](mailto:jlipinsk@k12.wv.us)  
Susie Kelch—[skelch@k12.wv.us](mailto:skelch@k12.wv.us)

**\*For electronic copies of this newsletter, see our web page**

**Technology Integration**  
<http://marshall-k12.wvnet.edu/technology/>

# Computer Lab Activities

**K Students:** practice logging on/off the computer using their MARS login. Practice “mouse skills” by using the **Reading Eggs-Playroom**.

**Grade 1 Students:** continue practicing logging on/off the computer using their MARS login and using correct logins for other programs purchased by the county/school.

**Grade 2 Students:** mastered logging on/off the computer using their MARS login and using correct logins for other programs purchased by the county/school.

**MARS login cards for students are located on our website:**

<http://marshall-k12.wvnet.edu/technology/>

## Technology Goals

### Goals for Kindergarten Students :

- \_\_\_ Log on/off the computer using login card
- \_\_\_ Log in and out of County Purchased Programs
- \_\_\_ Use computer websites to practice clicking and dragging of mouse
- \_\_\_ Open Word and type First and Last Name and high frequency words

### Goals for Grade 1 Students :

- \_\_\_ Type simple sentences
  - \_\_\_ Capital letter at beginning of sentence
  - \_\_\_ Spacebar once between words and sentences
  - \_\_\_ Backspace/Delete to edit
  - \_\_\_ Period/Question Mark at the end of the sentence
- \_\_\_ Print work
- \_\_\_ Logging into Type to Learn to practice keyboarding skills 10 minutes per week

### Goals for Grade 2 Students :

- \_\_\_ Continue with the Grade 1 goals above
- \_\_\_ Save work into H:\ drive
  - \_\_\_ Naming file
- \_\_\_ Logging into Type to Learn and completing 15 minutes practice per week
- \_\_\_ Begin typing simple paragraphs and/or stories