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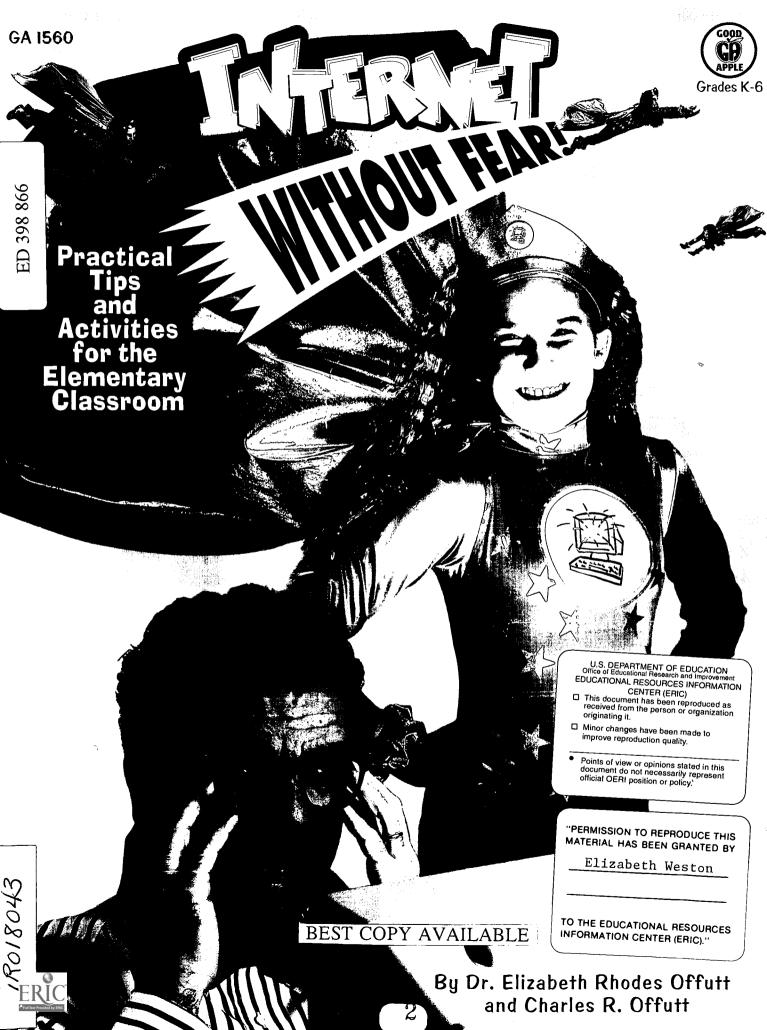
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ABSTRACT

This book provides guidelines on how to use the Internet, discusses the educational benefits of the Internet, and includes several activities in seven subject areas for grades K-6. The book is divided into two parts: "Entering a New World" and "Integrating Internet Resources Throughout the Curriculum." The first part provides a glossary of Internet terms; explains the Internet; discusses equipment and connectivity needs; and describes three of the leading commercial online services: America Online, CompuServe, and Prodigy. The second section provides integrated Internet activities for reading; language arts; math; science; social studies; health, nutrition and physical fitness; and music, art and dance. Each entry lists suggested grade levels, activity title, Internet address (usually a Uniform Resource Locator to a World Wide Web site or instructions for a telnet), a brief description of the site, and activity procedures. Also included in Part 2 are Gopher sites, Internet groups, mailing lists, and other organizations and resources of interest to educators. (AEF)



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Practical
Tips
and
Activities
for the
Elementary
Classroom

by Dr. Elizabeth Rhodes Offutt and Charles R. Offutt

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Introduction

Why is Everyone Talking About the Internet?

The Internet provides an unlimited source of information and methods for teaching and sharing knowledge. Many educators are using the Internet to enrich their curriculum. However, some teachers may not be aware of what the Internet can provide. Let's start with three examples.

In Blacksburg, Virginia, second graders have worked on several technology-based projects. After reading "The Three Little Pigs," for example, children constructed and tested three consecutively stronger houses and shared their results electronically with other classes.

At Cedar Creek Elementary School in Austin, Texas, third graders study the history and culture of their local community in a project titled "Walk Back Through Time Through Technology."

With TENET, the Texas educational on-line service, they request historical facts about other communities and receive answers via electronic mail (e-mail).



The Boone School in Kansas City, Missouri, is near the start of the Oregon Trail, used by settlers in the late 1800s. Fourth-grade students at Boone are conducting research on the Internet and sending e-mail to other schools located on or near the Oregon Trail. They are inviting students at other schools to explore the West as part of an "on-line wagon train."

The preceding examples, two of which are highlighted in Odvard Egil Dyrli's "Teacher-Initiated Telecommunications Projects," *Technology & Learning*, April 1995, demonstrate how teachers and students can integrate e-mail and the Internet into their classroom activities.



Joining the Global Classroom

The Internet enables people to exchange ideas and information quickly throughout the world. Through cross-cultural exposure, students learn about people who may have different cultures and beliefs but who also share common experiences, feelings, and goals.

In "Four Days That Changed the World," Paul J. McCarty describes how the Internet made current events tangible to sixth graders in Salt Lake City. The students had been using e-mail to communicate with Russian students. During the 1991

counterrevolution in the former Soviet
Union, the e-mail stopped. The Salt
Lake City students were thrilled
when they finally received a
message. To help their Russian
friends who were cut off from
news, they sent news reports and
words of encouragement.

McCarty states: ". . . the former 6th graders who participated in (the events) believe to this day that they helped change the course of Russia's history."

NetNotes

Navigating the Internet should not be perceived as impossibly difficult and abstract for the average person. Your Internet skills will improve each time you work through the directories and searches. You'll find that students will enjoy using their detective skills to discover topics that interest them.



Benefits for Students

Sometimes adults underestimate young students' abilities to learn the basics of computers and the Internet. Most children can learn new languages quickly. The Internet is simply another language—one that can serve them in many areas of their lives for years to come.

The Internet provides students with audio, visual, and kinesthetic experiences. Students may develop sophisticated search-and-retrieval strategies as they explore new topics. The Internet can help strengthen students' critical-thinking skills. Finding appropriate resources on the Internet can test students' problem-solving abilities. They may also make judgments as to the value of the data they receive.

Making contacts around the world through e-mail can make most projects more interesting. Students are encouraged to work cooperatively while seeking and sharing information beyond their classroom. They can exchange several letters with Internet pen pals in the same amount of time that it would take for a regularly mailed letter to make a one-way trip.



Benefits for Teachers

The Internet brings to teachers and their students resources, tools, world-wide contacts, and challenging projects. The constraints of time and space are not as relevant on the Internet. France is just as close as the building next door. E-mail arrives in minutes, and vast files of valuable information can be copied in seconds.

The Internet can provide teachers with access to old friends and help them make new contacts. Teacher isolation becomes a thing of the past. Ideas are updated often and new information is distributed to Internet users very quickly. Sending mail to hundreds of people is no more time-consuming than sending a single message.

Through e-mail, parents and teachers can communicate directly. Teachers can send messages and assignments to children who have a modem at home. Students can e-mail letters or stories to their parents from school and get responses in person or through a return e-mail message.



Benefits for Parents and Guardians

Families have much to gain through use of the Internet. If there is a computer and Internet connection at home, family members can explore the Internet and learn with their children. They can join other educational communities throughout the world. Students can see school and home as one connected and cooperative learning environment.

Parents may have conflicting emotions about the Internet.

Sometimes there is more negative publicity surrounding the

Internet than positive. Parents—and all responsible adults—may be concerned about what is "out there" in cyberspace. Although some areas of the Internet are not meant for children, there is also an endless supply of resources that will benefit any child. Children should be encouraged and taught how to reach the valuable educational tools on the Internet. It should function as an extension of the classroom. Just as children are

Parents or guardians may wish to establish the same guidelines for the Internet as they do for television or videos. There are software and other resources that block certain material from being viewed by children. Usually in those areas, a password would be required.

not left unsupervised in the classroom, they should not be left alone while wandering through cyberspace.



Benefits for Administrators

Administrators can use the Internet to offset budgetary considerations. Educators can utilize the many free educational resources on the Internet in their teaching and preparation of teaching materials. For instance, teachers may find free computer software that would help students learn a concept or skill.

The Internet can also help implement staff development.

Discussion lists, electronic journals, and newsletters can broaden a teacher's knowledge of current issues in education.

Administrators can use the Internet to follow the most current and effective research on teaching and learning strategies.

Participation in discussion lists fosters exchanges of research ideas with peers from other universities and colleges.

The Internet gives all students an equal chance to access information. For those schools with limited funding, there are many telecommunication grants to facilitate purchases. Also, schools that teach at-risk students can obtain funding through various agencies. The *Grantwriter's Newsletter of Funding Resources* is a monthly publication that lists grants, contests, and corporate, foundation, and federal funding opportunities for K–12 schools. For information, write Education Retrieval Resource, 617 Wright Avenue, Terrytown, LA 70056–4037, or call 1–800–891–6354.



Another place to investigate potential funding sources is the U.S. Department of Education, Office of Educational Technology, 600 Independence Ave. SW, Room 6236, Washington, DC 20202.

Once your students have access to the Internet, they will not just have one library to turn to for information. They can turn to thousands of libraries, museums, resources, databases, and experts in every field.

Using This Book

Internet Without Fear! helps elementary teachers understand how to use the Internet, discusses the educational values of the Internet, and provides dozens of activities that can be incorporated throughout the curriculum.

Teachers must determine how to deal with the masses of retrieved information from the Internet, just as they would if their classroom were suddenly filled with thousands of books, videos, encyclopedias, magazines, and tickets to museums. Keep the following hints in mind.



- Read, skim, or try out everything you find.
- Seek out new sources to keep information up-to-date.
- If possible, develop a "buddy" system with other teachers so everyone can benefit from what each other finds.
- After some trial and error, you will soon find the best sites to
 use in your classroom. Teachers of younger students will need
 to do the initial browsing and exploring. Older students, with
 supervision, can find Internet locations easily.
- Be aware of how students respond to the resources they find.
 Some Internet sites will be instant hits, and some will not appeal at all.
- You can keep a log to record the effectiveness of the resources and display it in the classroom.

Part 1 contains a glossary and information to help you learn about and use the Internet. Part 2 contains many resources to help you integrate e-mail and other aspects of the Internet throughout your curriculum. After carefully reading Part 1, locate some of the resources in Part 2. In the process, you will discover more resources on your own. For instance, activities labeled "Treasure Chest Site" have links to hundreds more. Good luck during your voyages and adventures through cyberspace!



Entering a New World

Chapter 1 Internet Glossary

It is likely that the buzzwords associated with the Internet won't appear in your classroom dictionary. The following glossary introduces you to the most helpful terms. More detailed definitions appear throughout the next few chapters.

Archie: a program used to search for files at FTP sites. An Archie server has lists of files throughout the Internet. See also **FTP**.

baud rate: the numbers of bits of data that a modem can transmit per second.

bulletin board: a computer service dialed into by phone and modem. Bulletin boards allow users to post and retrieve messages.

cyberspace: data created by the millions of on-line computers. Coined by novelist William Gibson.

CPU: central processing unit. The core of a computer, it performs the computations directed by software commands.

dial-in: to connect to a computer by telephone and modem.

dial-up: to have your computer and modem dial a phone number and connect to another modem and computer.

download: to receive a file sent from another computer.

e-mail: electronic mail. To send or receive messages via computers on a network; the system of sending such messages.



FTP: file transfer protocol. A standardized, text-based method of transferring files between computers.

Gopher: a search-and-retrieval Internet tool with access to databases, text files, and other resources.

hardware: the physical pieces of equipment that comprise your computer system.

home page: often, the top document in a series of linked documents under a common Internet address; also called a Web page. Each home page has links to other home pages.

HTML: hypertext markup language. A set of ASCII characters that creates a hypertext document when embedded in a text document and interpreted by Web browser software. See also **hypertext**.

hyperlink: a way to connect different hypertext documents on the World Wide Web. Hyperlinks appear as highlighted text or graphics that are specially encoded.

hypermedia: Internet documents that consist primarily of hyperlinked sounds and images.

hypertext: files of text, sounds, images, and actions linked through specially encoded text or graphics. Users can browse related topics in any order.

information superhighway: as coined by Vice President Gore, a high-speed fiber-optic communications system that, when built, will form the core of the national information infrastructure.

Internet: a noncommercial, self-governing collection of computer networks devoted mostly to communication and research. It is not an on-line service and has no central computer.



Internet service provider: a commercial provider of Internet connections. Gives user a phone number to call, an account, and sometimes the software to establish an Internet connection and an e-mail mailbox.

LAN: local area network. Computers in a small geographic area, such as a school. LANs share data over private communication links.

MB: megabytes. One million bytes. The storage capacity of magnetic media such as floppy disks, hard disks, and memory.

modem: modulation/demodulation. A device that lets computers communicate over a telephone line.

network: computers and peripherals connected by permanent cables or by temporary connections made through telephone or other communication links.

post office: also called a mail server. A dedicated computer on the Internet with software to handle e-mail.

PPP: Point-to-Point Protocol. Allows dial-up access to the Internet. An alternative to SLIP.

RAM: random-access memory. The part of a computer's memory used for documents and programs. RAM is erased when the computer is turned off.

server: a computer dedicated to servicing requests from users at a high rate of demand. Servers often have massive storage capacities and high processing speeds.

SLIP: Serial Line Interface Protocol. Allows dial-up access to the Internet. An alternative to PPP.

software: the programs and applications that run on the computer.

surf: to browse the Internet using Web browser software.



system administrator: the person responsible for the computers and networks at businesses or schools.

telnet: Unix utility telephone network. The central part of Internet services, it lets users log in to another computer remotely.

UNIX: the Internet's operating system. The Unix operating system, developed in the late 1960s by Bell Laboratories, can run on multiple computer processors, even IBM compatibles and Apple Macintoshes.

upgrade: to acquire new versions of software and hardware.

upload: to transmit a file on your computer to another computer.

URL: Uniform Resource Locator. A naming, or addressing, protocol for computers connected to the Internet.

Veronica: a keyword-based program that searches Gopher servers for files. With Veronica, users are given lists of URL addresses and can then contact sites via FTP. See also FTP.

WAIS: Wide Area Information Servers. A search-and-retrieval Internet tool with more than 500 databases, it searches entire documents, not just titles. With WAIS, users can view documents (with Gopher, users just view the indexes of documents). See also **Gopher**.

WAN: wide area network. Covers a larger area than LAN; WANs share data over public communication links.

Web: another term for World Wide Web, See also WWW.

Web browser: software that surfs the Internet. When the user provides a URL, a Web browser connects to a remote computer and displays its home page.

WWW: World Wide Web. A network-wide, menu-based program providing hypertext and hypermedia links to other information sources throughout the Internet.



Chapter 2 What Is the Internet?

In the 1970s the United States Defense Department established links among huge research labs so that their computer networks could communicate. The project was expanded to take advantage of computerized radio and satellite links. In the 1980s the National Science Foundation established a high-speed network after the early sites converted to the Internet. Then new companies began to sell gateway technology so many more computer networks could have easy access to the Internet.

The Internet represents a worldwide collection of computer networks connected by special phone lines, satellites, microwave relays, fiber optics, and sophisticated software. The Internet also represents the millions of people who use it. Once on the Internet, users have access to the thousands of files put into the public domain. They can also send messages, talk online, get free software, and receive up-to-date news. The Internet has allowed a global community to form with the common vision of sharing knowledge and information.

The two most common networks are LANs and WANs. LANs, or local area networks, share data among personal computers and workstations over private communication links. WANs, or wide area networks, are groups of LANs linked with a common purpose. WANs share data over public communication links,



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such as long-distance telephone lines operated by commercial carriers. Each computer network is a small collection of computers connected electronically and able to communicate, making the Internet an *inter*connection of *net*works.

Each computer or network connected to the Internet (also called a *host*) is like a library. Its holdings might include text, graphics, and even video and audio recordings. Using the Internet is very much like traveling to libraries in your community, except you don't need a vehicle—just a computer and modem. The term *information superhighway* aptly describes the route on which you explore the Internet.

If you drew a dot for each library on the Internet and connected the dots with lines, you would create a giant spider web. In fact, one of the most popular ways to explore the Internet is through the World Wide Web.



World Wide Web

The World Wide Web, also known as WWW or the Web, is a collection of hypertext-linked Internet documents. Hypertext is a way to connect related pieces of information in computer databases or documents so users can peruse and retrieve information in random order. In the hypertext are hyperlinks—specially notated text or graphics. The special notation is written in HTML—hypertext markup language. Clicking a hyperlink takes you to a related document automatically, where you will find more hyperlinks. You can always return to the original document.

WWW allows you to make links between computers automatically, without knowing the addresses in advance. A hyperlink may also cause an audio recording or video clip to be played. These types of hyperlinks are called hypermedia. Hyperlinks make exploring the Internet easy. One minute you may be reading a document on medical schools through an Internet host at the University of Alabama; with a click of the mouse, you can view the medical school curriculum and faculty listing for the Sorbonne in Paris through an Internet host at the Sorbonne. More about how to access and surf the Internet may be found in the section entitled "Shopping List for Internet Access" (see page 24).



Uniform Resource Locators

Computers on the Internet that want to act like libraries are called hosts, and every host computer has a unique address. You can connect to a host by using its address, called a URL (Uniform Resource Locator). Part Two provides many URLs that lead to resources specific to curriculum areas. There are also many books available that serve as Internet Yellow Pages.

If the Internet's a Library, Where's the Card Catalog?

If you have ever visited a large library for the first time, you might have wondered how to get around and how to find what you want. The Internet can produce a similar feeling. Fortunately the Internet has numerous tools to help you find what you need.

Gopher: Gopher is a way to browse lots of information on the Internet. Organizations and individuals throughout the world have set up Gopher servers with menus of items. (A server is a computer with special software installed.) Double-clicking on a menu retrieves the item. Sometimes the item is text; sometimes it is another set of menus. One strength of Gopher is its ability for a menu to point to a different Gopher server—one in the next room or even in the next country. (Why "Gopher"? The Golden Gopher is the mascot of the University of Minnesota, where the Gopher system was developed.)



Most of the searches in a Gopher area use WAIS databases (Wide Area Information Servers). WAIS, originally designed for massively parallel supercomputers, is a very efficient way to search through huge amounts of information. WAIS databases are now found throughout the Internet. Many times the icons you see in Gopher point to a WAIS database or a list of WAIS databases.

Gopher and WAIS complement one another as you search the Internet. Gopher is like a book's table of contents, while WAIS is the index. Although your topic may not be discussed with enough depth to make it into the table of contents, you can still look in the index and perhaps find references to your topic.

Veronica: As a Gopher server is like a book's table of contents, Veronica is a way to find books on a particular topic so that their tables of contents can be searched. Veronica provides the means to locate Gopher servers on a particular topic. You can search by a general topic, or if you know the name of a Gopher server or menu, Veronica will help you locate it.

on the Internet. Protocol describes how two computers talk to each other. Using FTP you can download, or copy to your computer, files from remote computers and upload, or copy from your computer, files to computers to which you have access. Files can consist of software, text, and graphics.



Z3

Early Internet users developed FTP so that researchers could copy files from one place to another. If there is software you want, you can copy it from an FTP site—a computer on the Internet dedicated as a file server.

FTP sites usually have names or addresses separated by periods, or "dots." For example, **ftp.aol.com** is the America Online FTP site. It is pronounced "F-T-P dot A-O-L dot Com."

Remember Veronica? Well, as you might guess, wherever Veronica is, you are sure to find Archie.

Archie: Archie is a way to search for and locate FTP sites.

Much as Veronica searches for Gopher servers, Archie searches for FTP sites. Most FTP sites will have a help file, README file, or an INDEX file that provides information about the site. These text files can be viewed while still connected to the FTP site. Note, however, that just text files can be viewed this way, not the actual files you might want to download.

Telnet: Telnet allows users to log onto another computer on the network. With telnet, users can read files and data and use the remote computer's other services, sometimes even running



software packages. Access is usually granted on a guest basis, meaning you have limited capabilities. You will need the computer's Internet address, the guest log-in name, and the password. Often the log-in name is *guest* and will not require a password. The site will provide access instructions.

You may be asked to register the first time you connect to a remote computer through telnet. Having guests register is how remote sites monitor the use of their resources. If you register, you may be able to create a personal log-in name and password for future use. Part Two will take you to several telnet sites for some fun activities and files to download.

Communicating on the Internet With E-Mail

Communicating with other Internet users through e-mail, or electronic mail, is one of the fastest-growing areas of the Internet. The section entitled "Making Your First Connection to

Cyberspace" (see page 34) discusses the details of e-mail and provides some entertaining activities for you and your students.



Shopping List for Internet Access

If you already have computer resources in your classroom or at your school, you might be tempted to skip this chapter. However, read on and you may gain a better understanding of your computer equipment.

The shopping list for Internet-related hardware and software isn't long. However, you will encounter trade-offs between money spent and advantages gained. The following list presents the basic requirements. Some items can be satisfied in multiple ways, so a few examples of each will be given. A helpful source for more information would be the systems administrator for your school or district. A systems administrator purchases, sets up, controls, and installs software on computers.

Internet Access

There are four primary ways to connect with the Internet.

Shell Account: A shell account is an entry-level Internet access account. It is good for accessing text, not graphics. With a shell account, you dial into a host computer operated by an Internet service provider instead of connecting your computer directly to the Internet. Access costs are based on the amount of usage.



SLIP/PPP: Serial Line Interface Protocol/Point-to-Point
Protocol is a step up from the shell account. With a SLIP/PPP
connection, your computer system connects directly to the
Internet. Your computer talks on the Internet in the same
language as other computers on the Internet. This provides a
faster throughput of data. You may still use an Internet service
provider, but your dial-in connection is made to a SLIP/PPP
connection rather than accessing the Internet from within a shell.

