

Category and Score	Beginning 1	Developing 2	Very Good 3	Exemplary 4	Score
You and your partner will answer the 10 questions from the "Squiggle's Apple" game.	You and your partner answer 3 questions correctly from the game.	You and your partner answer 5 questions correctly from the game.	You and your partner answer 8 questions correctly from the game.	You and your partner answer 10 questions correctly from the game.	%25
You will line up the 10 ducks you cut out on your desk. You will point to the correct duck in the line when asked by your teacher.	You point to 3 correct ducks in the line.	You point to 5 correct ducks in the line.	You point to 8 correct ducks in the line.	You point to 10 correct ducks in the line.	%25
You and your partner will read the story of "The Ten Little Ducks." You and your partner will draw pictures of the story in the correct order.	You and your partner read the story and draw 3 pictures in the correct order.	You and your partner read the story and draw 5 pictures in the correct order.	You and your partner read the story and draw 8 pictures in the correct order.	You and your partner read the story and draw 10 pictures in the correct order.	%50
				Total Score	%100

Conclusion

As you can see young learner, using the lesson Ten Little Ducks with Ordinal Numbers that is designed especially for your learning and fun will help you to completely understand how numbers are used to name positions in a series of numbers. Learning Ordinal Numbers can be useful in daily activities and events; for example, in school when you are lining up for lunch, you will now be able to name your position in line. Or when your teacher asks you to tell the order of the events as they occurred in a story. Now you can learn or help your friend with little tasks; such as how to tie his/her shoes by naming the steps in number order. Think of all the fun and exciting things you can do by yourself by learning Ordinal Numbers. For continuous fun and sharpening your math skills, you and a friend can continue to visit our fun and challenging websites that will help you to remember the positions in a series of numbers faster: Squiggly-a friendly worm hiding in an apple, naming their number positions <http://www.primarygames.com/squigly/start.htm>; The Balloon Game-lining the balloons up in number positions <http://www.abc.net.au/countusin/games/game4.htm>; Story Mapping-placing the sequences of events in number positions of The Little Rubber Ducks or making up your own story <http://alphaapple.com/storymap1.pdf>; Art Project-using paper duck cutouts, coloring and placing the ducks in number positions <http://www.getodd.com/duck/coloring.htm>;

Teacher Page

Teachers of the 21st Century Classroom think about technology as a tool. They use and incorporate technology in the classrooms to improve their teaching and instructional skills. Over the past couple of years an innovated tool called "WebQuest" was created to enhance teaching and learning. Web lessons are used to ensure that students will be ready and prepared to succeed in the real world. WebQuest is an online tool to teach and interact at the same time. Teachers use high order thinking, inquiry questions, students explore, look, and use information to learn and work in a project. WebQuest help teachers to plan projects and units for a short time, (single class) or as long as months or semesters. Another benefit for using a WebQuest is the fact that students work in groups assuming different roles during the project period, teachers are always in charge of the planning and how to get the resources. Teachers and students work collaborative and cooperative always playing their roles in the group. WebQuest is a safe tool to use the internet in the classroom, helps students with different intelligences, helps students to stay focus and be more critical and analytical when answering questions or working on projects. WebQuest is a tool that can be used in the classroom with the appropriate internet access. Team B will work on a math unit focusing on ordinal numbers for an elementary level class, specifically Grades K-1st. Each team member will play a different role in the project. Unit's Theme-Focus and Objectives This unit will focus on ordinal numbers and focus on one special essential question. How are numbers used to name positions? The unit will also be titled "Ten Rubber Ducks with Ordinal Numbers". The group has identified four objectives to go with this theme. Student will be able to identify instances where ordinal numbers are used. Students will be able to understand and use appropriately ordinal numbers. Students will utilize technology (internet) to learn about ordinal numbers. Students will learn how to use ordinal numbers in real life situations. Audience/Grade Level: This unit is designed for use in a k-1st grade classrooms to last 2-3 days. The target students are approximately 10 years old in an urban community. The lesson is designed for a classroom of 20-22 students with some GT students. Most of the class is on grade level with the exception of a couple LEP students that will participate on the project as well. We want to provide students with a method of learning ordinal numbers that is fun, stimulating and effective. Using the Internet provides an opportunity for us to get students excited about learning ordinal numbers. Team Roles There are five individuals in our group and each of us will have certain roles and expectations that will be required of us. We will work together on many of the components of the WebQuest but will have distinct roles to fill. Eva will work on the Warm-up and overall task of the project (introduction) while KC will work with the overall WebQuest presentation and design. Clarissa will work on the practice application of the WebQuest and Staci will compile the assessment component of the unit. Finally Crystal will be taking on the task of completing the unit wrap-up. Conclusion Team B will create a WebQuest to teach students to enhance their number sense knowledge. Our team will design a WebQuest to be implemented in the classroom through high order thinking lessons. The intention

of this project is to use technology in the classroom and make teaching-learning process a work team; students-teachers will work collaboratively to achieve their goals. The project will include some specific lessons for the LEP and GT students in the class. Team B is excited to start working on the project and see the final result.

Standards

Credits

Other