Learning & Teaching

Technology in Learning: Elementary Canvas November 4, 2024

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- Canvas is the Learning Management System for grades K-12 in Lewisville ISD
- K-5 teachers began implementing Canvas in the fall of 2020.
- Skyward integration automatically scopes all students K-12 to their teacher's published Canvas course.
- Canvas allows students to seamlessly interact with digital resources and submit a variety of media including photos, videos, and interactive tools, which engage young learners and accommodate diverse learning styles.



Student Learning

- Seamless integration of Technology Applications TEKS
- Opportunities for highlighting student choice, creativity and production

- Uses LISD curated and created resources.
- Shared Learning
 Management
 System for district
 staff and students.

Resource Stewardship

Student Experience

- Safe, engaging system where students are challenged by learning opportunities.
- Consistent platform for K-12

- One stop for all K-12 families
- Families may view online learning tools, student progress, and feedback on assignments.

Community Engagement



K - 12 Recommended Classroom Integration



KINDERGARTEN

Kindergartners will:

- Log In to Canvas
- Navigate to Teacher's Course to Access Content such as:
 - Websites
 - Videos
 - Stations

1ST GRADE

First graders will:

- Log in to Canvas
- Navigate to Teacher's Course and Access Content such as:
 - Websites
 - videos
 - stations
- First graders can submit Assignments by:
 - Uploading Photos
 - Text Entry
 - Access Google LTI

2ND GRADE

Second graders will:

- Log in to Canvas
- Navigate to Teacher's Course and Access Content such as:
 - Websites
 - Videos
 - Stations

Second graders can:

- Use Discussions
- Submit Assignments by:
 - Uploading Photos
 - Text Entry
 - Use Discussions
 - Access Google LTI

3RD GRADE

Third Graders will:

- Navigate to Teacher's Course to Access Content such as:
 - Websites
 - Videos
 - Stations
- Submit Assignments by:
 - Uploading Photos
 - Text Entry
 - Access Google LTI

Third graders can:

- Use Discussions
- Utilize the Calendar
- View Grades & Teacher Feedback

4TH & 5TH GRADE

Fourth & Fifth Graders will:

Navigate to Teacher's Course to Access Content such as:

- Websites
- Videos
- Stations

Submit Assignments by:

- Uploading PhotosText Entru
- Access Google LTI

Fourth & Fifth can:

- Use Discussions
- Utilize the Calendar
- View Grades & Teacher Feedback

6TH - 12TH GRADE

Secondary Students will:

- View Welcome Module
- Access Content
 - Websites
 - Videos
- Submit Assignments
 - Photos & Videos
 - Quizzes
 - · LTIs
- View Grades & Teacher Feedback
- See all due dates on the calendar
- View course on the first day of school



Canvas in the Elementary Grades

































Why Word Work?



SCARBOROUGH'S Language Comprehension **READING ROPE BACKGROUND KNOWLEDGE** (facts, concepts, etc.) $(2001)^*$ WOCABUILARY (breadth, precision, links, etc.) ICREASINGLY STRATEGIC LANGUAGE STRUCTURE (syntax, semantics, etc.) **VERBAL REASONING SKILLED** (inference, metaphor, etc.) READING LITERACY KNOWLEDGE (print concepts, genres, etc.) The Many Strands Woven into Skilled **Word Recognition** Fluent execution INCREASINGLY AUTOMATIC Reading and coordination of **PHONOLOGICAL** word recognition and language (syllables, phonemes, etc.) comprehension. DECODING Scarborough's Reading Rope helps to show the (alphabetic principle, many reading skills that must be woven together spelling—sound correspondences) across the two broad areas of Word Recognition SIGHT RECOGNITION and Language Comprehension. (of familiar words) *What is the Reading Rope? (n.d.), Snaintrust Tutors, March 16, 2023 https://braintrusttutors.com/what-is-the-reading-rope/