SLIP/PPP connections are typically much faster and more reliable than the standard modem connection. The costs of a SLIP/PPP connection are higher than a shell account. Certain commercial on-line services, such as CompuServe, allow a dial-in PPP connection if you have the appropriate software on your PC. Your service provider will tell you which connection you need.

Commercial On-line Gateway Service: If you subscribe to a commercial on-line gateway service, such as America Online or CompuServe, you connect to the Internet by locating the Internet service feature while on-line. See the section entitled "Commercial On-line Services" (page 48) for information about on-line services.

Leased Phone Line: A leased phone line provides more speed and power than other connections. Large companies or universities often use leased lines, since they have many users in multiple sites and have lots of data to send. A leased line resembles a SLIP/PPP connection because the LAN is connected directly to the Internet. However, the cost is much higher. Some leased lines may cost as much as \$10,000 per year?

Computer

The computer unit is the central item of your Internet connection. Your computer will most likely be a personal computer.

Throughout this book, we will refer to personal computers as PCs, with no inference to a particular brand. Separate references will indicate specific versions of software or certain hardware components. Remember, the Internet will never care what kind of computer you are using. One of the original goals of the Internet was to create a common denominator in software to make communication not dependent on the computer used.

A few important characteristics of your computer are listed below.

Processor Speed: The faster the better is a good approach with computer processor speeds. However, faster also means costlier. Processor speeds are advertised in MHz (megahertz). Typical speeds range from 25 MHz for older Macintosh systems to 200 MHz for the new Intel Pentium Pro and Motorola PowerPC chips. These speeds will continue to increase.

If you connect to the Internet through a telephone dial-up line, you are restricted somewhat by your modem's speed. No matter how fast your computer's processor speed is, information can



come to you only as fast as the modem can deliver it. Besides, the applications that require fast processor speeds are not necessarily the ones used during an Internet session. However, as more people surf the Internet and sophisticated commercial uses increase, the need for offload processing, or letting your computer do the work of downloading instead of the host computer, has become necessary.

When selecting a computer for Internet use, purchase one that has multimedia applications. This will help you display graphics on your monitor as quickly as they are downloaded to your computer. To this end, the more important characteristic of your computer is how much memory it has.

RAM: Random access memory is the part of your computer used for documents and programs. The more memory you have in your computer, the more things it can do at one time. Most Internet communication software packages will recommend a minimum RAM requirement, which you should try to exceed. Consider a minimum of 12 MB to 16 MB.



RAM is measured in megabytes, or 1 million bytes. Therefore, 16 MB of RAM represents 16 million bytes of memory. Computer information in RAM is stored as a combination of ones and zeros. Each one or zero represents a bit, and there are eight bits in a byte. Each byte can be thought of as a single character in a text string. Sixteen million times 8 bits is a lot of information!

Hard Drive: A hard drive, or hard disk, is a way for your computer to store information. A hard drive or disk is measured by how many bytes of information it can store, usually in megabytes. Typical hard drives range from 540 MB to 1 gigabyte (1 billion bytes) or larger.

One of the great uses of the Internet is downloading information onto your computer to use later. Therefore, the larger the hard disk, the more information you can store. Be careful, though. A large hard disk is a lot like a large storage closet. Once you begin to fill it, it may never get cleaned out.

Talk to your system administrator about how to back up your hard disk. You might copy the information to a secondary location, such as a DAT, for safekeeping. DATs (digital audio tapes) can hold several gigabytes of information.



Monitor: A high-resolution color monitor will greatly enhance your enjoyment of the Internet. A 15-inch monitor is standard and sufficient for most PCs. You may wish to have a 21-inch high-resolution monitor if your students need to gather around just one computer. However, the cost of a 21-inch monitor can exceed the cost of the computer. You might consider buying a less expensive device that displays the video output of your computer from an overhead transparency machine.

Keyboard: Any standard or extended computer keyboard is acceptable.

Mouse/Trackball/Trackpad: A mouse is almost a necessity with today's point-and-click software design. Another pointing device is the trackball/trackpad. If desk space is at a premium, you may wish to purchase one or the other.

Speakers: A set of good external speakers on your PC is recommended because of the audio resources on the Internet. Some newer multimedia computers may have the speakers provided. For non-Macintosh computers without built-in speakers, you may need to purchase a sound card, which installs in the back of the computer, to provide a connection for external speakers.



Modem

To connect to the Internet through a dial-up service, you need a modem. It converts your computer's signals into signals that can be sent over the telephone line. Another modem on the other end converts the telephone line signal into a computer signal. A modem allows you to download or upload files.

Modems differ in their speeds, or how fast they can transfer data. The unit of measurement for modem speed is baud rate. Though not technically correct, baud rate generally refers to the bits per second (bps) that can be transmitted or received by the modem.

A modem rated at 14,400 bps, or 14.4 Kbps, can transmit
14,400 bits of information—about 1,800 characters per second. A
full page of English text is roughly 2,000 characters, so a 14,400
bps modem can transmit about 60 pages of text in a minute. If
you used a 2,400 bps modem, 60 pages of text would take nearly
24 minutes to transmit.

Since most Internet service providers charge \$10 to \$15 per hour connected, buying a high-speed modem is wise. If you have to connect to a long-distance phone line, slow modems can be very costly. The fastest modems for standard telephone lines are 28,800 bps modems; they are the recommended choice for Internet services. These modems can also compress data and do error correction, so the actual data throughput may be higher. The cost difference between a 2,400 bps and a 28,800 bps modem is several hundred dollars.



Network Adapter

A network adapter is a circuit board installed inside your computer. It allows you to be hard-wired to a local area network within your school. Your LAN may be connected to the Internet already, or you may wish to discuss getting a hard-wired connection for your school with your system administrator.

The fastest way to be connected to the Internet is to be hard-wired. Hardwiring implies your computer is connected directly to the Internet. It isn't. Hardwired connections require a high-speed phone line that allows for multiple computers to access the Internet at the same time. The telephone connection is through a special computer on your school's network, not through a modem on your classroom's computer.

Printer

Do not underestimate the importance of a fast, high-resolution printer. Many documents you may wish to print from the Internet contain graphics. These graphics will not reproduce well from a dot-matrix printer. A color ink-jet printer or a gray-scale laser printer is ideal. Once again, speed is important. Printers are usually rated in pages per minute. A four-page-per-minute printer is typical. Some color ink-jet printers may print at three minutes per page, but the color output is often worth the wait. Many high-resolution printers can print on overhead transparency films.



Communication Software

The software required to get your computer connected to the Internet will depend on your computer and your method of gaining access to the Internet. If you have an IBM-compatible PC, you must have at least Windows 3.1 installed. With a Macintosh, the operating system software is already set up to run Internet software. Your school's system administrator or your Internet service provider can describe the required software. Depending on your service provider, your subscription will likely include all the required software you need.

Many service providers are listed and advertise on the Internet. You can also look for names in computer magazines, such as Internet Magazine, PC Week, PC World, MacWeek, BYTE, or PC Computing.



Web Browser

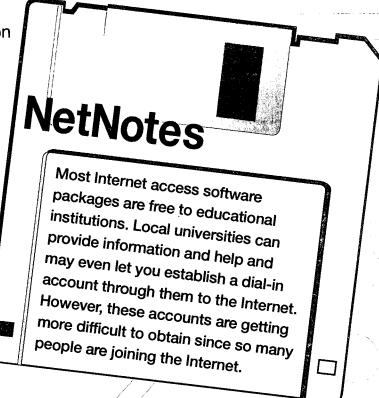
Web browser software is a necessity for surfing the Internet.

It provides a user-friendly interface to the World Wide Web.

Web browsers such as NCSA Mosaic™ or Netscape

Navigator[™] are two of the more popular packages. See the section on browsing the Web at the end of Chapter 4 (page 42).

A Web browser is probably the best way to learn just how much the Internet has to offer. It lets you explore the Internet through URLs and hypertext links. You can use one of the many keyword search utilities, such as Lycos™, to search for Web pages.





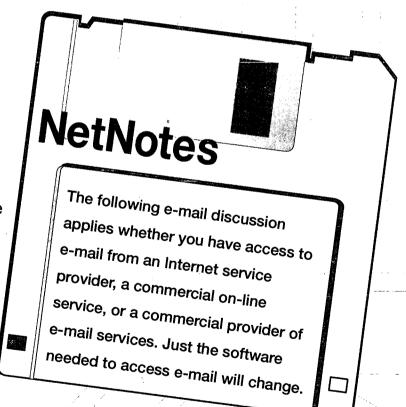
Chapter 4

Making Your First Connection to Cyberspace

This chapter assumes that you have obtained all the hardware and software necessary to access the Internet. You will first learn about e-mail, an easy and fun way to use the Internet. Then we will discuss using the Web browser Netscape Navigator to explore the World Wide Web.

E-Mail: The Cyberspace Postal Service

Many business and universities use e-mail internally to communicate memos and letters. A paper copy of an e-mail message can always be printed. E-mail software exists for many types of computer systems; most operate on the same principles. If you have



computers at your school, check with the system administrator about your e-mail capabilities. If your school is connected to the Internet already, the system administrator can set up your class for e-mail.



Your Internet service provider or school system administrator should provide you with an e-mail address or addresses and the appropriate software to access e-mail. If your classroom has a direct connection to the Internet, you will not need a modem. However, if your Internet service is through dial-up access, your e-mail software will use a modem and telephone line. If you do not have Internet access yet, you can still send e-mail with a commercial on-line service such as America Online or CompuServe.

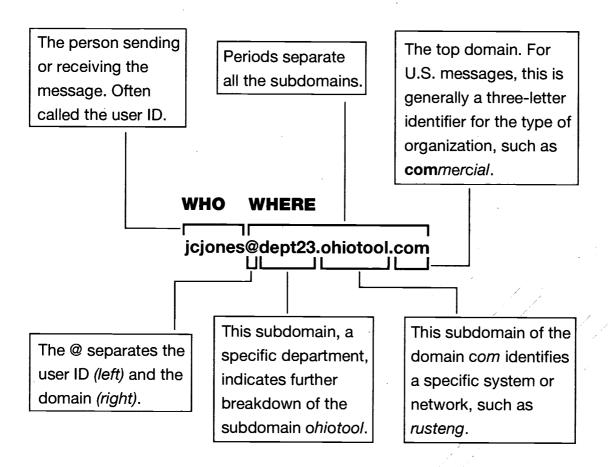
How to Address E-mail

Each person is assigned an e-mail account and an e-mail address. If you already have e-mail at your school, don't confuse that e-mail address with an Internet or on-line service e-mail address. Your address might be your first and middle initial and last name. It will also include the address of your service provider. Your service provider will act like a post office and postal carrier, collecting and distributing mail as it is received to anyone who has an account.

BEST COPY AVAILABLE



The standard format for e-mail addresses is shown below. Note the two major parts: who and where.



Systems on the Internet read addresses from right to left, with information becoming more specific toward the left. At the far right of an Internet address is the country where the e-mail originated, usually a two-letter designation. If there is no country code, the message comes from within the United States.

To the left of the country code, if there is one, are two or three letters that signify the type of organization the e-mail originated



from. In the preceding example, .com means the e-mail is from a commercial or business account. Other organization codes are .edu, an educational site; .gov, a U.S. government site; .mil, a U.S. military site; .net, a network site; and .org, a private or nonprofit organization.

Internet users and users of various on-line services can send each other e-mail. An America Online user with an e-mail address of jrbrown@aol.com can send e-mail to a CompuServe user at the address 12345.6789@compuserve.com. On-line services use the Internet to deliver their e-mail messages to other on-line service providers. The Internet uses the Domain Name System to address e-mail. This is the same format used to send e-mail between on-line services.

Many Internet addresses, such as *dept23.ohiotool.com*, include words or abbreviations so that people can remember them more easily. Computers actually have numeric Internet addresses. The form of these numeric addresses is standard and has the following format, 123.456.789.001, which is pronounced "one two three dot four five six dot seven eight nine dot zero zero one." The Domain Name Server looks up the alphabetic form of the address and converts it to the numeric form. You may run across a numeric address of an Internet site. You can use either form.



RIC 39

How to Send Your First Message

To send e-mail, you need the address of the person or persons you wish to communicate with. In the appropriate fields, enter the address of the recipient (TO:), the address of anyone you wish to receive a courtesy copy (cc:), the subject, and the text of your message.

The FROM: field, not usually seen, will be created automatically based on the account used to send the e-mail. Most e-mail software allows you to create custom address books for storing e-mail addresses. You can usually reference these addresses by a real name, such as John Brown, and the address book will substitute John Brown's e-mail address.

You may have multiple e-mail addresses, in which case you would create multiple entries in the address book. For example, (Your name)—work, (Your name)—school, (Your name)—AOL. Many e-mail software packages allow you to create groups, or mailing lists, in the address book. A group is a subset of previously entered individual addresses saved under a single name. For example, Second Grade may point to seven e-mail addresses. By placing the group name in the TO: field, you don't have to enter the seven addresses separately. The same feature can be used in the cc: field.



The area set aside for the text of your message works like a simple word processor. Once you have entered the desired text, send the e-mail with the appropriate command or keystroke.

Most software will not keep a copy of your message. If you wish to retain a copy of e-mail you send, you can save the message in a draft folder or cc: yourself.

Retrieving E-mail

Almost all e-mail packages will have an inbox, an outbox, and a trash can. E-mail sent to you on a LAN either will be waiting for you in an inbox or you may have to request new messages to be loaded. Commercial on-line services will inform you that you have mail waiting when you sign on. Some services, such as America Online and CompuServe, use a voice message.

You will usually see a list of received mail. The list will indicate who the mail is from, the subject, and maybe the date it was sent. After you read your mail, you can save it or trash it. If your software can create folders, you may wish to organize your incoming mail messages by subject. Keeping messages requires storage space on your computer or the computer used for your mail service. Some services require that mail not be kept longer than a certain time. E-mail is like other tools used in your teaching—the more organized you keep it, the more useful it is.



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E-mail Activities

Activity: Global Grocery List (GGL)

Location: dwarlick%ncsdpi.fred.org@cerf.net

Ask students to collect some local grocery prices for one week. For example: oranges, 3 for \$1.00; cheese, \$2.57 a pound; milk, \$1.29 a half-gallon. Have students combine their lists and e-mail them to GGL. They can check their e-mail periodically to compare and contrast the price lists of other participants.

Activity: A World of Studies

Location: http://mypc.shastalink.k12.ca.us/www/

projectcity/pchome.html

Fourth-grade students at
Project City Elementary School in
Shasta Lake, California, are hosts to
the World Wide Creative Writing
Project. Students in Mr. Keeler's
classroom have sent out story
starters to classrooms around the
world. After your students
e-mail the hosts and choose a
category, they can join the project.

NetNotes

If you have experience on the Internet, this section will be easy. If you are still confused about how to access e-mail or the Internet, read the preceding chapters before attempting these activities.



Your students will receive a story starter and will be asked to add the next paragraph. They should e-mail the new paragraph back to Mr. Keeler's classroom at the address on the Web page. The hosts will redirect the stories to other classrooms around the world. This e-mail process continues until there is a completed project. Your students will receive a copy of the finished story with a description of where their story traveled.

Activity: Emoticons

Location: Any e-mail address

As students become more comfortable with sending and receiving e-mail, they can add emoticons. An emoticon is a set of symbols created with regular computer keys. You will need to turn your head sideways to interpret them. For example, :-) is a smile and :-(is a frown. Provide the following examples, and encourage students to invent their own.

@—>— (a rose)

- :-D (a large grin)
- :-I ("I am not amused.")
- :-) (a smile)



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Browsing the Web

If you have access to the Internet, chances are you also have access to a Web browser software package. Two of the more popular ones are Netscape Navigator and NCSA Mosaic. Also, most of the more popular on-line services have their own Web browser software included. You may have to download some of the software to your computer the first time you use it, but simple instructions should be provided.

Each Web browser looks similar from the surface but will have special features and functions that will take you beyond the scope of our attention here. Advanced uses and understanding of Web browser software can be obtained from a user's manual or supplementary user's guides.

Let's assume you have Netscape Navigator installed on your PC. After running the Netscape application and connecting to the Internet, you will see the main window. The top region consists of several buttons.

back: goes back in the list of previously viewed URLs

forward: goes forward in the list of previously viewed URLs.



home: goes to a Web page predefined by you. The default home URL is Netscape's Internet home page (www.netscape.com).

reload: reloads the currently listed URL address.

images: if the automatic loading of images is off, clicking this button causes images to download.

open: presents a dialog box that asks for a location, or URL address, to open.

print: prints the currently displayed Web page to your default printer.

find: searches for a word in the displayed document.

stop: cancels the data transfer in progress.

You will also see the Netscape logo, which will show stars falling across the sky when data is being received from the Internet. Other Web browser software packages use their logos here in similar ways.



Beneath the top row of buttons is a data entry field labeled *go* to or *location*. If you place your cursor in the field and delete current text, you can type in the URL address you wish to go to. If you have connected to a Web page via a hypertext link, this field will indicate the URL address of the document you are viewing. Remember, each address you go to is pointing to a specific HTML document you can view using the Web browser software.

Beneath the URL entry field are several more buttons to take you to specific areas on the Internet.

What's New: lists new URL addresses and Web sites. Continuously updated.

What's Cool: lists what Netscape believes to be unusual, intriguing sites. Updated routinely.

Handbook: has an index that should be skimmed before you look for information or help.

Net Search: allows you to search the Internet with keywords or even a question. You will receive a list of Web sites whose abstract descriptions contain the keywords you provided. Be careful; this search can turn up thousand of entries. Be as specific as possible.



Net Directory: a basic Yellow Pages to the Internet. Introduces you to Yahoo, currently the most popular Web site for finding what's on the Internet.

Newsgroups: connects you to your defined set of newsgroups. If you don't have any defined, you can subscribe to some during your first visit. Subscribing to newsgroups is a great way to obtain information.

The most important region of the Web browser window is the Web page viewing area. As each document loads to your computer, you can scroll down the page with the right-hand scroll bar. Since text is often loaded before images, you can skim the document to see if there is anything interesting. If not, you can click *STOP* to cancel the request. Once you click *STOP*, you can type in another URL address or return to the previous page by clicking *BACK*.

The Netscape menus are at the top of the screen. They are similar to most Windows or Macintosh menus. Many menu commands are identical to the buttons we have just discussed. One of the most important menu items is Bookmarks.



Bookmarks allow you to save URL addresses you have visited so you can revisit them without re-entering the address. If you pull down the Bookmarks menu, you can add a Bookmark or view your list of bookmarks. This list is stored on your PC and will be accessible each time you run your Web browser. If you want to visit a site each day, this handy tool can save time. Some browsers allow you to define sets of bookmarks so you, for instance, can have one list and students can have another. See the user's guide or pull down under *HELP* and search *bookmarks* for more information.

As you view each Web page, you will notice highlighted and/or underlined text and images. These represent the hyperlinks of the Web page. Clicking on any highlighted area will immediately connect you to the Web page identified by the link. If you visit a link and want to get back, simply click on the *BACK* button.



Your PC will most likely store the pages you visit, so as you go back and forth through your pages, they will load much more quickly the second time around. This technique is referred to as cache. It uses the PC memory and hard disk to temporarily store Web page information. If you quit the browser application and restart, you will lose the information in the cache memory.

The best way to learn about surfing the Internet and the World Wide Web is to simply do it. Don't be afraid to try new things and explore new paths. If you think you've gotten lost, you can always click on *HOME*.



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Chapter 5 Commercial On-line Services

One way to obtain access to the Internet is through commercial on-line services. Three of the leading services and the highlights offered by them are described here. Others include eWorld from Apple Computer, Microsoft Network (MSN), and Genie. Part Two of *Internet Without Fear!* contains activities based on accessing certain areas of an on-line service.

America Online

America Online (AOL) is the fastest growing commercial on-line service. Since 1989, AOL has reportedly signed on nearly 3 million members. AOL is an icon-based, point-and-click interface that is very easy for non-computer experts to use.

AOL's Internet access, including a built-in World Wide Webbrowser, is one reason AOL is so popular. The Web browser and FTP capabilities add a worldwide network of downloadable files to AOL.



Without the Internet, AOL offers more than 50,000 shareware files and programs to download. Shareware is software normally obtained free for trial usage. If you decide to keep it, you must pay the author a small fee for licensing. This fee will usually pay for a manual, technical support, and notification of future updates.

Teachers will love the bulletin board feature of AOL, which allows the user to post messages on an electronic bulletin board. Other AOL visitors can then respond. It's like being able to send e-mail to everyone who might be interested in a certain topic without knowing his or her address.



AOL departments include the following:

FlashSession: allows the user to compose and to retrieve mail off-line (not dialed in). This feature will save considerable connect-time charges.

Today's News & Newsstand: provides on-line versions of many popular magazines, including *Time, Nickelodeon Magazine, Scientific America,* and *DC Comics Online*.

Personal Finance: gives user the ability to create a fictitious stock portfolio, track stock information, gather current financial news, and locate company profiles.

Clubs & Interests: allows people with common interests to take part in discussions electronically.

Computing: download software, contact many of the leading software and computer companies, send e-mail for technical assistance, and find out the latest computing news.



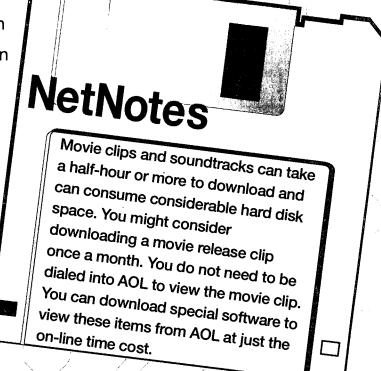
Travel: view pictures of travel destinations, read travel magazines, check the weather, and even check airline schedules.

Marketplace: includes electronic stores such as Kidsoft Superstore, OfficeMax Online, Tower Records, Online Bookstore, and Health & Vitamins Express.

People Connection: these chat rooms allow real-time conversations between a group of people, usually a maximum of 25.

Chat rooms can get confusing when 25 different conversations appear on your screen at once!

