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General lessons to familiarize students with the “Of Time and the River” Website and to utilize the interactive activities in the Games section of the Resources.

Lesson Plan #1

Goal: Student will utilize computer to access educational programs.
Objective: Student will use keystrokes to activate various selections in the video portion of the program.

Materials: Enlarged list of video selections with corresponding number of Tabs.

Procedure: Introduce program. Review keystrokes, which are as follows:

- After inserting disk, press Tab 4 times.
Hit Enter.
Tab 3 times for scene selection.
Press Enter.

- Navigating to various scenes:
Tab 1 for Kankakee Torrent
Tab 2 for Introduction
Tab 3 for Paleoindians
Tab 4 for Archaic
Tab 5 for Interactive
Tab 6 for Woodland
Tab 7 to Return to opening screen

Activity: Direct student to each site. Practice entering and exiting each site with direction. To exit site, press Tab 6 times, then press enter. Allow ample time to practice locating various scenes.

Evaluation: Test for mastery. Begin at opening screen. Request the student to locate a specific scene. Document correct answers. Six out of 7 is considered mastered.

Lesson Plan #2

Goal: Student will utilize computer to access educational program Games in Resources section.

Objective: Student will use keystrokes to locate the interactive selection and navigate through the activity.

Materials: Enlarged list of keystrokes needed for interaction:

- 8 up
- 2 down
- 4 slow
- 6 faster
- Spacebar to eat
- ‘M’ fastest

Procedure: Review keystrokes. Practice going up, down, slow, fast, and eating.
Review purpose of interactive activity: To help the bluegill get bigger by finding food and avoiding hazards.

Activity: Enter Games (interactive activity) section. Talk student through the activity. Point out where the food is, where the dangers are, etc. have student move according to given directions. Restart activity as needed, fading the cues until the student is able to move toward the food and away from the hazards without cueing.

Evaluation: Test for mastery. Begin at opening screen. Have student enter interactive scene. Allow student to complete interactive activity. The objective will be considered mastered if student completes interactive activity with two or fewer prompts.