Reading = Decoding



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Spelling = Encoding

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Kindergarten	First	Second	Third	Fourth	Fifth
*K.3A practice personal skills, including following directions, needed to successfully implement design processes: K.5 The student identifies appropriate ways to communicate in various digital environments. The student is expected to identify and demonstrate responsible behavior within a digital environment. K.4A demonstrate acceptable use of digital environment. K.4A demonstrate acceptable use of digital environment. K.4A demonstrate acceptable use of digital environment. K.4A demonstrate acceptable use policy (AUP) K.4B use a variety of policies or acceptable use policy (AUP) K.4B use a variety of provious provincient in unclines such as opening an application and modifying, printing, printing, and a variety of developmentally appropriate digital tools and resources: K.5 TA TEKS *Indicates mastery *Indicates mastery	*1.3A practice personal skills and behaviors, including following directions and mental agility, needed to implement a design process successfully: 1.4 The shudent identifies appropriate ways to communicate in various digital environments. The student is expected to identify and demonstrate responsible behavior within a digital environment. 1.7A explain and demonstrate interpretable use of digital environment devices as outlined in local policies or acceptable use of digital environment so devices as outlined in local policies or acceptable use policy (AUP): 1.9A select and use a variety of applications, devices, and online learning environments to create an original product: 1.9C perform software application, and the creation and revision of digital artifacts using a variety of advelopmentally appropriate digital lools and resources;	*2.3A demonstrate personal skills and behaviors, including effective communication, following directions and mental agailty, needed to implement a design process successfully. 2.7 The student identifies appropriate ways to communicate in various digital environments. The student is expected to identify and demonstrate responsible behavior within a digital environment. 2.8A explain and demonstrate responsible behavior within a digital environment. 2.8A explain and demonstrate responsible behavior within a digital environment. 2.8A explain and demonstrate responsible to should be a continued in local policies or acceptable use policy (AUP) 2.10A select and use a variety of applications, devices, and anline learning environments to create and share content: 2.10C operate a variety of developmentally appropriate digital folls and resources to perform software application functions, such as reviewing digital artifacts and designing solutions to problems;	*3.3.4 explain the importance of and demonstrate personal skills and behaviors, including metacognition, effective communication, effective communication, tellowing directions, and mental agility, needed to implement the design process successfully; 3.9.4 demonstrate adherence to local acceptable use policy (AUP) that reflects positive social behavior in the digital environment; 3.118 performs offware application functions such as inserting or deleting text, inserting images, and formatting page layout and margins. 3.128 identify where and how to save tiles such as using appropriate noming conventions and effective file management strategies;	*4.3A explain the impartance of and demonstrate personal skills and behaviors, including problem solving and questioning, effective communication, following directions, mental agility, and metacognition, that are needed to implement a design process successfully; 4.8C demonstrate appropriate digital eliquette for various forms of digital collaboration such as shared documents, video conferencing, and other platforms. 4.9A demonstrate adherence to local acceptable use policy (AUP) and explain the impartance of responsible and ethical technology use; *4.128 evaluate where and how to save, including the use of appropriate naming conventions and effective file management strategies and folder structures;	*5.3A explain the importance of and demonstrate persone stills and behaviors, including persistence, effective communication, following directions, mental againty, metacognition, problem solving and questioning, that are needed to implement a design process successfully; 5.8C apply appropriate digital eliquette for collaborating with different audiences such as peers, teachers, and other adults, 5.9A demonstrate adherent to local acceptable use policy (AUP) and explain the importance of responsible and ethical technology use; 5.118 perform software application functions, including inserting or deleting text and images and formatting loots or opions. 5.128 organize files using appropriate naming conventions and folder structures;

Support 3 of the 5 Strands

- Digital Citizenship
- Creativity and Innovation
- Practical Technology Concepts







- Curriculum aligned Content ready to teach in Canvas.
- Workflow in place with instructions.
- Incorporates LISD approved digital tools for production
- Technology Application TEKS Aligned.
- Saves Teachers Time
- Offered in English, Spanish and for Dual Classrooms

Questions





