Building App-titude Level 1 grades 4-12 Set-up

Lesson Time: 50 min.

Needs:
1. Download and Sync which top 50 App collection that fits. In this first phase there are only 17 apps that are different between the 2. It’s best to start small. This stage is to build basic knowledge and maneuvering not overwhelm students. Note: Explorer Apps can be substituted for other skill building apps that require no training.
2. Print off enough copies of the Building App-titude lesson below for each student.
3. Make sure the iPods are charged
4. Elmo (optional when doing a small or large group)

Lesson Directions and Tips

As much as you can follow the: I DO, We DO, You Do Method. Many only lend themselves to I DO and You Do to keep it to 50 minutes.

1. iPod Physical Tour:
   - Go over all the buttons and what they do. This is a good order:
     - Home-used to wake up a sleeping iPod (and other things they’ll learn about later), Power-
       show how to shutdown (hold for 5 seconds slide the red arrow) and turn back on. (While it’s
       turning back on show them the Volume-up and down
     - Headphone port.
     - Sync port
     - Go through Touch basics- swiping or flicking, tapping, tap & drag
   - Discuss the apps on the iPod, refer to the Top 50 Sheet (see resource pages at the end) Talk about the Home Screen and discuss briefly about wireless and non-wireless apps. We are focusing on non-wireless apps in this first lesson. We will not add wireless components until the students are firmly using the iPod as a tool.

2. Notes:
   - Have them locate and Tap Notes. Tell them they need to watch you. Show them the following things
   - Demonstrate: +, tapped letters pop up (if incorrect slide to the correct one) delete key, .!?23 key, and shift.
   - Turn LANDSCAPE to rotate screen to show the changed keyboard. Have them type the 2 sentences on page
   - 2. They don’t have to finish the whole passage. When you are ready for them to move on tap Done.
   - Tell them to remember the Notes app for later on. They will be using it through the month to type a couple
     short app reviews. Hit Home button

3. Calculator:
   - Tap Calculator. Demonstrate them how to convert from Basic (portrait) to Scientific (landscape). Tap Home.

4. Clock:
   - Point out the 4 choices at the bottom. Go through each with the I Do, You Do and discuss reasons why we
     might use each clock feature.
   - Tap World Clock. Ask them if they can think of any reason why they might like to load a world
     clock. (Family and friend who live a far, operating hours of a company far away, game times, etc)
Set New York, USA, Point out how it predicted it before they finished typing and how that is in many places on the iPod. Show how to delete the world clock.

- Set the **Alarm** for what they wake up in the morning. Delete Alarm.
- **Stopwatch**—quickly show this and move on.
- Show them all how to set the **timer** for a time you decide (3-5 minutes is good if trying to get done in 50 minutes) Tell them when you say Start they can tap start, then the Home Button and explorer anything they want on the iPod that interests them. When their timer goes off tell them to press Home.

5. **Calendar**:
Talk about how a calendar can help you organize. They learn more about the calendar when they get their own iPod assigned. Demonstrate the entire process. Have them repeat.

6. **Home Button**:
Go through all 3, Show what the search screen looks like.

7. **How to Search (and play Wordpops!)**:
- Demonstrate how to get to the search screen: a: Tap home until it shows up (could be 1 to 3 depending on where you are) or b: swipe left to right until it shows up (1 past the Home Screen)
- Tap in Search box and have everyone type **word** and tap Wordpops.
- Tell them to sit tight (I Do) and watch as you demonstrate how to play. Stress the iPod Maneuver of tap and drag to select words. Wordpops Rules: at least 3 letter words, any combination of directions as long as they are touching, ice-freezes the screen, fire blows up other around, selections have to be touching but can be in any combo of directions. Have them help you find words. When you think they have the idea Tap Menu to get back to the main screen. Show them how to adjust the bubble speed and then Tap Relaxing Game. Walk around. Many don’t get the tap and drag. They want to tap, tap, tap. Let them play for a couple minutes. Tap Home button.

8. **1st Building App-titude: WW Audio Dictionary Stage 1**
- Go to search screen. Clear the old search by tapping the X and type **aud**. Tap wwaudio US.
- Talk to them about the importance of a dictionary that actually talks and corrects spelling error.
- Tour the Screen and how we are in LOOKUP not search mode (that’s for another lesson) Demonstrate the first word, TYPE EXACTLY APPTITUDE. Point out the correction and how to select. Go over music symbol and how to tap on unknown words in the definition. Discuss the meaning of “aptitude” (tie to lesson name). Have them practice with the provided misspelled words. End this part with stressing the importance of vocabulary building and how a big part of the iPod’s power is it’s ability to provide quick auditory (sound) definitions. You take out of it what you put in it.

**Go over What’s Next.**
Encourage them to go through the lesson again independently or pair up with someone later. Take them back to page one and re-explain what Apps are on the iPods. Remind them to use their new search techniques and the notes to type any reviews.
iNtouch Club Level 1: No-Wireless Needed

1. iPod Touch Tour

- Sleep/Wake button
- Wi-Fi antenna
- Volume buttons
- Application icons
- Internal speaker
- Touchscreen
- Home button
- Dock connector
- Headphones port

Home Page Apps

- Green means no wireless is needed
- Red means wireless IS needed

We will be EXPLORING the following Home Page Apps:

- Notes
- Clock
- Calculator
- Calendar
2. Notes

Notes is a quick way to enter text. If you turn it sideways the screen turns also. Tap Done to save the note. Delete the note by tapping the trashcan.

3. Calculator

2 in 1 Calculator

Basic

Scientific

4. Clocks

Set a clock for New York, USA.

Set the alarm for 6:00 am.

Play with START, STOP, & LAP. If you leave it running you can go out of it and go study with another APP. When done, go back to clock and TapStop

Explorer any apps that interest you until the timer goes off.
5. Calendar, Home Button & Search

- Set for All-Day: ON
- Starts: Thu Nov 26, 2009
- Ends: Thu Nov 26, 2009

Delete all Events you have added.

- Tap: Thanksgiving
- Edit
- Delete Event

3. If in an app not on Page 1 Press

2. If on an APPS page other than Home Press

1. If on the Home Screen Press

OR FLICK pages Left to Right Until you see the Search Page.

- Type word in the search box. Tap WordPops. If you are independent Play a Relaxing Game. If with a group watch the demonstration first.
1st Building App-titude Lesson: WW Audio Dictionary Stage 1

Repeat Typing in the following misspelled words exactly like they are: Explore.

Remember to Clear the last search and make sure you are in.

<table>
<thead>
<tr>
<th>RECOMMEND</th>
<th>ACOMMODATE</th>
<th>RECIEVE</th>
</tr>
</thead>
</table>

What’s Next:

Now that you have the Basics, spend the next month practicing your new skills.

Here are your Extra Training Options: Complete at least 1 of each type:

1. Explore any APP on the Top 50 List. Use Notes to write a short review. Type your name after and show to someone.
2. Complete one additional Stage 1 “Building App-titude” lesson. These will be in the Achievement Center.
Top 50 Apps - Elementary Collection

For updated lists visit: http://www.intouchschool.org
Top 50 Apps - Secondary Collection

For updated lists visit: http://www.intouchschool.org

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