Entertainment: offers information about movies, music, and theater. You can download movie clips, soundtrack samples, and other entertainment business advertising.





Education & Reference Desk: offers on-line reference books, encyclopedias, *Smithsonian Online*, and much more. Part 2 of this book will take you into these two areas for some great classroom activities.

Internet Connection: allows access to the AOL Web browser. AOL has one of the better Web browsers of the commercial on-line services. The Internet area for

AOL also includes a Newsgroup reader,

FTP service, and Gopher access.

Newsgroups are similar to the message boards throughout
America Online. Since these
Newsgroups are distributed through the Internet, you'll find many more topics and millions of people in these globe-trotting discussions.

Sports: provides news, game scores, and discussion groups.

AOL, like all commercial on-line services, requires a password when dialing in. Protect this password, because on-line charges can accrue quickly. AOL even provides further security within the program to password-protect certain areas of the service. Look under the Members menu and select Parental Control after dialing into AOL.

Kids Only: provides specialty magazines for kids, bulletin boards, and other features.



CompuServe

CompuServe leans toward financial information, news, and reference material for businesses and professionals. Numerous forums provide information on computer hardware and software. Many software vendors provide free upgrades to their software through these forums.

The major subject areas of CompuServe include the following.

News, Weather & Sports: allows access to the latest information from Associated Press, United Press International, Reuters world wires, and more.

Magazines: users can read and retrieve articles from periodicals from around the world. There is an additional charge for this service.



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Communicate: find e-mail, classified ads, special events and contests, and real-time discussions.

Computers: find forums, reference materials, technical support, articles, shareware, and products for more than 1,000 hardware and software companies.

Reference/Education: contains an extensive reference library of articles, directories, legal information, statistics, consumer information, and newsletters. Includes current and historical information. The on-line dictionary and encyclopedia are updated four times annually.

Professional & Finance: financial services that are tailored for the individual investor, providing stock quotes, brokerage services, business data, charts, and other analysis. Professionals can access information and exchange ideas through professional interest areas.

Internet: provides Internet access with Gopher access, FTP, and an integrated Web browser.

Travel: includes air, hotel, car, tour, and cruise information.

Shopping: offers access to more than 160 merchants, with no connect charges for browsing and ordering.

Home/Leisure: includes the areas of health and fitness, home and family, arts, hobbies, and outdoor activities.

Fun & Games: can provide hours of enjoyment. Includes software downloads such as demos and updates.

Entertainment: includes movie and music guides, featured artists, music vendor forums, and more.



Prodigy

Prodigy is sometimes called "an on-line service for novices." This is not meant to be critical. Prodigy is easy to install and provides numerous prompts and simple commands.

Prodigy contains several major areas.

News & Weather: provides on-line news and weather forecasts.

Business/Finance: provides the latest news on business and financial topics, stock quotes and charts, mutual funds, and corporate analysis.

Sports: gives you information on sports events and statistics. Includes color photos and graphics, pro scores, and stories while games are in play.

Communicate: provides real-time chat rooms, e-mail, bulletin boards, and access to Usenet newsgroups.

Entertainment: describes the latest movies, theater showings, and music releases.



MarketPlace: includes merchants, discount outlets, and specialty shops. Users can place classified ads on the MarketPlace bulletin board.

Computing: on-line information is available for all types of computers. Exchange ideas with other computer users, talk to experts to get advice and information, receive on-line technical support, read the latest releases of computer-oriented magazines, and connect to other computing-related Web sites.

Travel: allows you to make travel plans, check reservations, and view travel locations. City and vacation guides tell you what's hot and what's not according to other Prodigy members.

Internet: provides simple point-and-click access to Web pages. The Internet access requires just a single mouse click to take you to World Wide Web sites. A Personal Web Page feature allows you to create a site on the Internet.

Kids Zone & Teen Turf: contains child-oriented areas with games, on-screen activities, reference materials, Web sites, and bulletin boards. Parental access control is available.





Integrating Internet Resources Throughout the Curriculum

In Part 2, Internet activities are integrated with reading; language arts; math; science; social studies; health, nutrition, and physical fitness; and music, art, and dance. The last chapter contains Gopher sites, Internet groups, mailing lists, and other resources of interest to educators. Internet sites and activities were chosen using these guidelines:

- The site contains several links to other valuable resources related to the subject area.
- The site provides a resource, software tool, or pool of knowledge difficult to obtain in other ways. Activities provide unique tools not found in traditional resources.

The site falls under several of the

The Internet changes rapidly. Use the resources in this book but continue to explore the links found at most of the sites. Sometimes Internet sites are "down" for maintenance or too busy to accept your connection. Keep trying! If a site changes or is no longer available, don't give up. Use the Internet tools in this section to locate related areas.

NetNotes

following philosophies: Students need developmentally appropriate activities for optimum growth. They need to be actively involved in learning. They need to construct their own knowledge. Classroom activities should excite children about learning.



Chapter 6 Reading

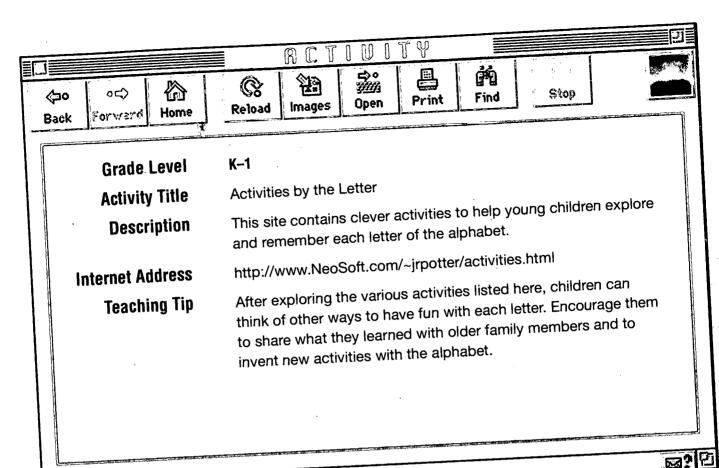
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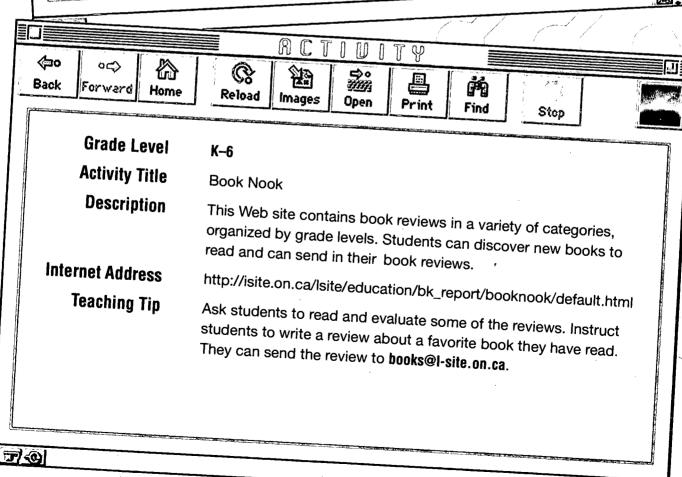
There are many Internet resources to help teach reading in the elementary classroom. The following are some of the most beneficial and enjoyable resources for K-6 teachers.

Reading Resources		K	1	2	3	4	5	6
Activities by the Letter		*	*					
Book Nook		*	*	*	*	*	* *	*
Children's Literature		*	*	*	*	*	*	*
Children's Literature Home Page		*	*	. *	*	*	*	*
Fonzo Explores the Universe		*	*	*	*/	: * /	*	*
Helping Your Child Learn How to Read		*	, *	*/	*/	/ *	*	*/_/
Illustrated Children's Books		*	*	*/	*		· .	i
An Indian in My Cupboard		*	*	*	*	*	*	*
Newbery Award Winning Books		*	*	*	*	*	*	*
Percussion Stories		*	*/	, *	*	*	, *	*
Personalize Your Own Book		*	*/	*	*			
Pigs	/	*	*	*	, *	"\		, ,
Puns: Prose as Deadly Torture		- N.		• ,		*	*	*
Read Along Stories		*	, *	*	*	·*.	*	*
The Realist Wonder Society		/ *	, *	*	*	*	*	s , ★
Shelves of Children's Literature		/*	*	*	*	/ *	*	* .
A Story as You Like It		*	*.*	*.*	*	*	*	*
Story Hour (The Internet Public Library)		***	**	*	*	*,**	*	*
Theodore Tugboat	1	/ * /	*	*	*			
Young Authors Conference		*	*	,* 	*	*	*	*



K 1 2 3 4 5 6



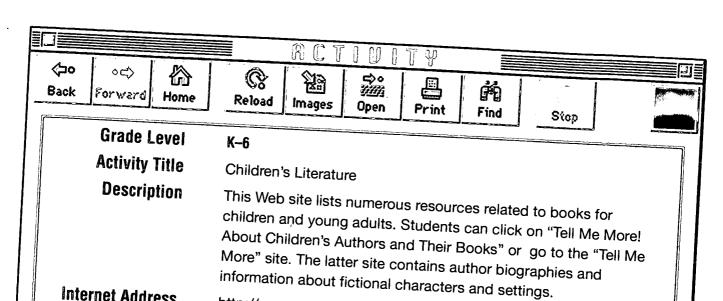




Reading

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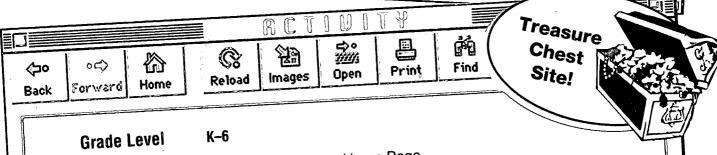
Internet Address

http://www.ucalgary.ca/~dkbrown/index.html http://www.ucalgary.ca/~dkbrown/authors.html

Teaching Tip

"Tell Me More" site can be used with many books. If you are reading Winnie-the-Pooh with young students, help them find the title and click on the four categories. Children can find out how to play Virtual Pooh-Sticks, then teach the game to a partner.





Children's Literature Home Page **Activity Title**

At this site more than 5,000 new children's books are reviewed Description each year. You will find reviews of electronic books and

multimedia and profiles of prominent authors and illustrators.

http://www.parentsplace.com/readroom/childnew/index.html Internet Address

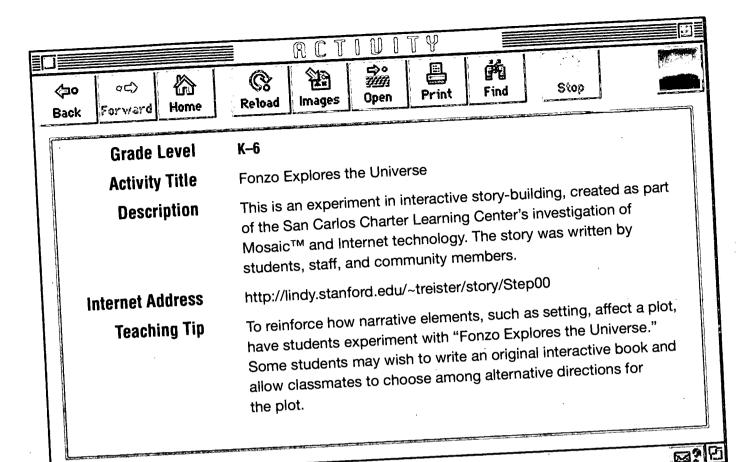
This site can serve as a source of many forms of literature. If **Teaching Tip**

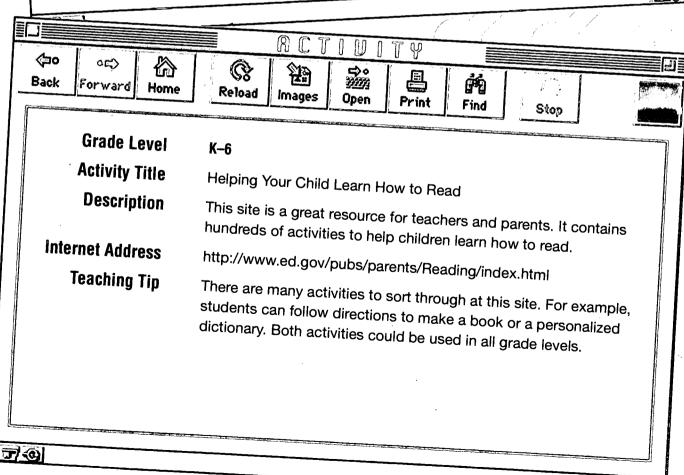
other resources in this chapter do not offer the book or literature

you are seeking, try the address above.

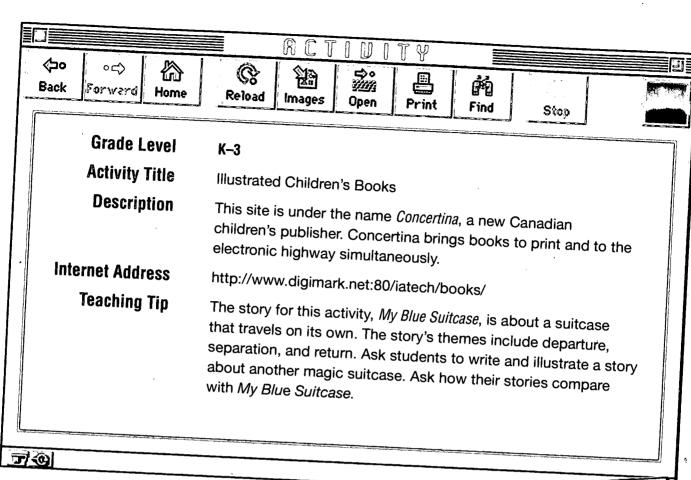
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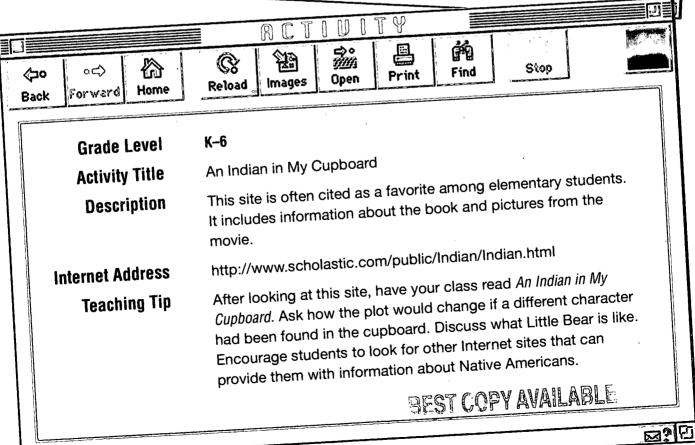
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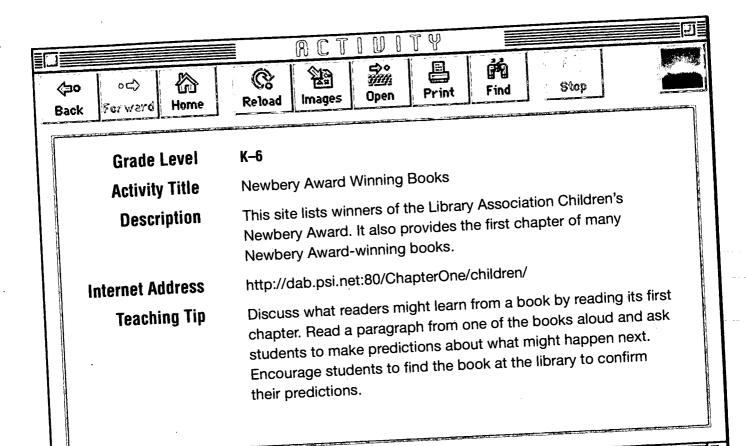


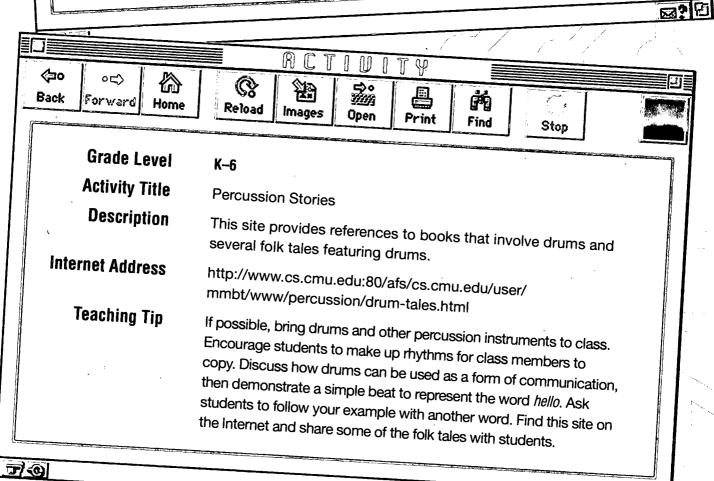






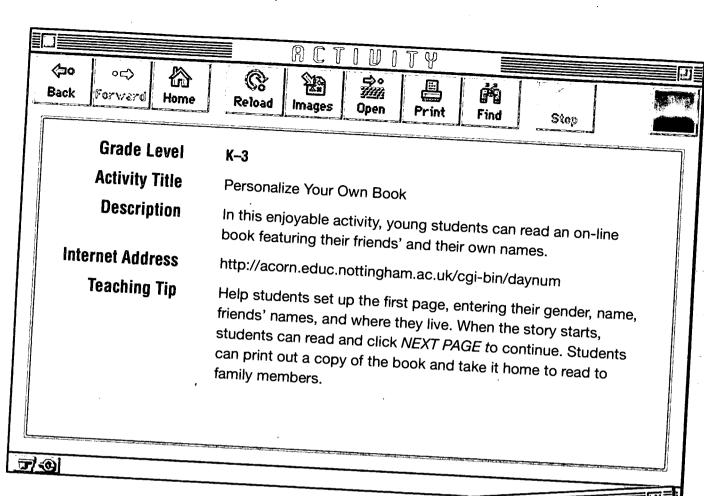


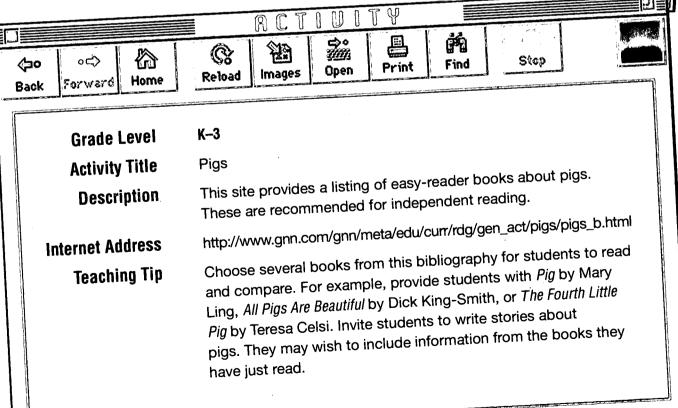






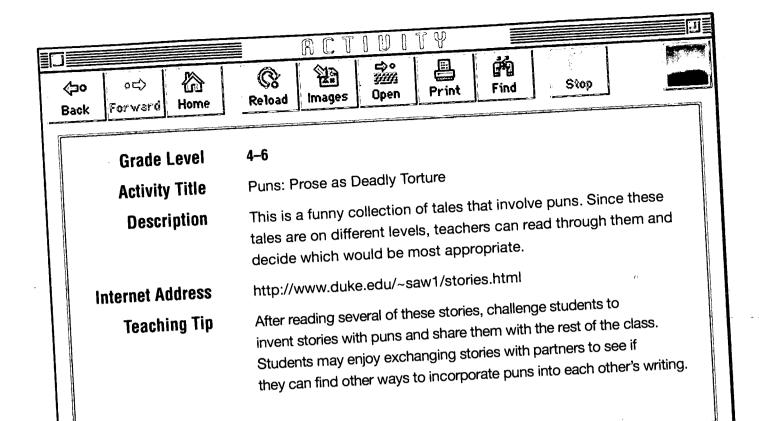
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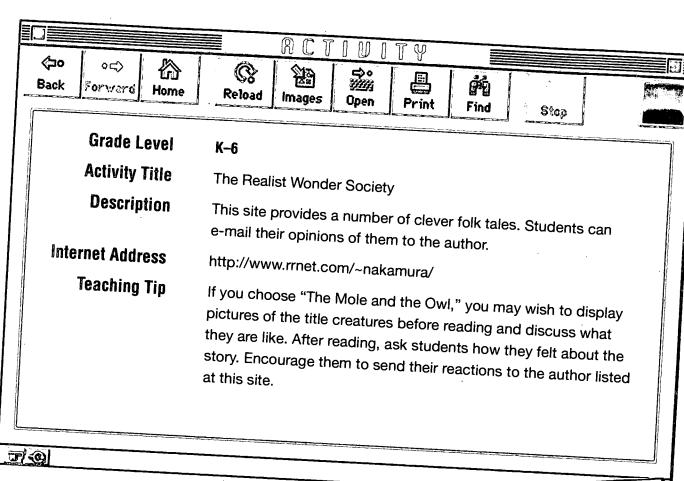


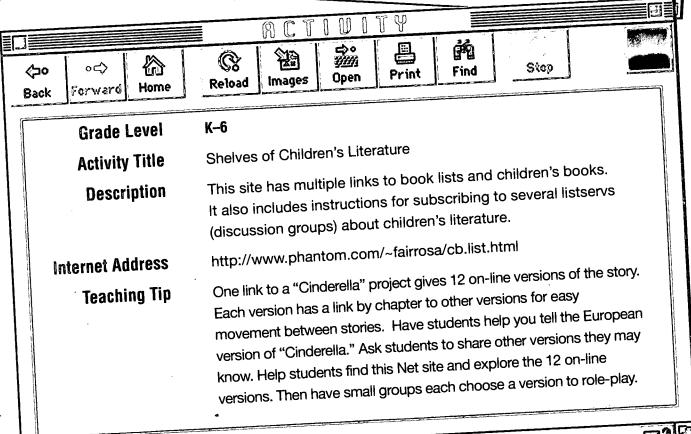
φ **⊘** ℴ m Back Forward Home Reload **Images** Open **Print** Find Stop **Grade Level** K-6 **Activity Title** Read Along Stories Description As students listen to three stories, they can read the text and view the pictures. Internet Address http://www.indiana.edu/~eric_rec/fl/ras.html **Teaching Tip** In "Rebel Cows: A Victim's Story," a young man finds that cows might not be such gentle creatures after all (for upper grades). In "Jellybean Adventure," a young girl explores the world with just a bag of jellybeans (for K-3). In "The Grindelstar," a young girl looks for something creepy that lurks in the shadowy woods (for upper grades). Have students who have read the same story meet in critical discussion groups.

