

## CODING KIOSKS FOR ELLIS ISLAND

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**GRADE LEVEL AND CONTENT:** 5<sup>th</sup> grade English Language Arts, Mathematics, Technology, and Science

### OVERVIEW

In this unit, fifth grade students learn social studies and technology standards simultaneously. First, in partners, students research a 19<sup>th</sup> century immigrant group of their choice. Then, using their research and coding knowledge, partners code a kiosk with information about the immigrant group that could be displayed at the Ellis Island museum.

### STANDARDS ADDRESSED

**English Language Arts:** ELAGSE5R19, ELAGSE5W8

**International Society for Technology in Education (ISTE):** ISTE1, ISTE2, ISTE3, ISTE3a, ISTE4, ISTE4d, ISTE6, ISTE6c, ISTE7

**Science:** SS5H1, SS5H1d

### AVAILABLE MATERIALS

- Video of Unit
- Daily Lesson Plans
- Kiosks at Ellis Island Project Slideshow
- Kiosks at Ellis Island Handout



### ABOUT THE TEACHER

*Amy Crandall is the Media Specialist at Marietta Center for Advanced Academics in Marietta City Schools. She enjoys teaching students and teachers how to apply innovative practices to enhance their learning/ lessons. Amy was Teacher of the Year in 2015 and received the DA's of Schools TechXcellence Award in 2017.*