LINKS FOR *enrichment*

code.org - Computer programming and technology with coding that embeds STEM lessons

Minecraft Edu- Incorporate learning with your child's passions and interests. They can even practice spelling and vocabulary application in Minecraft. MinecraftEdu has tons of engaging academic games. http://education.minecraft.net/

Goal Setting- Use FutureMe.org and write a letter to future selves. Once he/she has written the letter, you can set the date for it to be sent to their inbox. What a great way for students to set goals and create natural check-in points.

TED talks-Provide exposure to different topics…Show them what kids like them are doing to change the world. Let them create their own TED talk on a topic that they are passionate about!

Create an Invention-Inventions are a great way to take risks and try different things. Student Inventions for a Better America challenges students to submit an invention that will make the world a better place…and there are winners every month!

Game Time-Try out The Mind Research Institute, which challenges students in grades K-12 to design their own mathematical game.

Brainstorm-Develop fluency, originality, and abstract thinking with Google's Quick, Draw! It's a great tool for getting your child to think rapidly with creative thinking!

LINKS FOR enrichment

I-Pad Apps

- Buncee-Create digital stories, poetry, and lyrics.
- Puppet Pals-Digital story telling
- Tellagami-Create an animated videos.
- ChatterKid-Construct talking, animated pictures and videos.
- Doceri-Students can turn their ipads into recordable white boards.

https://scratch.mit.edu/ - Basic game coding and Boolean logic introduction

https://www.tinkercad.com/ - Free online AutoCad design studio for learners

http://www.setgame.com/set/puzzle-Free online site for playing the games of SET (Visual spatial puzzles, Quiddler word building, and Xactika)

http://storybird.com/

Free tool to create and publish your own writing, stories, picture books, and poetry with artwork

http://whyville.net/smmk/nice#what

Whyville is a virtual world where children play, explore, create and learn together. From solving math puzzles to protecting coral reefs, from programming robots to running virtual businesses, Whyville has a currency (clams!), an economy, a newspaper (The Whyville Times) and even a Senate. The richness of the virtual world fosters creativity, initiative, critical thinking and entrepreneurial spirit, all within a safe, monitored environment.

www.wordle and www.mathler.com