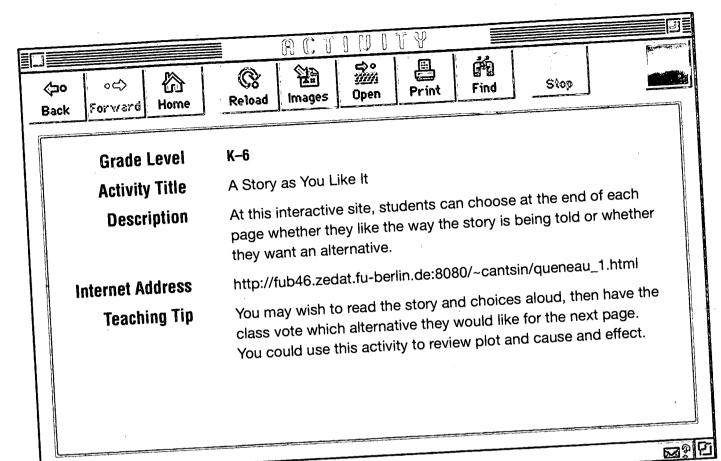


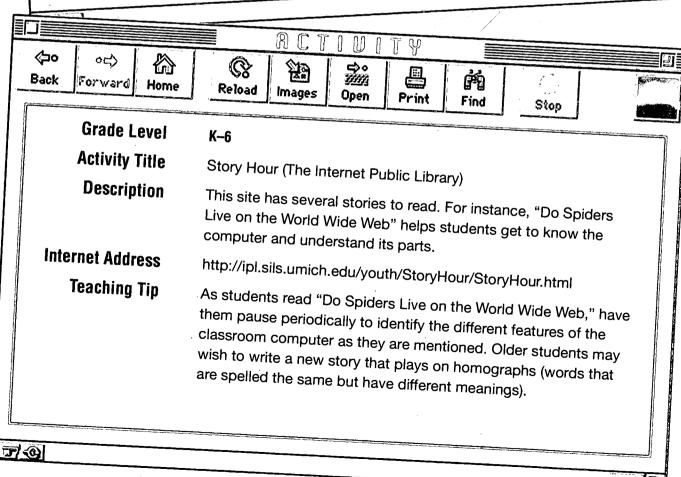
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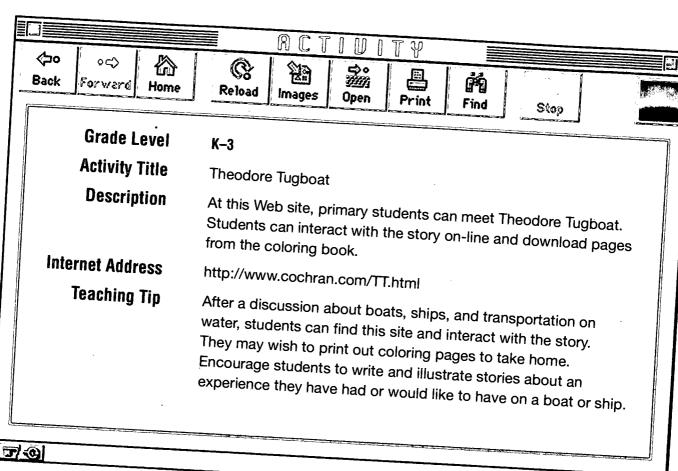


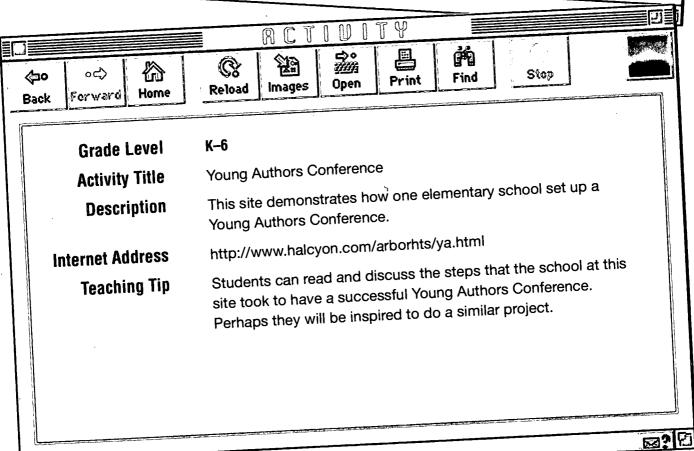






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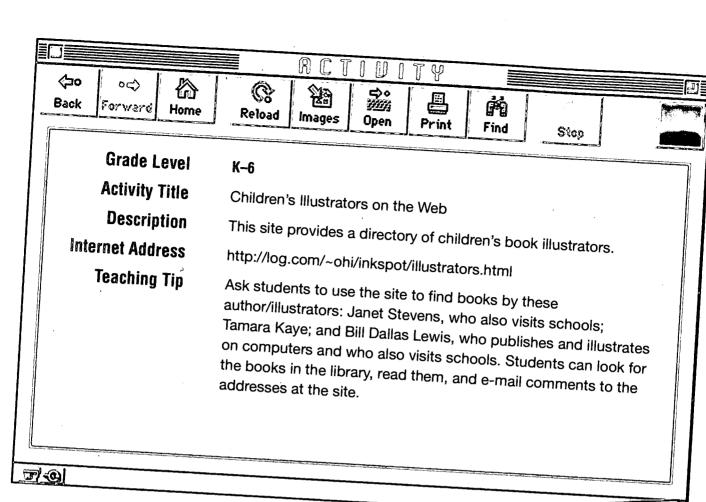


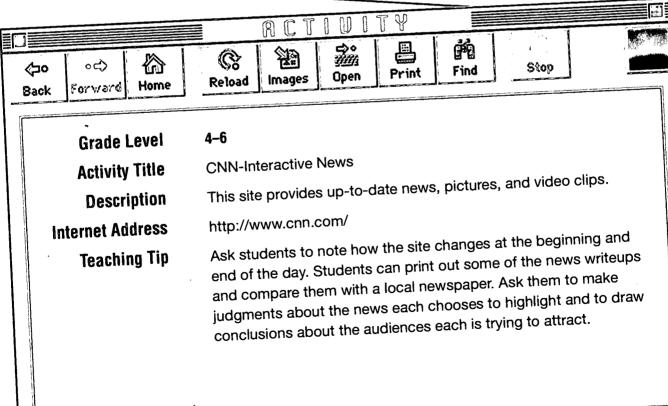
Chapter 7 Language Arts

This chapter describes a number of the most beneficial and enjoyable language arts resources for K-6 teachers to use, which include writing, spelling, and literature.

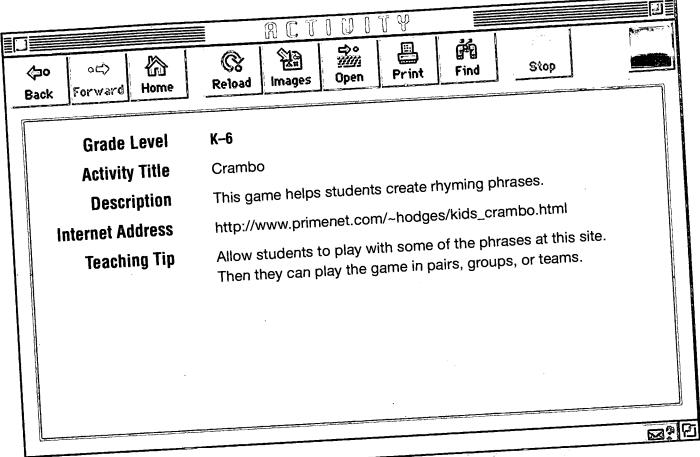
Language Arts Resources		K	1	2	3	4	5	6	<u>; </u>
Children's Illustrators on the Web		*	*	*	*	,**	*	*,	1
CNN-Interactive News					:	*	*	*	
Crambo	•	*	*.	*	*	*	*	*	i.
Create Your Own Newspaper			1		_ , .	*	*	*	1
CyberKids Interactive		*	*	*/	*/	/*	*	*	
Ernie's Learn [sic] to Speak a Little Hawaiian	· · · · · · · · · · · · · · · · · · ·	*	*	<u>*/</u>	*	*/	*-	*/	
The Gates of No Return				j		*	*	/*	
Haiku						*	*	*	
Human Languages Page	_	*	*/	*	*	*	*	*	
The Internet Public Library		*/	*/	*	*	*	*	*	
KID PUB		' ,* /	*	*	_ * 	*	*	*	
KIDSCOM		·		*	*	*	*	*	
Sign Language and Braille		**	*	*	**	* ***	* *	*	
Webster's Dictionary		*	* *	* * .	*	\. *	*	*	
Welcome to the Labyrinth		1		,/	/ /	/ * .	*	* *	
Word by Word			/	//	/	*	*	*.	*****
Writers' Resources on the Web		*/	Z * /	*	*	*	*	*	1
Ziggy Piggy		/*/	*	*	*	<u>*</u>	*	*	1
		K	4	2	3	4	5	6	

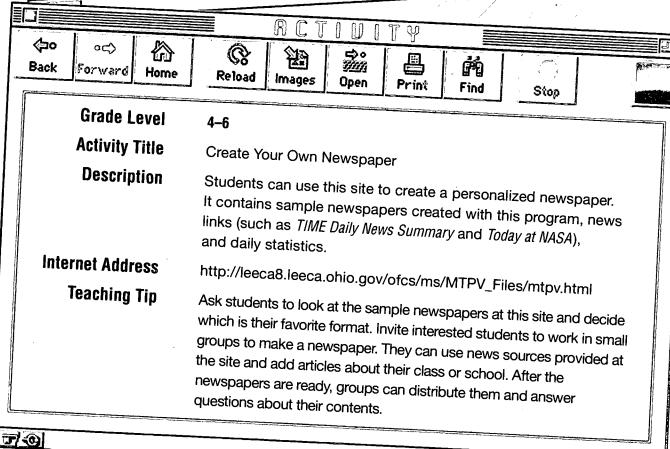


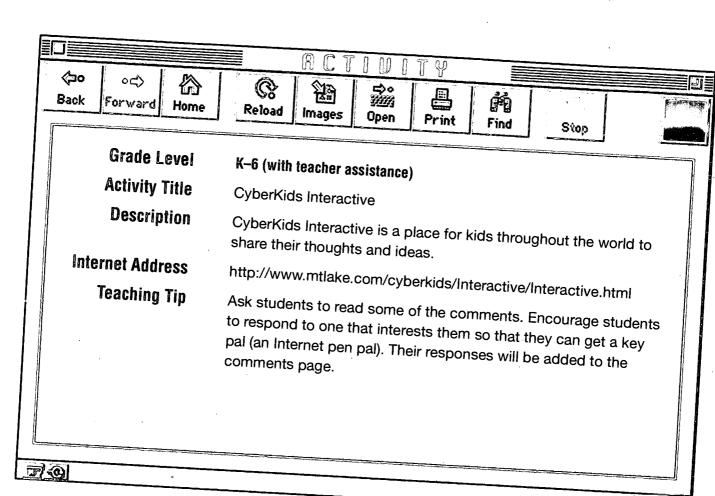


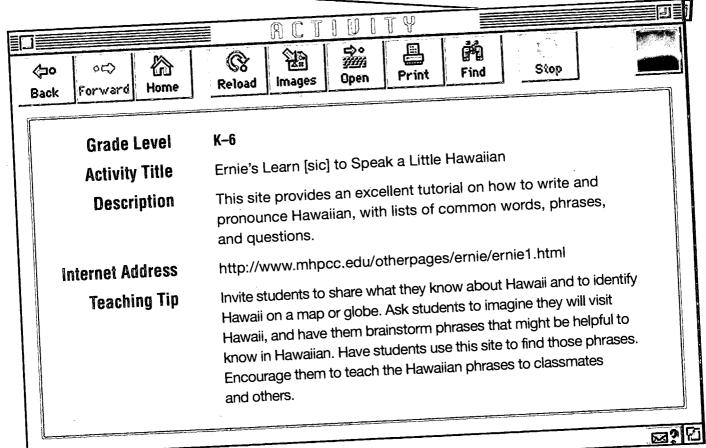


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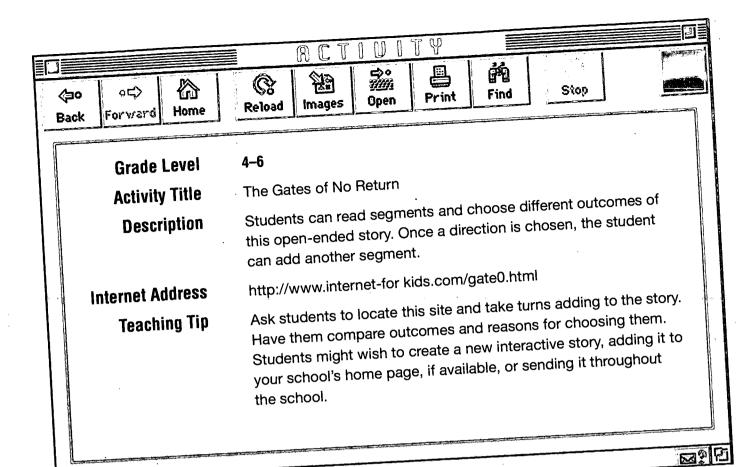


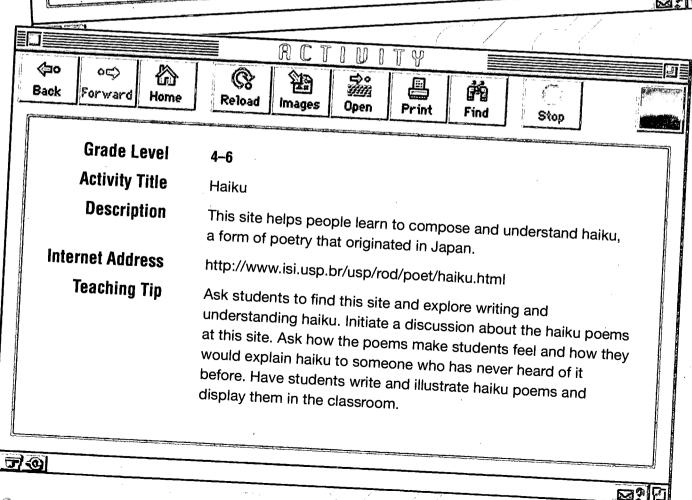


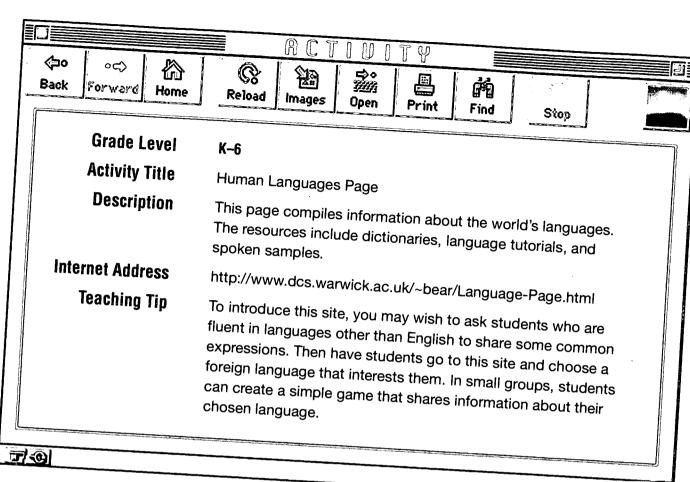


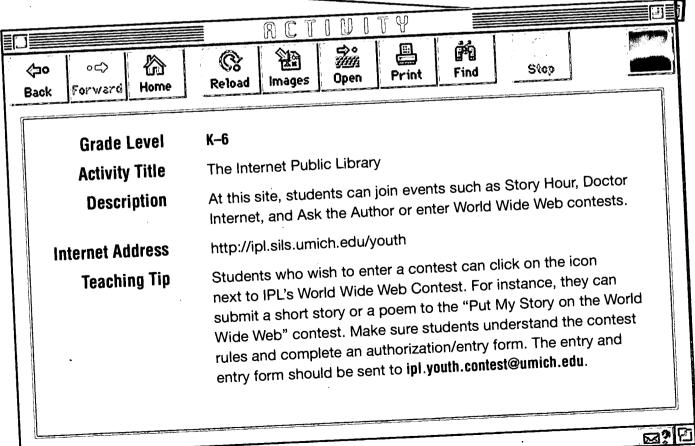


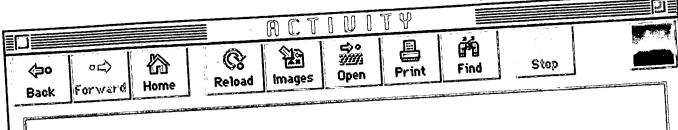
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Grade Level

K-6

Activity Title

KID PUB

Description

At this site, students can write stories and get them published

on-line. They can also read stories by other students.

Internet Address

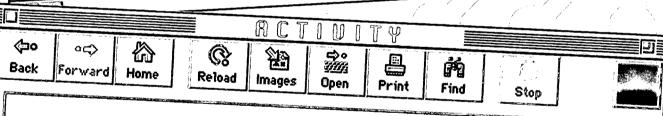
http://en-garde.com/kidpub/

Teaching Tip

Students can write individual, group, or class stories and e-mail them to the address at this site. They can also look up the statistics section, which shows the number of stories the site receives each day, and view a chart showing where the stories

come from.

國? 图



Grade Level

2-6

Activity Title

KIDSCOM

Description

This site lets students ages 8-14 register for key pals with students throughout the world who share their interests.

Internet Address

http://www.kidscom.com

Teaching Tip

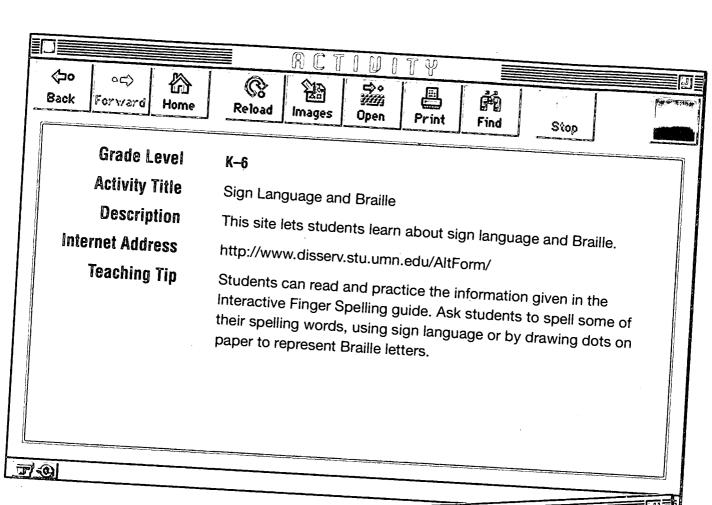
Ask students to list their favorite hobbies, books, movies, sports, and musical activities. Invite them to register with KIDSCOM, using their lists to help them find a key pal. They can

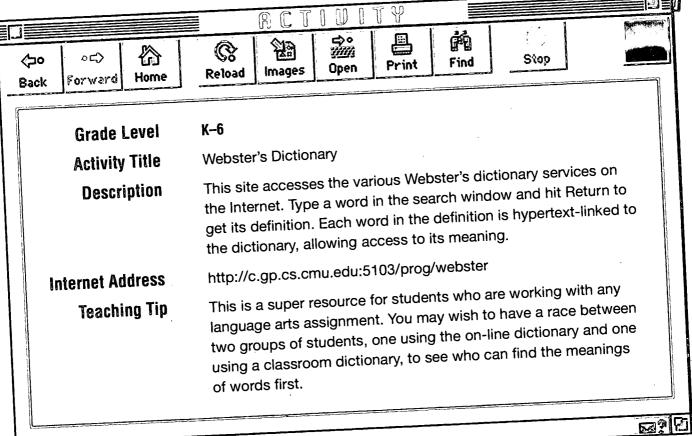
communicate with their new friends via e-mail.

