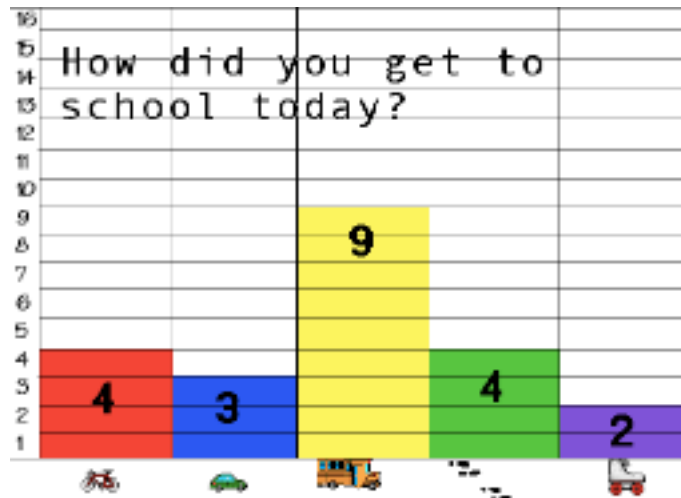


Bar Graphing

Program: Kid Pix

Grades: K-2



Description: Students help create a topical class bar graph that changes daily using KidPix.

Procedure:

1. Teacher decides on graph topic for the day.
2. Set up Kid Pix® graph template adding stamps and correlating color drips.
3. Ask students to choose one item on graph and using paint can tool to fill in one of graph bars.
4. When all children have participated, mark graph with totals and title.
5. Print out a graph to discuss as a group and make copies for students to take home.

ISTE Technology Goals:

- 1. Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.
- 2. Use a variety of media and technology resources for directed and independent learning activities.

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- 3. Communicate about technology using developmentally appropriate and accurate terminology.
- 4. Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.
- 5. Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.
- 7. Practice responsible use of technology systems and software.
- 9. Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.

State Goals

- Mathematics Goal 6: Demonstrate and apply a knowledge and sense of numbers, including numeration and operations (addition, subtraction, multiplication, division), patterns, ratios and proportions.
- Mathematics Goal 10: Collect, organize and analyze data using statistical methods; predict results; and interpret uncertainty using concepts of probability.