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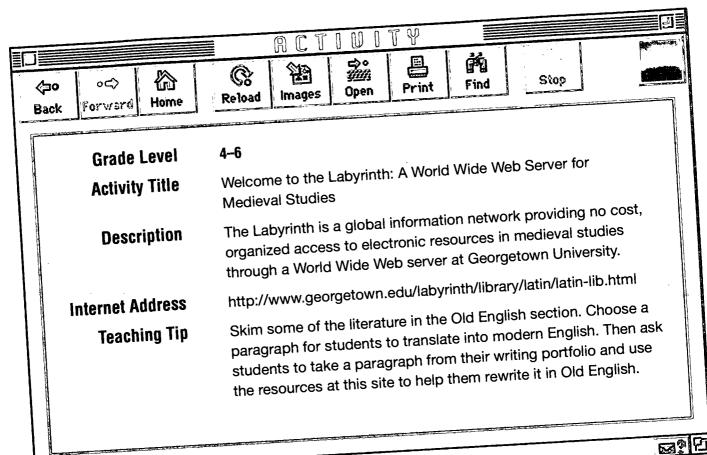
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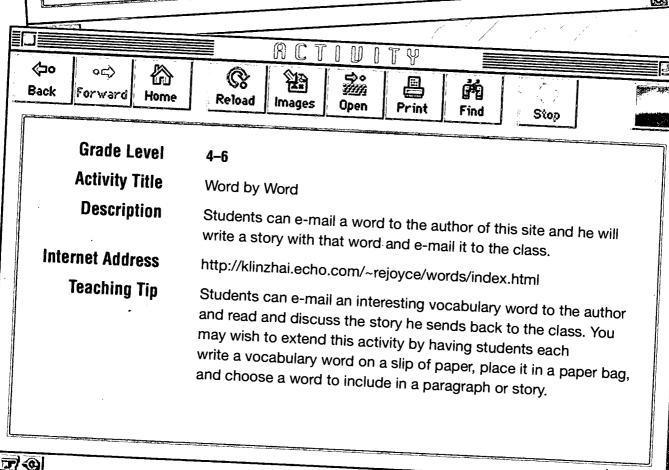


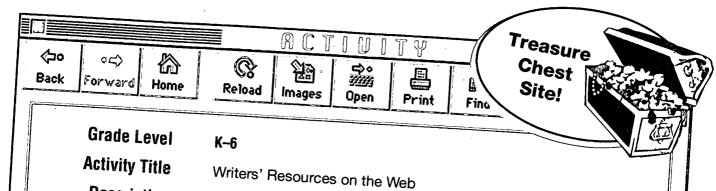




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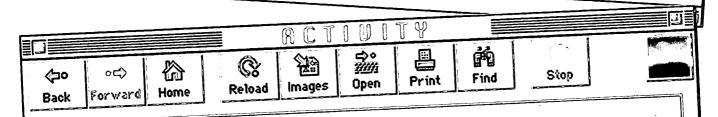


Description Topics include children's writing, science fiction/fantasy, mystery, poetry, journalism, technical/scientific writing, and travel writing. There is a reference library with authors, illustrators, awards,

search tools, online literature, and publications. For young writers there are contests, workshops, and more.

Internet Address http://interlog.com/~ohi/www/writesource.html **Teaching Tip**

This site provides a quick and easy resource of different writing styles. After looking at the genres, students can take a story they've written and change it into a mystery or science fiction tale. Students may wish to enter story contests at this site.



K-6 **Grade Level**

Ziggy Piggy **Activity Title**

This fun and silly rhyming game will help students develop Description

logical reasoning.

http://www.primenet.com/~hodges/kids_crambo.html **Internet Address**

Have students investigate some of the problems at this site. **Teaching Tip**

Then encourage them to think of more. Ask small groups to write and illustrate a book based on "ziggy piggy" phrases. Before they

start, provide this example: The soggy froggy went for a walk.

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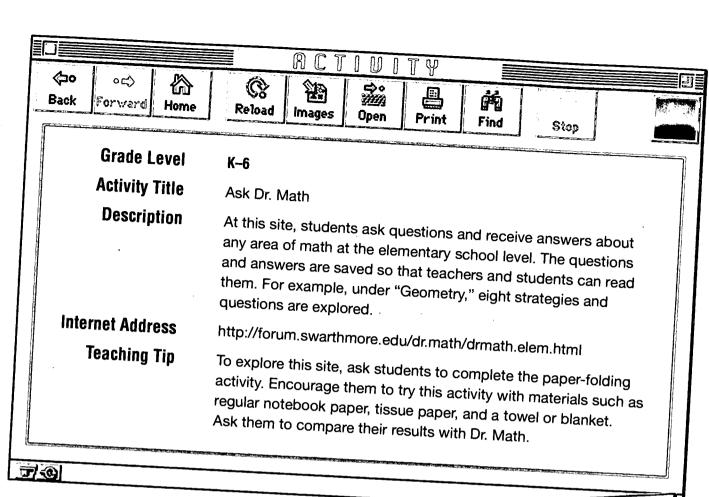
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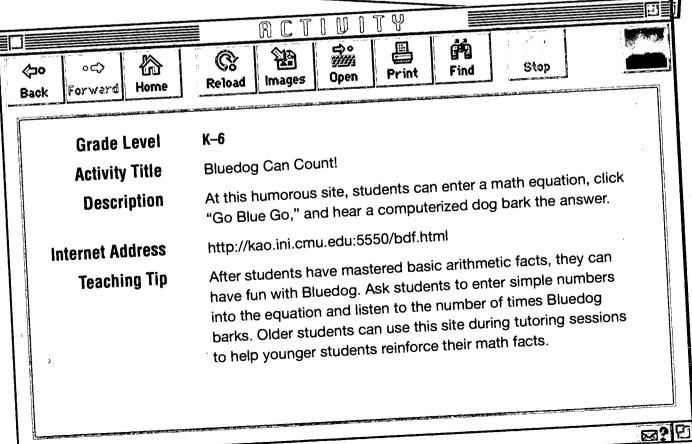
Chapter 8 Math

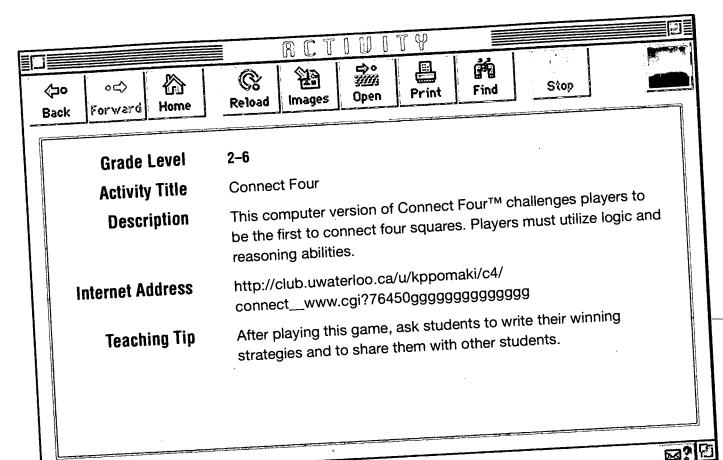
This chapter contains a number of the most beneficial and enjoyable math resources for K-6 teachers to use. This area includes problem solving, logical reasoning, and math skills.

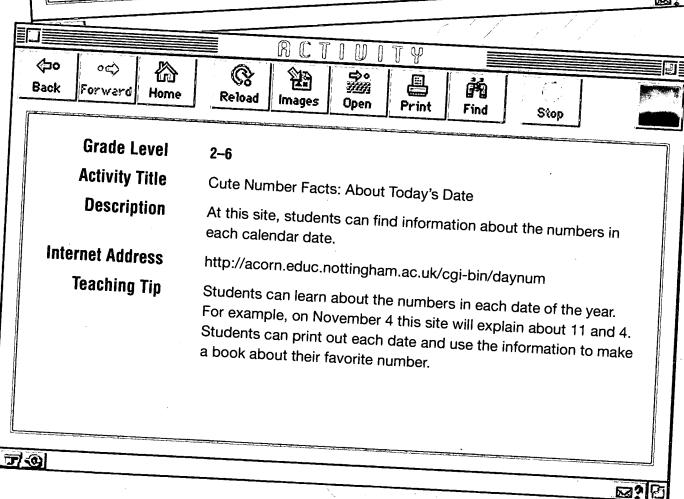
Math Resources	 K	1	2	3	4	5	6
Ask Dr. Math	 _				*	*	*
Bluedog Can Count!			*	/ *	*	*	*
Connect Four			*	*	* i	*	*
Cute Number Facts: About Today's Date	 1		*	* *	* ;	*	*
The Electronic Zoo: Animal Resources	* <u>/_</u>	*	[*	*	*	*	*
Fastball	*	*/	<u>*/</u>	*	* ;	*	*
Film Canister Kaleidoscope	1	//		100		/*	*/
Fun Math	 ``` 	<i>j</i>		.'	*	*	*
The Geometry Forum	 				*	*	*
The Great Penny Toss	 *	*	*	*	*	* .	*
Hands on the Giant	<u>/*/</u>	* **	* **	* * -	*	. *	.,*
How Money Is Made	<u>/*</u>	*	*	*	*	*	*
Mapmaker, Mapmaker, Make Me a Map		<u> </u>	*	*	_ * /	*	*
Mathematics	* ;	*	*	. *	*	. *	*
Math Magic	/*/ <u></u>	*	*	*	*	*	*
Population World Counter	<u> </u>	/	<i>}</i>		*	*	*
Spirographs and Math!	* /	/*/	<u>/* </u>	*	*	* •	*
Street Cents	//	/		1	*	<u>/</u>	*
Teaching and Learning About Chess	1 - 1 - 1 - 1		1	,	*	*	*/_
Team-by-Team Statistics	/	7	/		*	*	; *
The World of Escher		7			*	*	*
	K	4	2	3	1	5	6

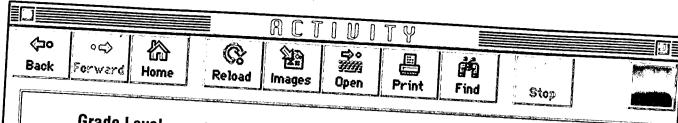












Grade Level

K-6

Activity Title

The Electronic Zoo: Animal Resources

Description

Students can click on an animal and see a picture and links to

related information.

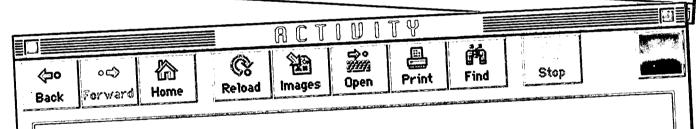
Internet Address

http://netvet.wustl.edu/ssi.htm

Teaching Tip

Students can click on the ferret to learn how big it is. Have them guess whether it is smaller than a dog or cat and tell how they could find the answer. Help them compare the animals' sizes on the board, using measuring tools or estimation. Students can also look at http://www.ki.icl.se/urf/ferrets/text/ferweek.htma humorous site—to find out about a ferret's typical week.





Grade Level

K-6

Activity Title

Fastball

Description

This site features discussion areas and news for major league

teams. During the regular season, it provides game scores,

statistics, schedules, and photos.

Internet Address

http://www.fastball.com/

Teaching Tip

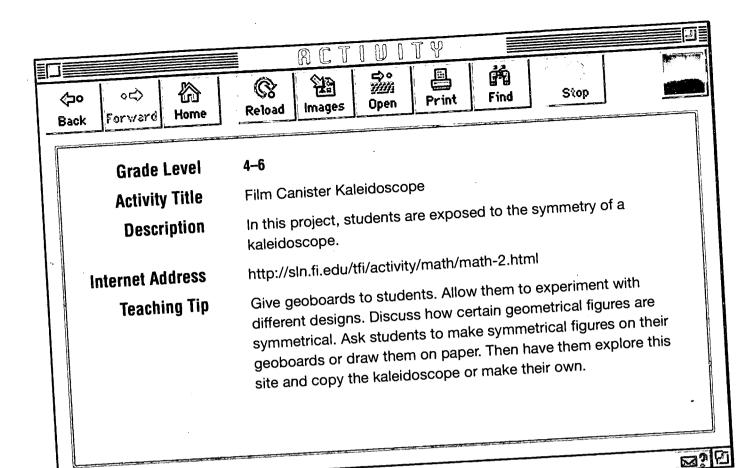
Teachers can use this site to integrate math with baseball. For example, students can graph the statistics for each member of one team or pick one attribute, such as the number of wins,

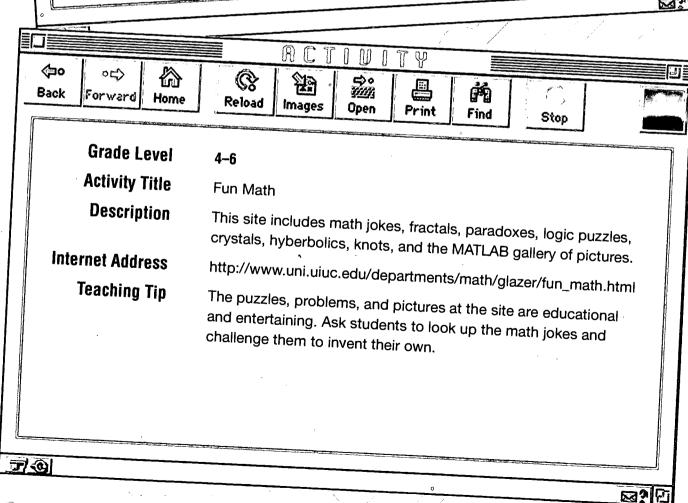
and graph it for all the teams. Students can also write computation problems based on the statistics at this site.

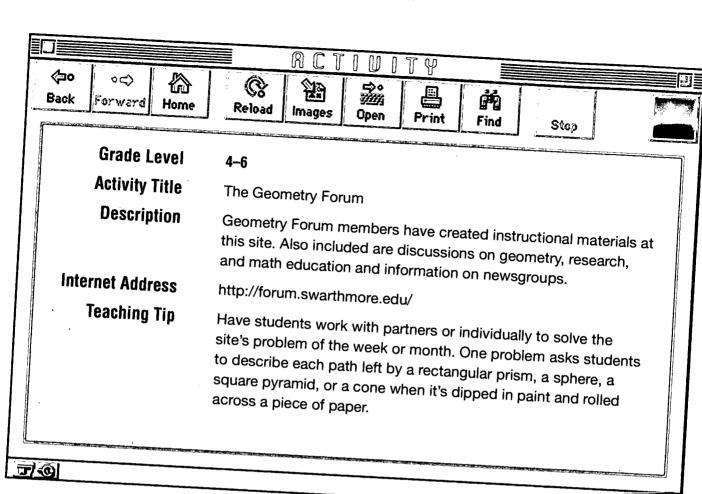
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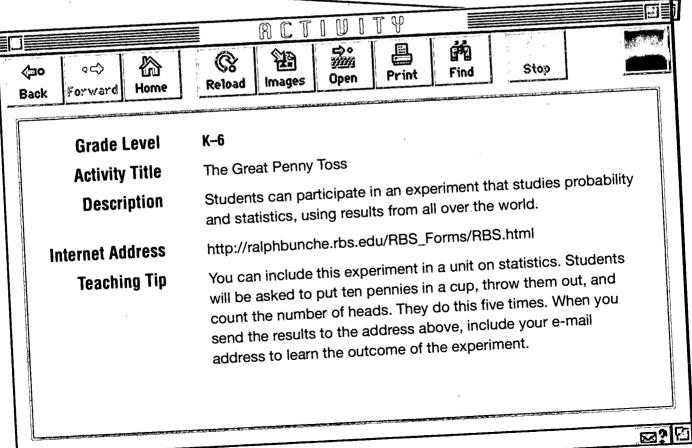
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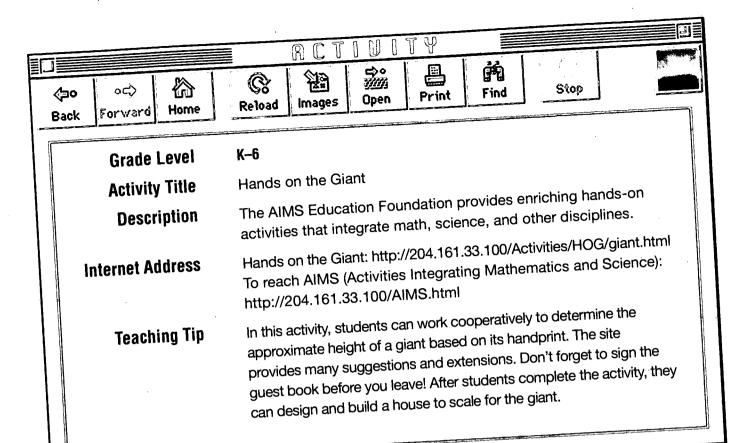


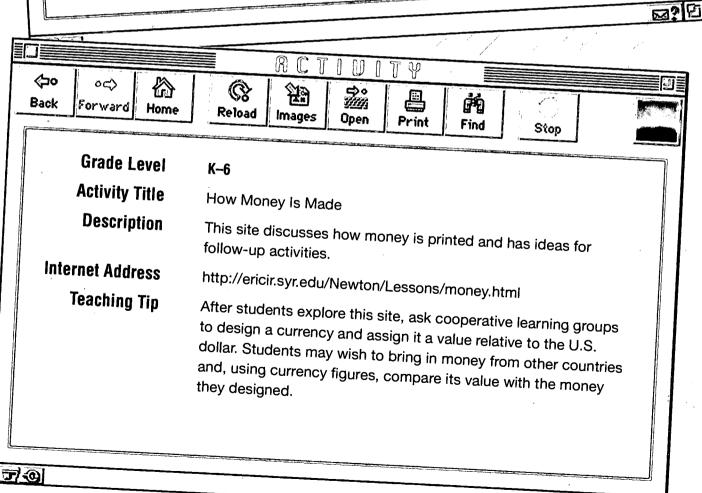




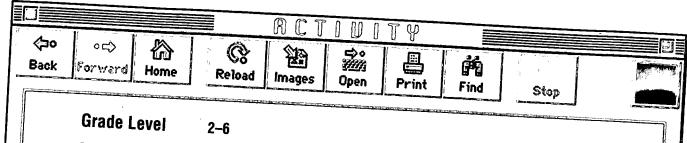


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Activity Title

Mapmaker, Mapmaker, Make Me a Map

Description

This site contains ideas and information on mapmaking. Students can use the information to help them measure distances and plot longitude and latitude.

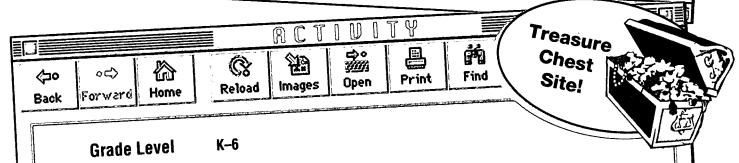
Internet Address

http://loki.ur.utk.edu/ut2kids/maps/map.html

Teaching Tip

Ask students to draw a map of their classroom. Younger children can estimate how many hands would fit lengthwise in the class. Older students can draw the room to scale. After students make maps, let them explore this Internet site.





Activity Title

Mathematics

Description

This site contains thousands of activities and resources in general mathematics, problem solving and reasoning, mathematical tools, whole numbers and numeration, measurement, geometry, statistics and probability, and algebraic ideas.

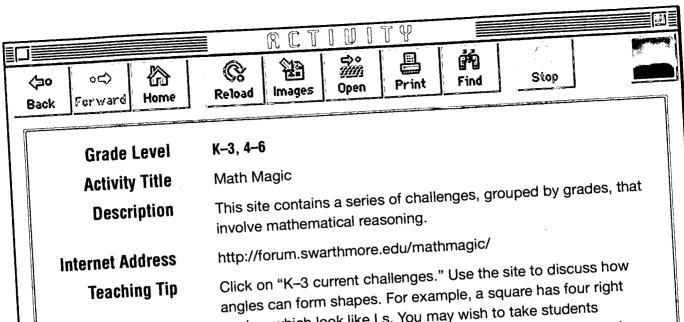
Internet Address

http://unite.ukans.edu/Browser/UNITEResource/Layer_Mathematics.html

Teaching Tip

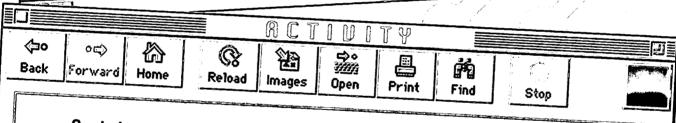
K-6 teachers can use this site every day. In problem solving and reasoning, for instance, you'll find more than 800 activities and resources. Some, such as "M&M's Chocolate Counting Book," are for younger children, and some, such as "Mayan Addition," are for older students.

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angles, which look like Ls. You may wish to take students outdoors to walk around the school. Each time students spot a right angle, they can form an L with their hands.

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Grade Level 4-6

Activity Title

Population World Counter

Description

Students can learn how the world's population increases each day, week, and year.

Internet Address

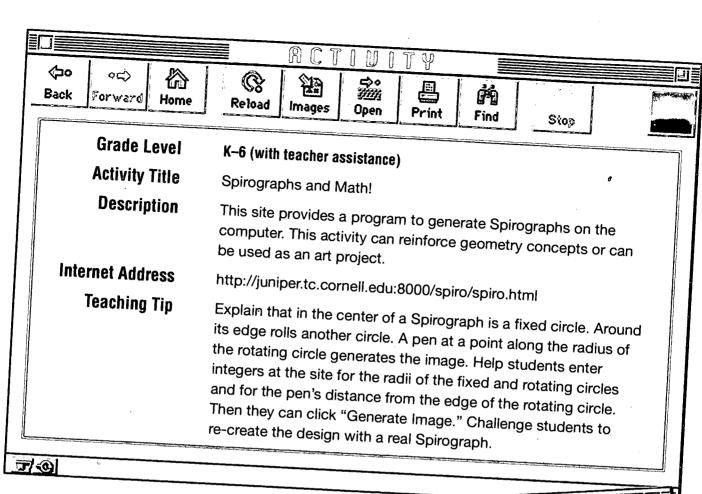
http://sunsite.unc.edu/lunarbin/worldpop

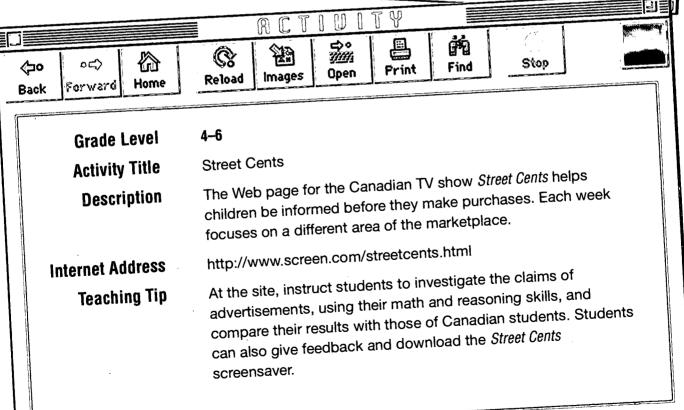
Teaching Tip

Have students keep a world population journal and tell them to record the population noted in this site each day. Encourage them to graph the changes that occur within one week and to write

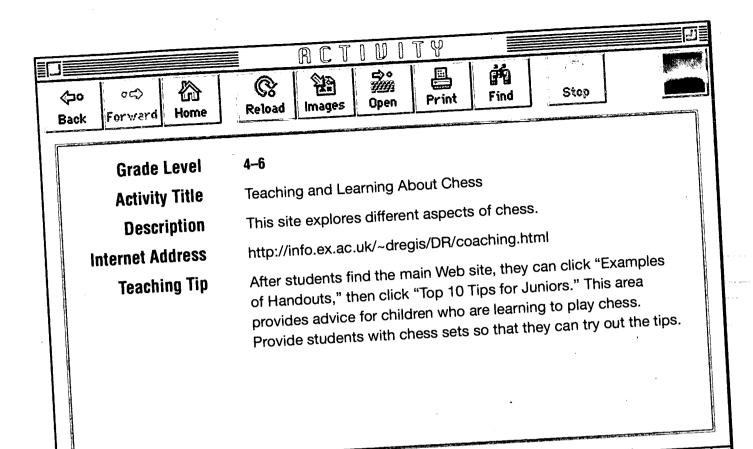
word problems using the population figures.

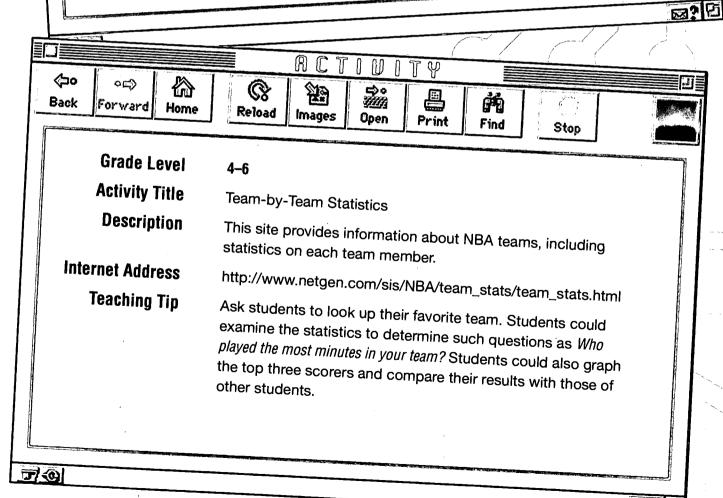
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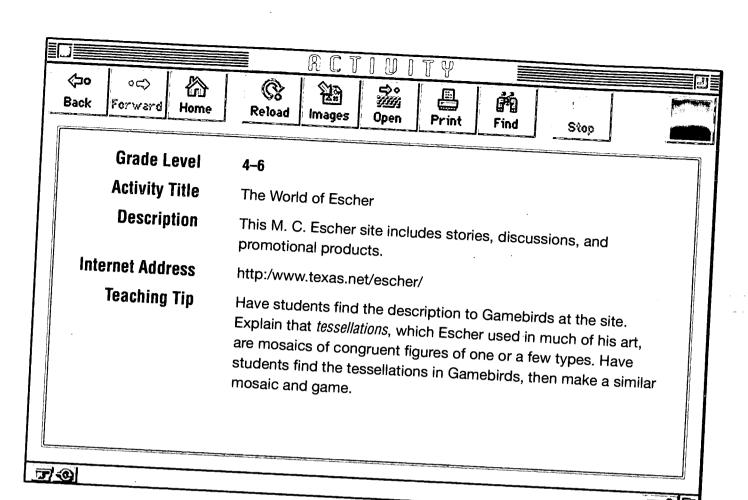


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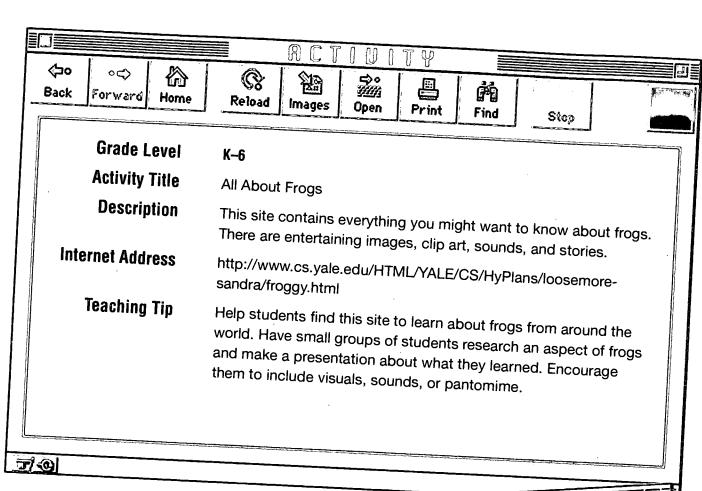
Chapter 9 Science

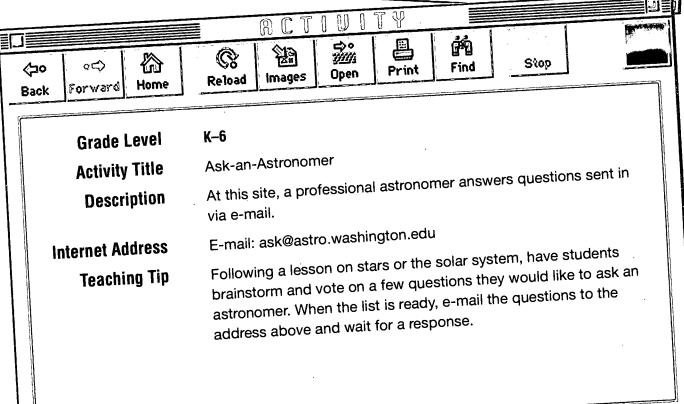
In this chapter you will find a number of the most beneficial and enjoyable science resources for K-6 teachers. This area includes problem solving, developing the processes of science, and using the scientific method in practical applications.

Science Resources	K	1	2	3	4	5	6	
All About Frogs	*	*	*	*	*/	*_	*=	
Ask-an-Astronomer	*	*	*	*	*	*	*	
Astronomy Picture of the Day	*	*	*	*	*	*	*	
Bird Calls	*	*	*	*	*	*	*	
The Bug Club			Ĵ		*	*	*	
Cells Alive!	.'			//	/*	*	*	
Complete List of Dog-Related Web Sites	*	(*	*/	/*	*	*	/*	
Dinosaur Hall		<u>(</u> .	J		*	*)	*	乀
Florida Aquarium	, *	*	*	*	*	*	*	
The Global Schoolhouse Project					*	*	*	
Kids-Weathernet	*	*/	/ *	· · · · · * · ·	*	*	*	
Mouse Trap Powered Vehicle Challenge!					*	*	*	
Rain Forest: White Jag					*	*	/*	$\overline{\mathcal{A}}$
Robot Web Page Menu	*	*	*	*	*	*	*	
Science Gateway	*	*	*	*	*	*	*	_
View of the Solar System	*/	*/	*	*	*	*	*	7
Virtual Frog Dissection Kit, Version 1.2	//				*	*	*	~~~~
Volcano World	*	*/	/*/	*	*	*	*>	
Weather Underground: A Complete U.S. Weather Service		//	/		/*	*	*	 ,
A Whale of a Tale: Whales	/* /	/*	*	/*/	/*	*	*	<u> </u>
The Wind: Our Fierce Friend	/*	*	*	/ *	*	; *	*	
Youngstown Freenet	*	*/	*	*	*	*	*	
	K [′]	<u>/1</u>	2	3	4	5	6	

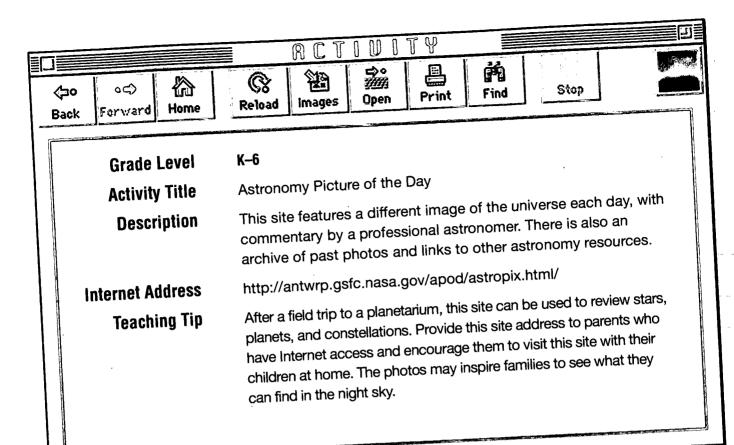


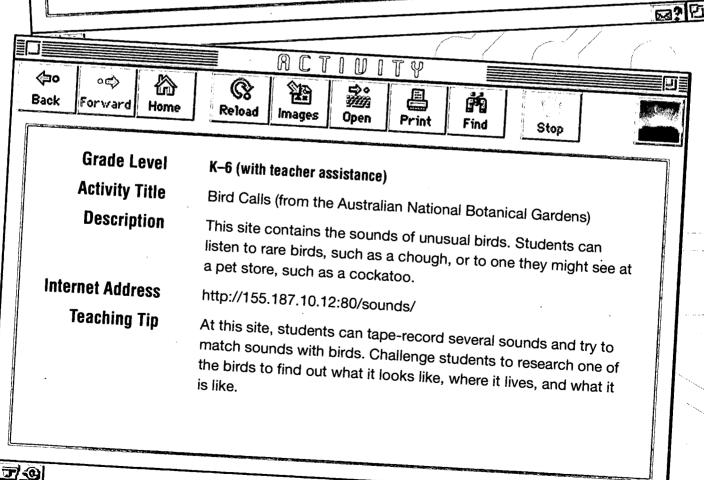
Science



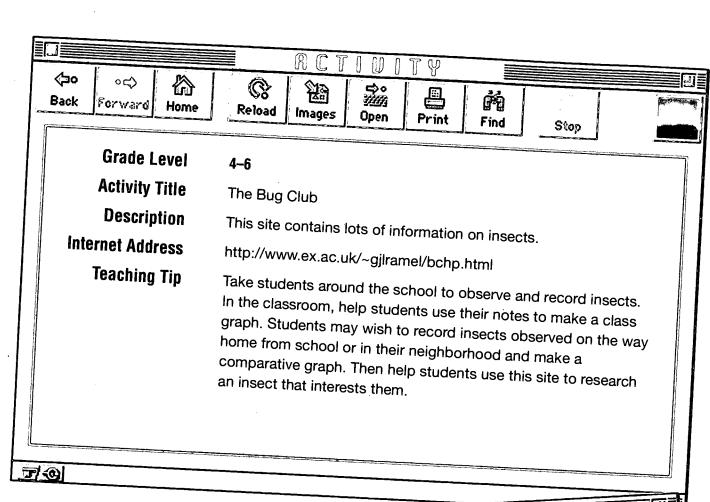


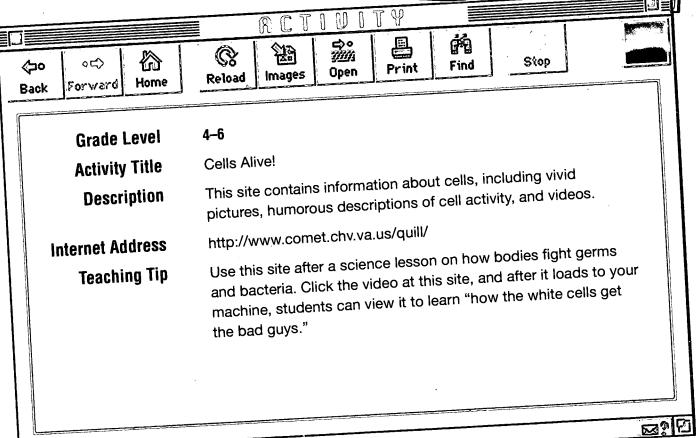
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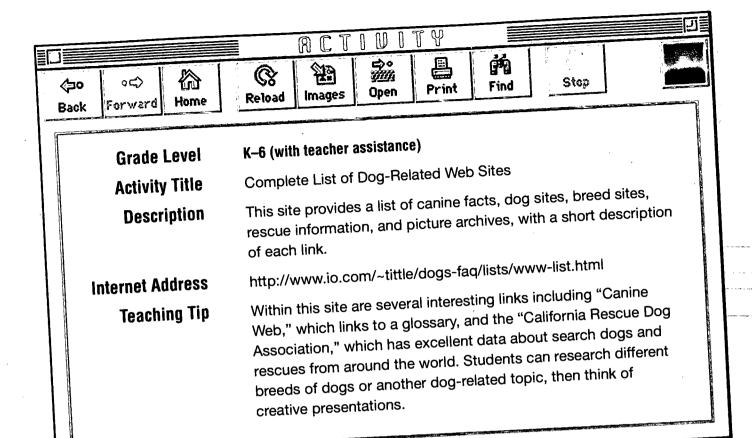


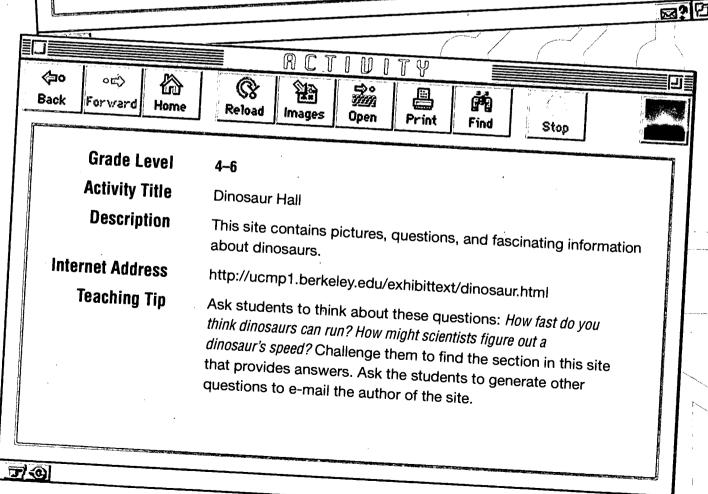
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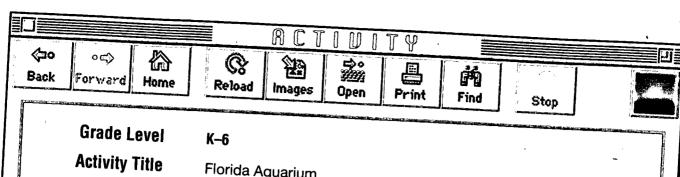
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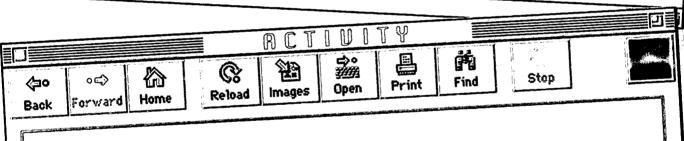


Florida Aquarium Description

This site provides a virtual tour through the Florida Aquarium, with hands-on activities to explore marine environments.

Internet Address http://www.sptimes.com/aquarium/default.html **Teaching Tip**

With help, students can build a hydrometer or make a mangrove tree. These are two of the many activities and areas at the virtual aquarium. After students explore this aquarium, ask them to think about how Florida creatures are different from ones in their state. If possible, have students visit a local aquarium and compare it with the Florida Aquarium.



4-6 **Grade Level**

The Global Schoolhouse Project **Activity Title**

This project, funded by the National Science Foundation, helps Description

students collaborate on research in areas such as space exploration and alternative energy sources. Live video-

conferencing is often included.

E-mail: gfitz@cerf.net Internet Address

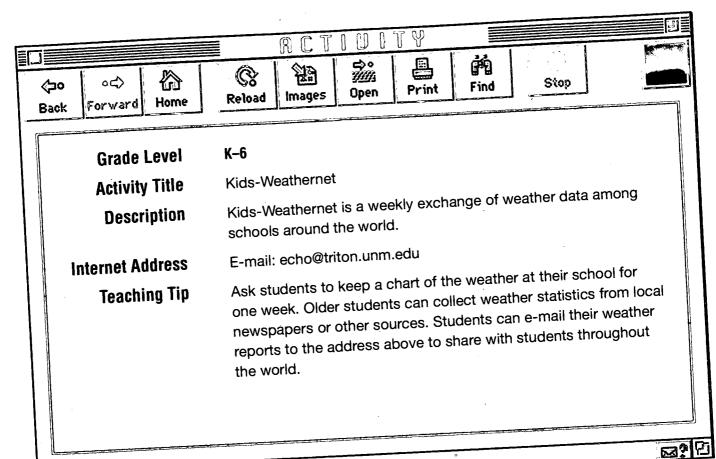
During a unit on energy, ask students to brainstorm a list of ways **Teaching Tip**

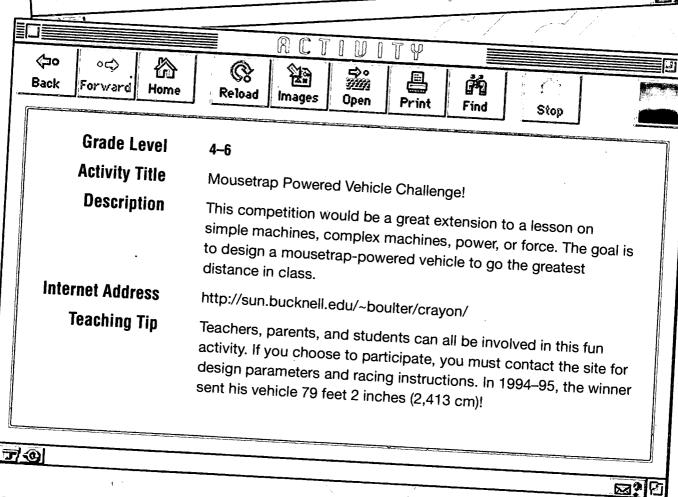
to create light for their classroom. Then let them explore this site to find out how to connect with other students around the world

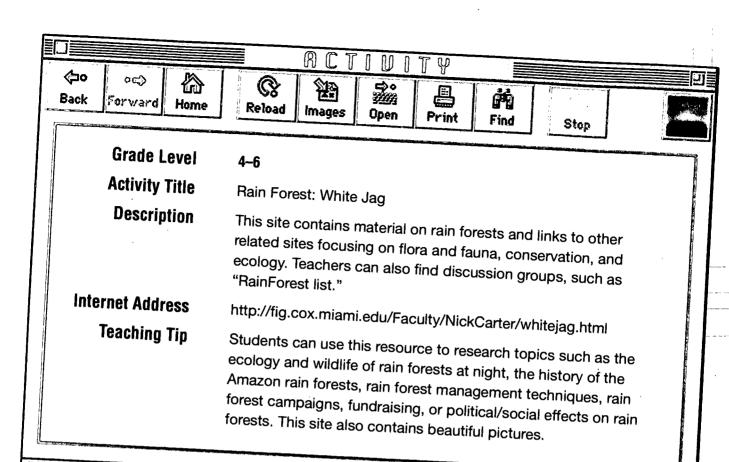
who are working together to discover alternate energy sources.

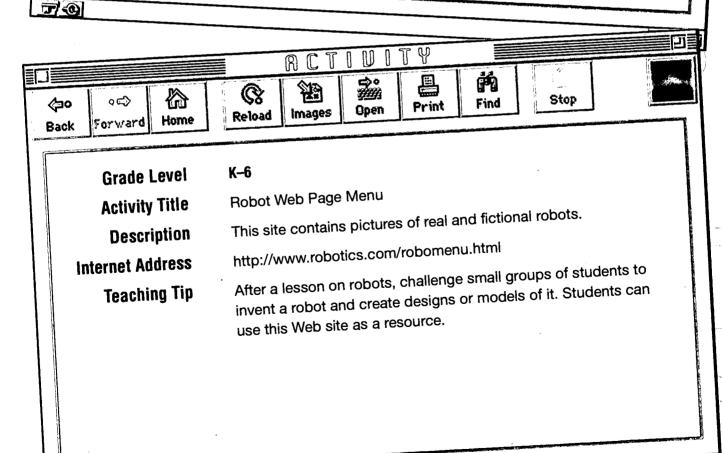
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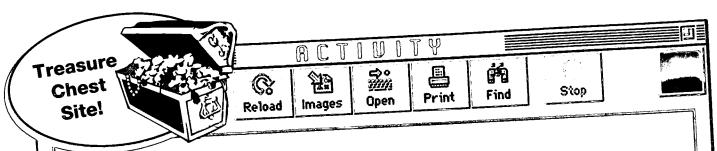


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Science

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Grade Level

K-6

Activity Title

Science Gateway

Description

This site provides numerous hyperlinks to scientific areas such as satellite views of earth, aquatic life, bats, frogs, volcanoes, and rain forests. Other links connect to anthropology resources.

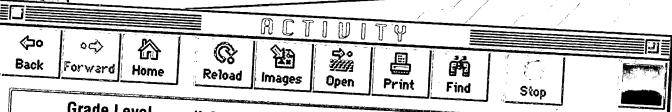
Internet Address

http://edison.scictr.cornell.edu/Science/science.html

Teaching Tip

This site can lead teachers and students to many additional science resources. If resources in this chapter do not offer the science activities you are seeking, explore the Internet address

above.



Grade Level

K-6

Activity Title

View of the Solar System

Description

This site contains hypertext links to planet statistics, images, animation, and a glossary. You can download NASA space software such as MyStars, which lets students view stars and planets in the nighttime sky.

Internet Address

http://www.c3.lanl.gov/~c]hamil/solarsystem/homepage.html

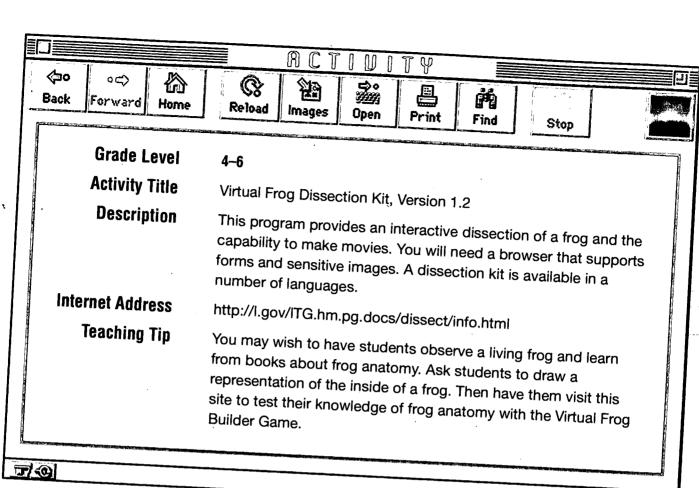
Teaching Tip

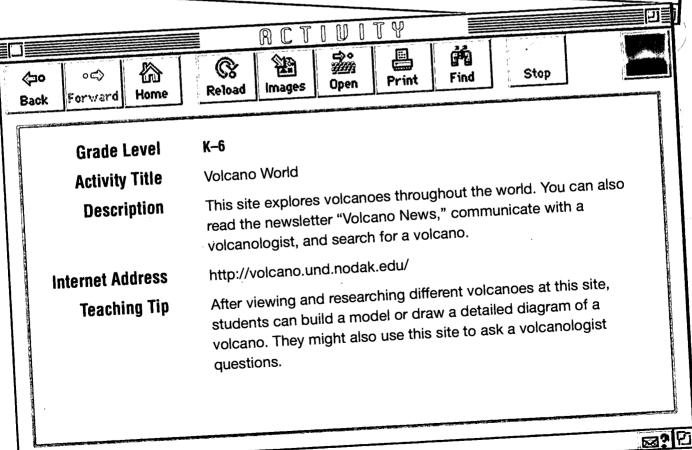
Use this site to extend a unit on the solar system. If possible, take students to a local planetarium. Then help students download My Stars to view stars and planets on their computer. Students can compare the planetarium show with the computer simulation. They can also use MyStars to help them make predictions about the monthly movements of the Big Dipper or Orion, then view the constellations in the night sky.

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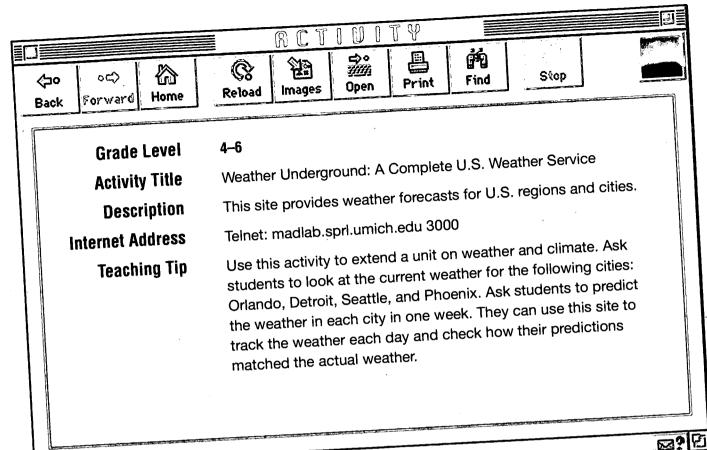


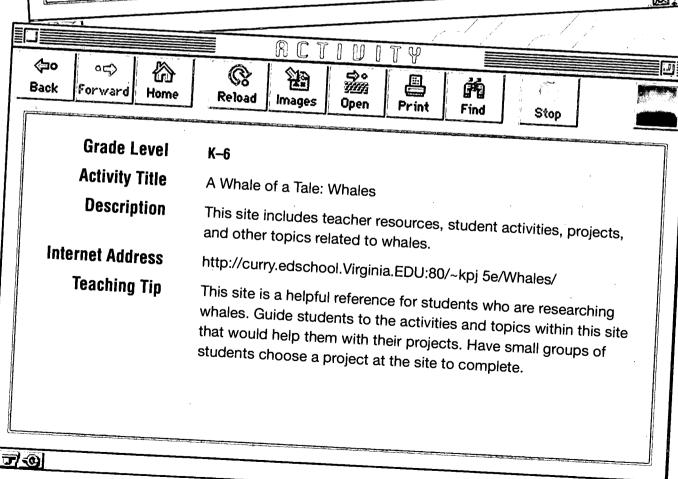


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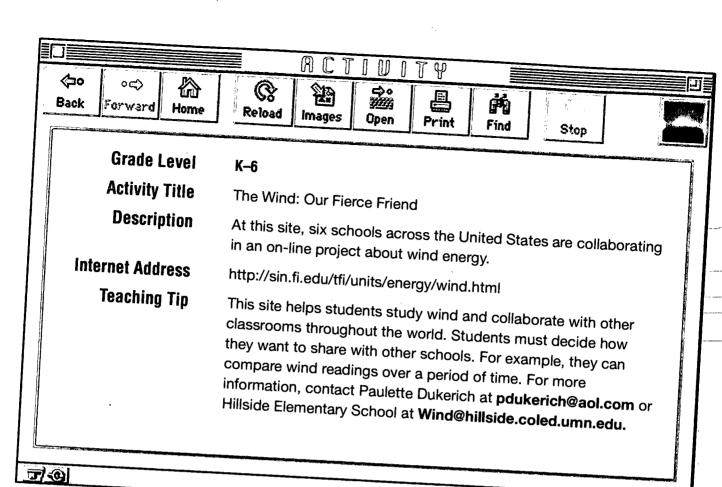
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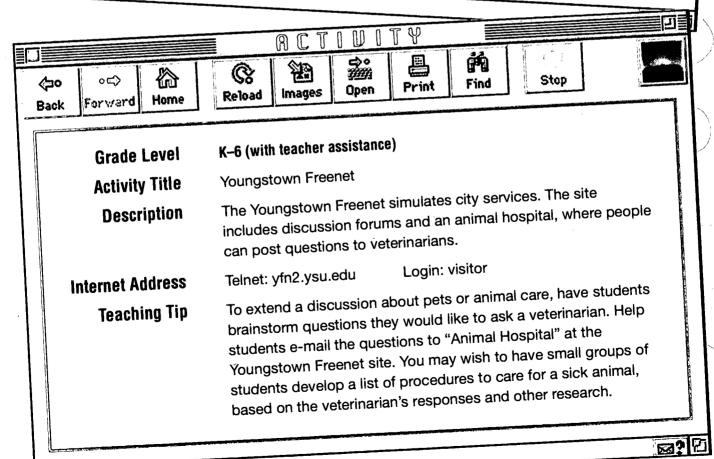
Science





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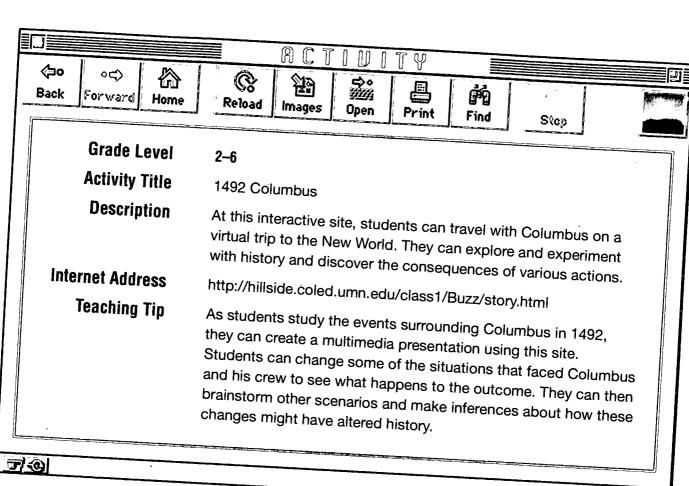


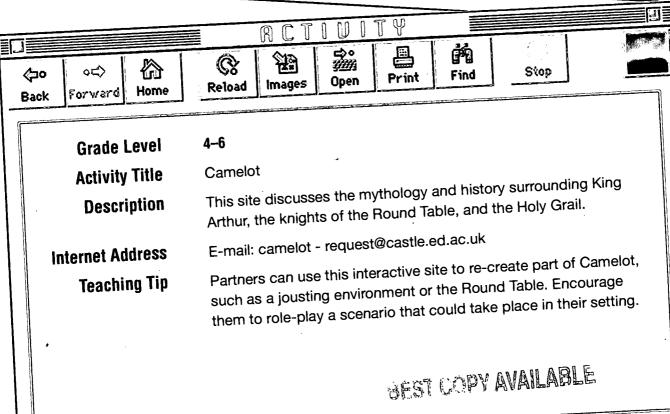
Science

Chapter 10 Social Studies

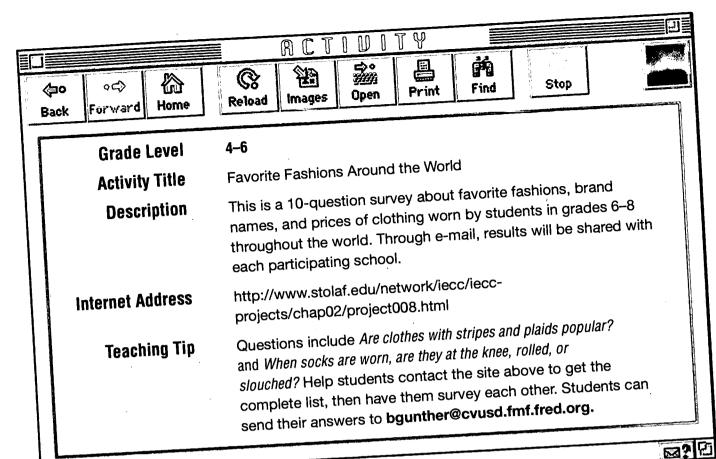
In this chapter you will find a number of the most beneficial and enjoyable social studies resources for K-6 teachers. This area includes regions and peoples, current events, government, geography, and history.

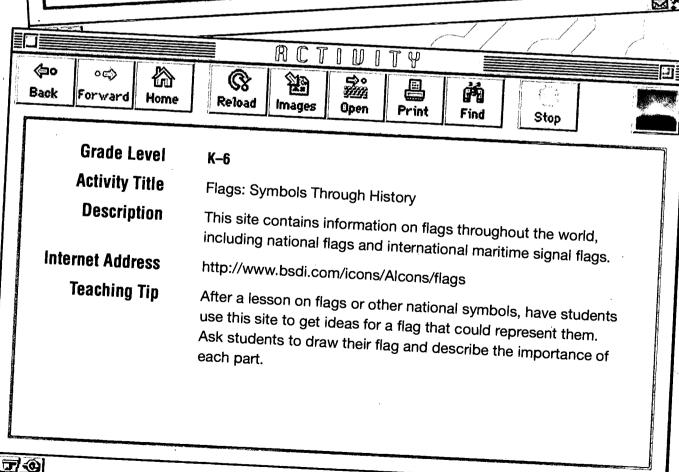
Social Studies Resources	K	1	2	3	4	5	6
1492 Columbus			* .	* ,	*	*	*
Camelot					*	*	*
Favorite Fashions Around the World	_	\			*	*	*
Flags: Symbols Through History	*	;* /	*	*	*	*	*
The Freedom Shrine	1		/)		*	*
The French American School	*	*/	*/	/ *	*	*/	*/
Guide to New York City	/		/	:	*	, * {	*
History/Social Studies Resources		1			*	*	*
Intercultural E-Mail Classroom Connections	*	*	*	*	*	*	*
Memories Mail List	/	/			*	*	*
Mr. Dahncke's Intermediate Multiage Classroom's Home Page		<u> </u>	ž		*	*	
Native Web: First Nation Peoples	/ /*	*	* .	*	*	*	* .
Newsday /	/			1	*	*	*
NEWSLINK	*	*	*	*	*	*	*
Orienteering	<i>\\</i>				*	*	*
This Day in History	11		\rightarrow		*.	*	*
USA Citylink Project	// *	*/	/*/	/*	*	*	*
Welcome to the "Old Rock School"!	*/	/*/	/*	*	*	*	*
The White House	/*/	/*	*	*/	/ * .	*	*
World's Youth News	//*	*	*/	/*/ /	*	*	*``



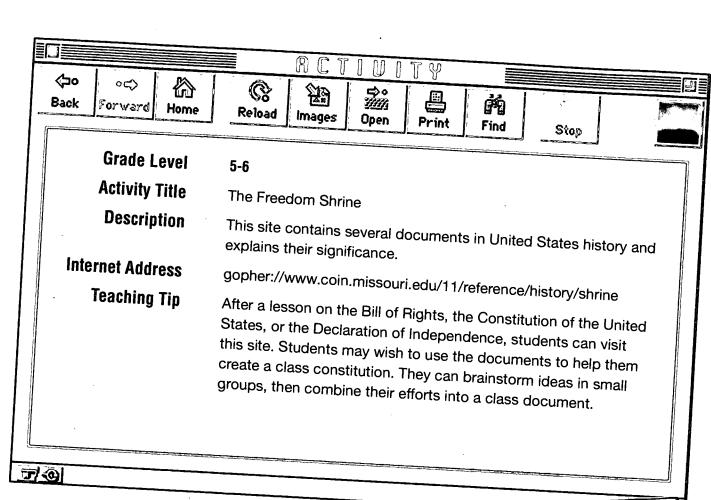


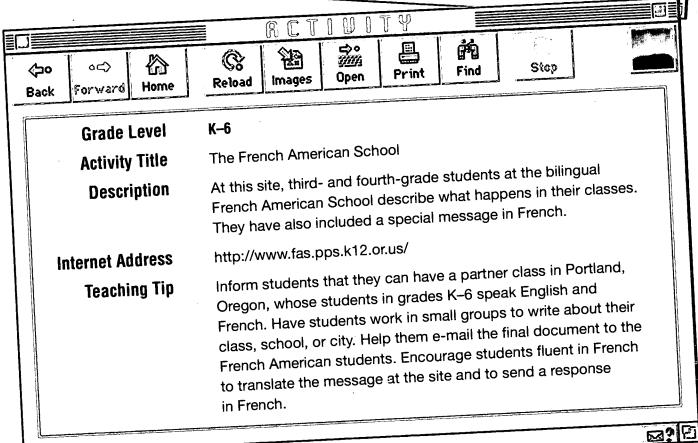
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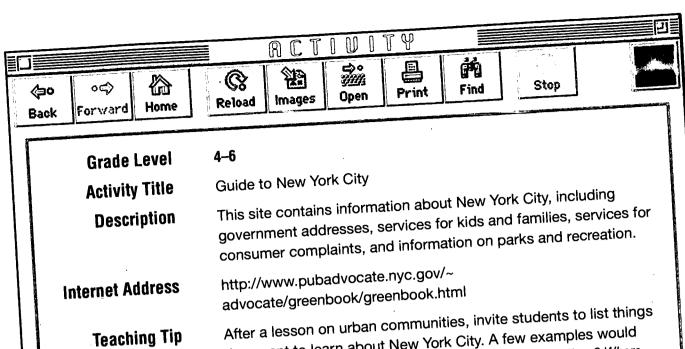




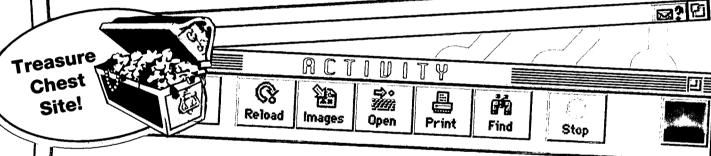
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they want to learn about New York City. A few examples would be What is the address and phone number for Yankee Stadium? Where would you go to get a dog license? Then ask students to use this site to find answers.



Grade Level 4-6

Activity Title History/Social Studies Resources

Description This is a great site to connect with many other areas of the Internet, including "The Ancient World," "Flags," "Maps,"

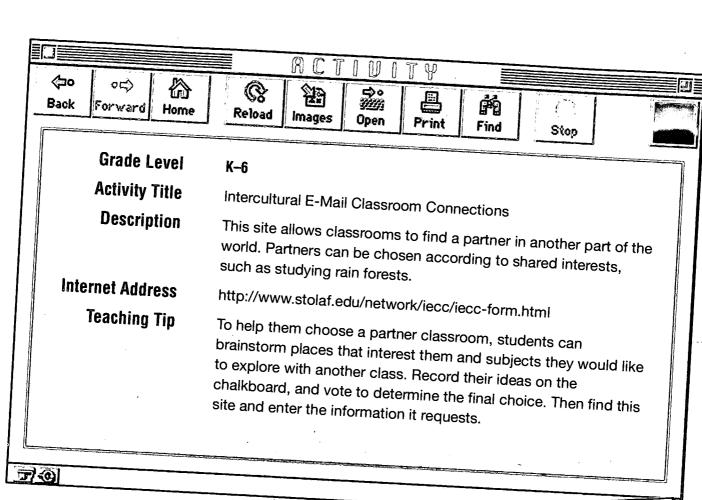
"Government," and "History."

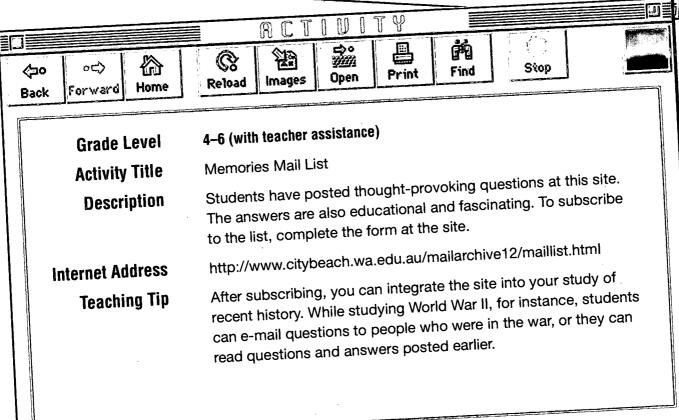
Internet Address http://www.acm.cps.msu.edu/~spiveyed/History.html **Teaching Tip**

Ask students to find "History and Historiography." Have them work in small groups to make a chart of the topics. If they are not sure about a term, they can click on the topic and read about it. Have groups explain their charts to other groups.

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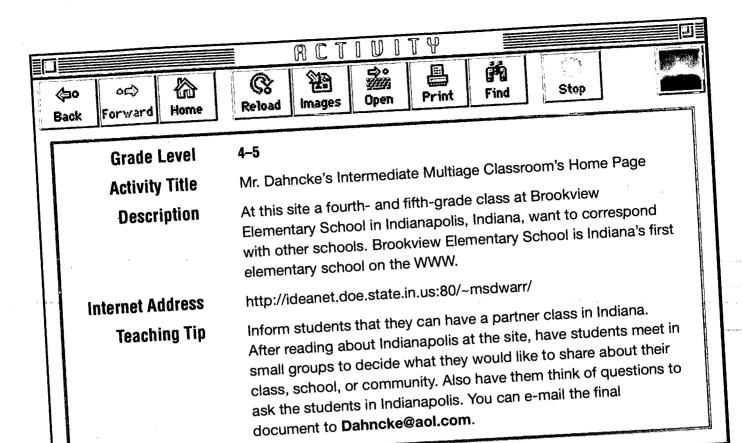
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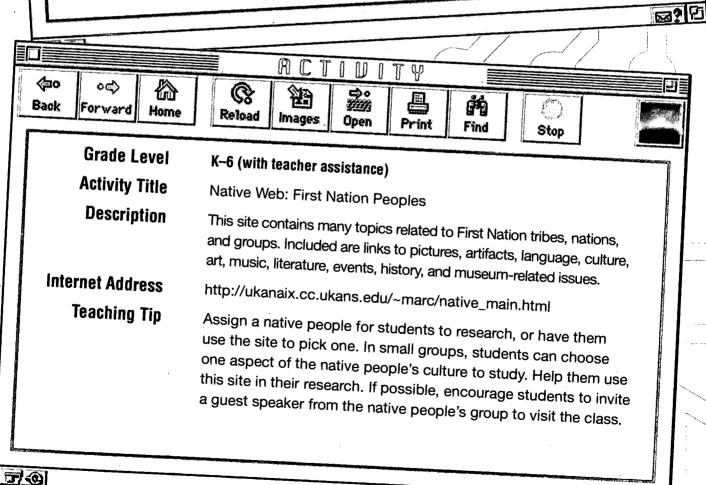
Social Studies

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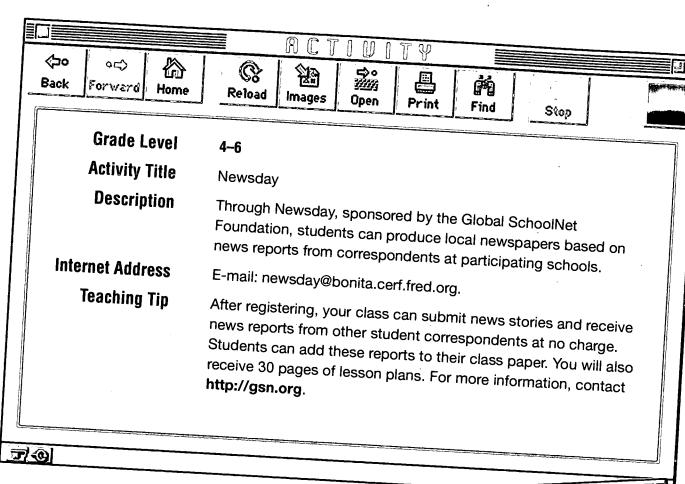
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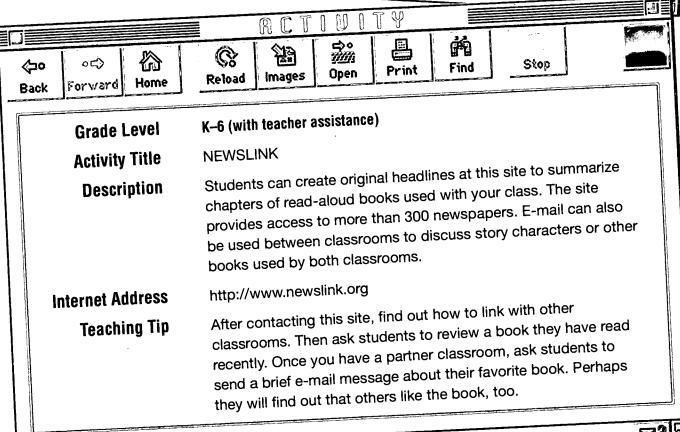
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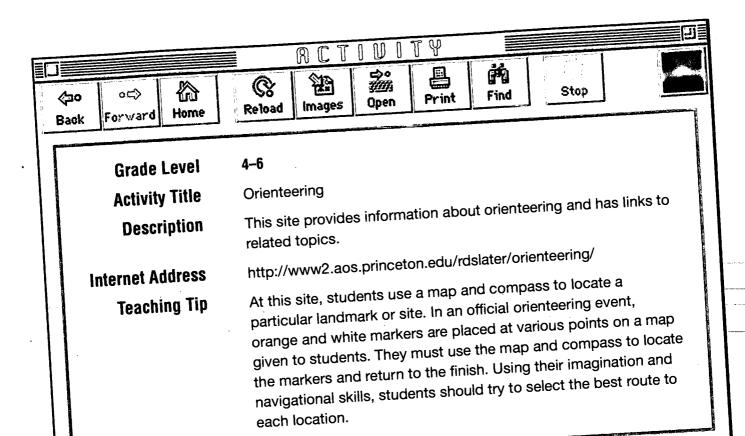


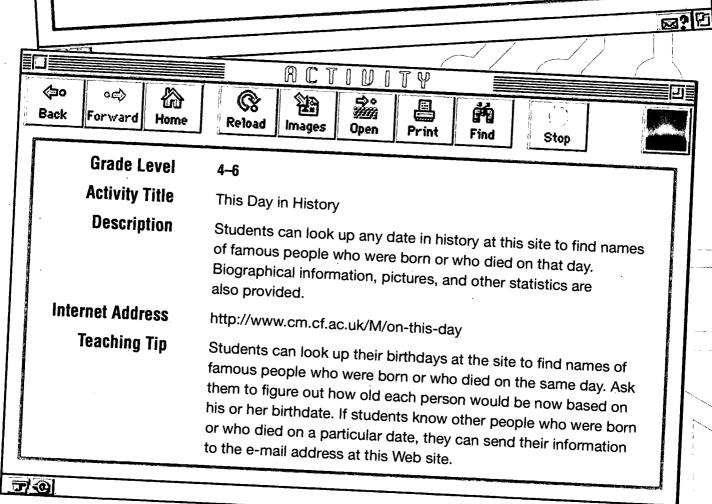
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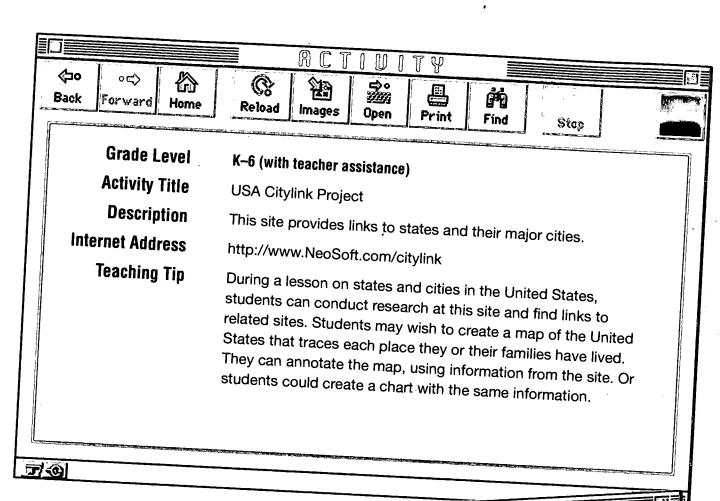


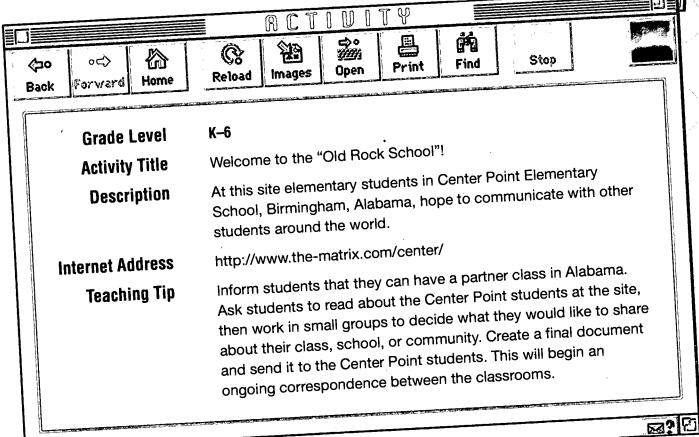


ERIC 112 Social Studies

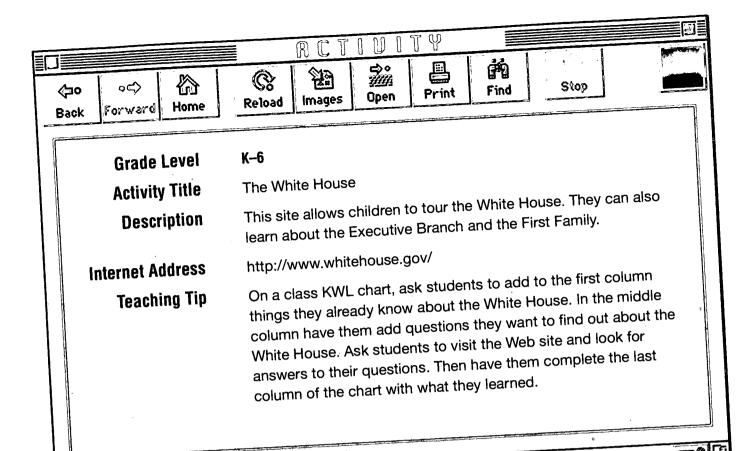
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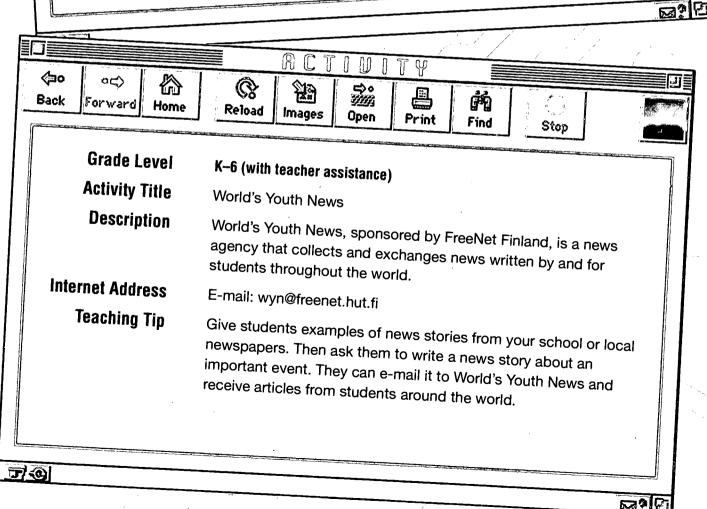
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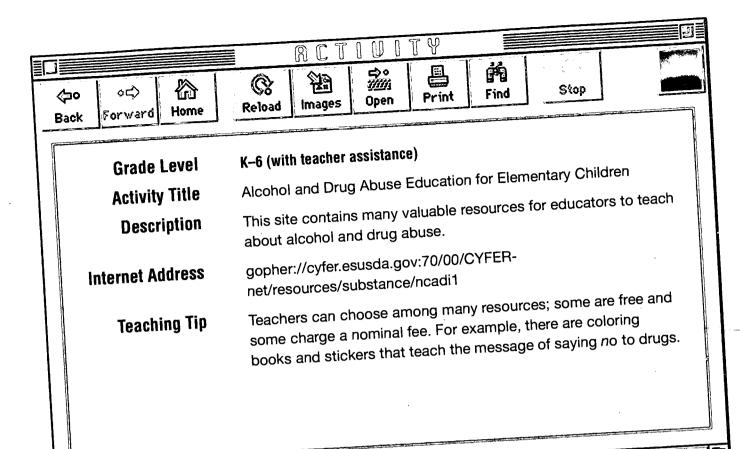


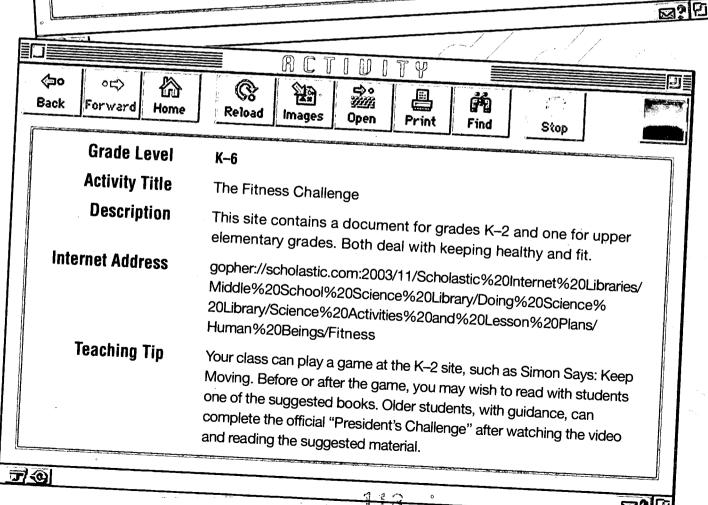
Chapter 11 Health, Nutrition, and Physical Fitness

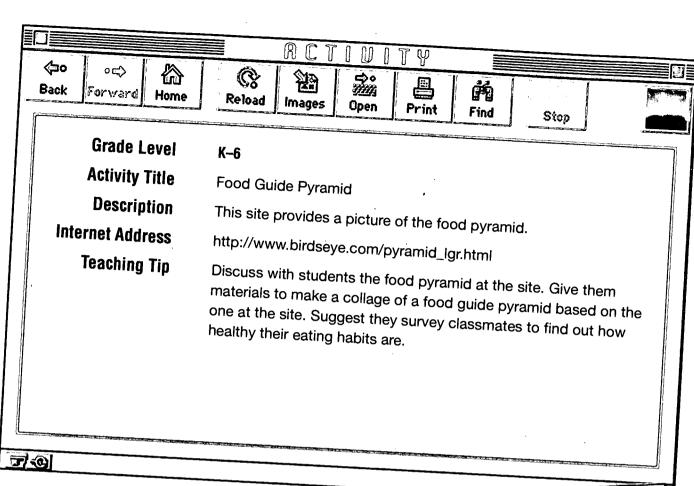
In this chapter you will find a number of the most beneficial and enjoyable resources for K-6 teachers to use in the areas of health, nutrition, and physical fitness.

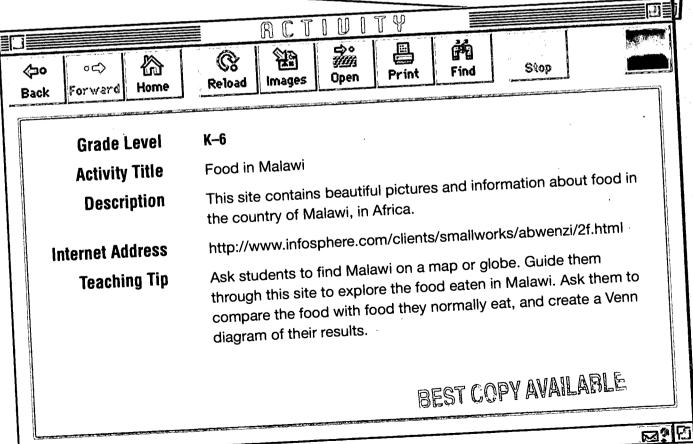
Health, Nutrition, and Physical Fitness Resources	K	1	2	3	4	5	6	
Alcohol and Drug Abuse Education			_	i	Í		į í	
for Elementary Children	*	*	*	*	*	*	*	
The Fitness Challenge	*	*\	*	*	*	*	*	
Food Guide Pyramid	*	*)	*	*	*	*	*	
Food in Malawi	*	*	*/	/*/	*	*	*	
Fruit and Nutrition Center		~.	//	/	*	*/	*/	
Fun Stuff: Fun with Fruits and Vegetables Kids Cookbook			1		/*	* (*	
Health Ed List	•		,		*	_*/	*	
Health Resources				*	*	*	*	
Healthy Herb	*	*/	*	*				
The Heart	* /	/*/	*	*	*	*	*	
Home Page for Soccer!	/*/	/*	*	*	*	*	*	-
International Games					*	* .	(*	
Let the Light Shine In: A Look at the Iris	*	* .	*	*				
The Longevity Game	*	/*/	*	*	*	*	*	
Minerals		/	*	> * ,	*	*	*	
Presidential Fitness Program	/ *	*	*	*	*	*	*	<u></u>
Sports Video Clips	/ *	*/	*	*	*	*	*>	>
Ten Tips for Healthy Eating and Physical Activity for You					/*	*	*(
Vitamins	//	/	* /	/* /	/ * .	*	*	
Volleyball			//	/	*	*	*	
117	K	/1/	2	3	4	5	6	!

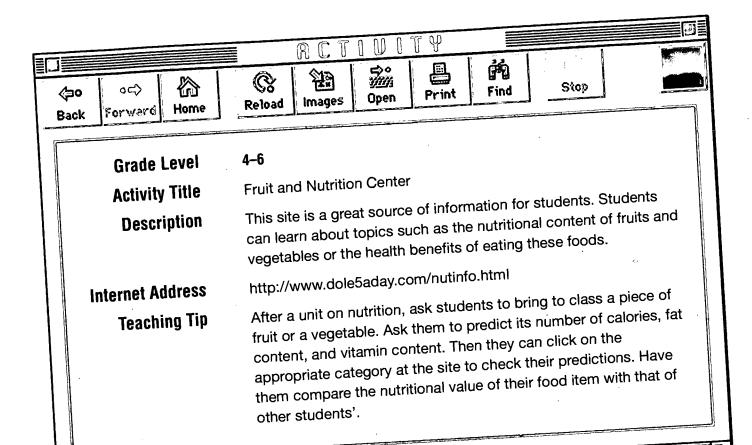


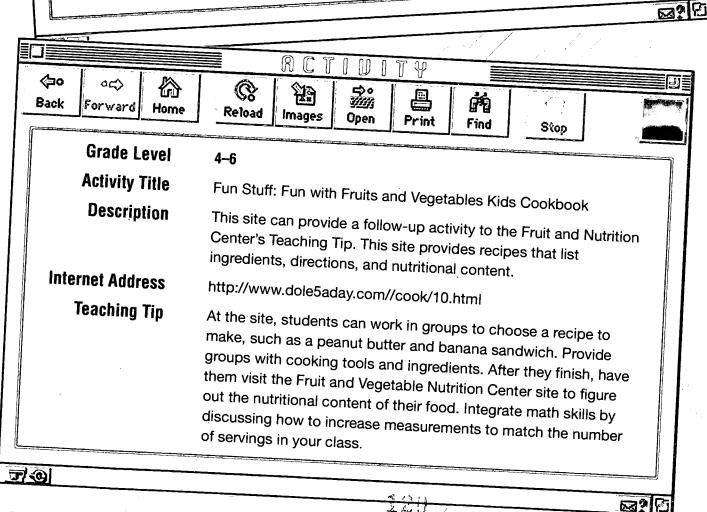


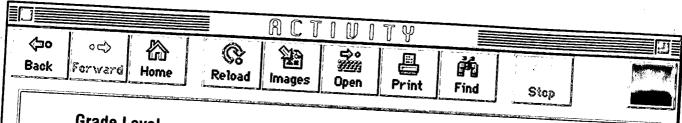












Grade Level

4-6 (with teacher assistance)

Activity Title

Health Ed List

Description

This is an excellent resource for teachers. It contains links to other sites such as "How Is AIDS Transmitted?" "Stretching and Flexibility," and "The Visible Human Project."

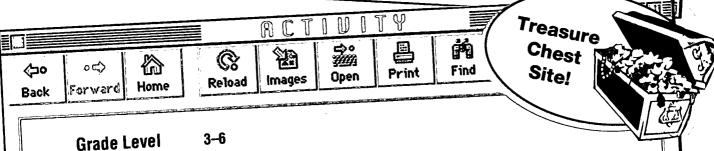
Internet Address

http://www.tc.cornell.edu:80/Edu/MathSciGateway/medicine.html

Teaching Tip

This would be a great resource for older students to use when studying the human body or diseases that can affect it. The pictures should be carefully previewed before allowing students

7



Activity Title

Health Resources

Description

This site contains many practical and valuable lessons in health,

nutrition, and fitness.

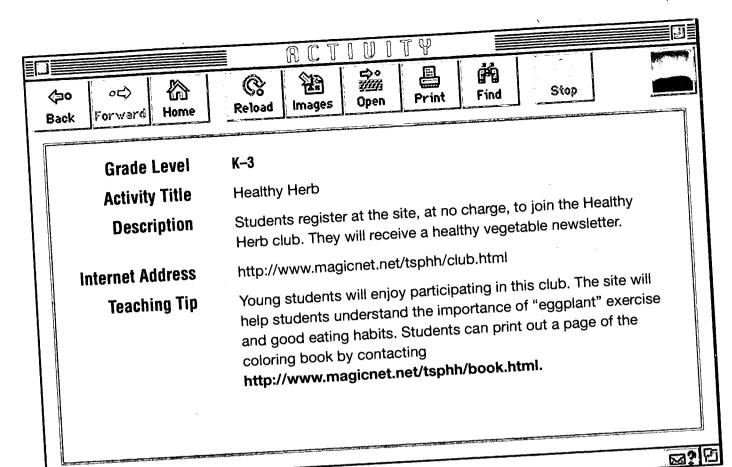
Internet Address

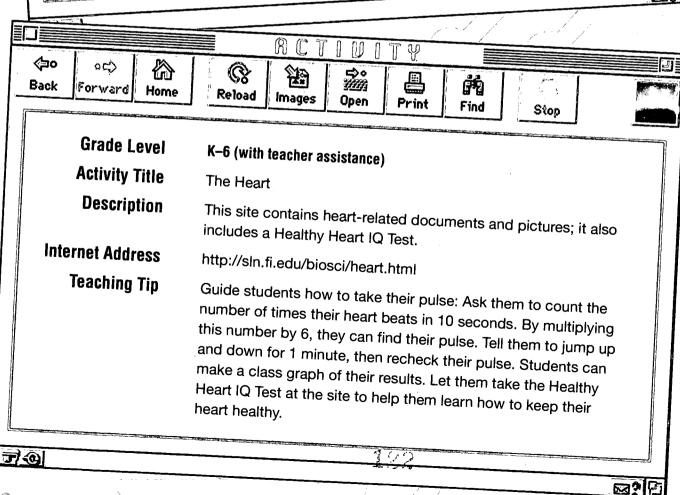
gopher://ericir.syr.edu:70/77/Lesson/.lesson/lessons?health

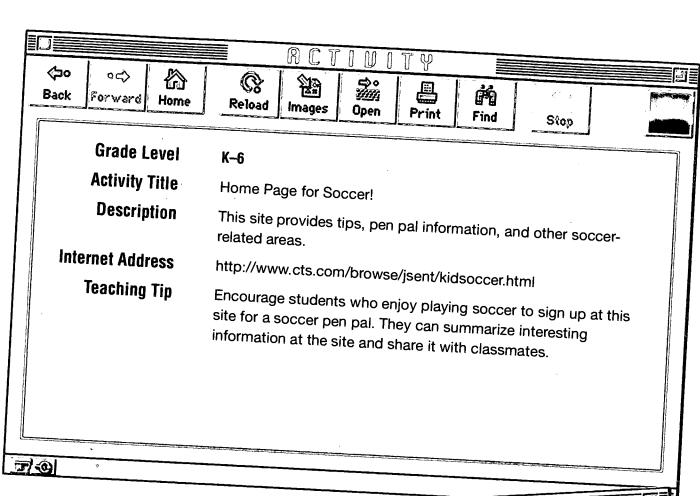
Teaching Tip

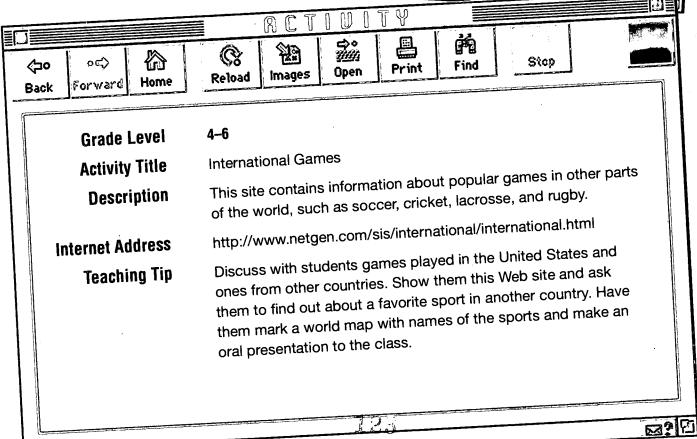
This site could be used in many ways, for example: click on "Health: What Causes Tooth Decay?" This lesson uses vinegar and egg shells in a simulation of teeth decomposition to help students understand the causes and implications of tooth decay.

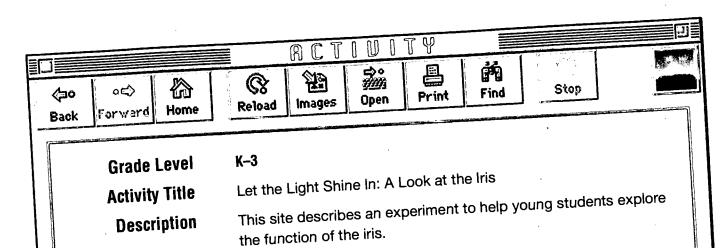
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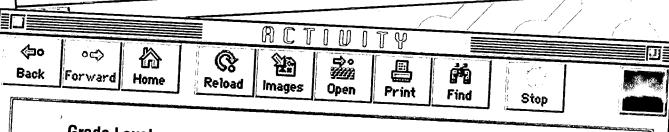




http://sln.fi.edu/tfi/activity/bio/bio-1.html Internet Address

After students complete the experiment at the site, help them make an eye out of colored modeling clay. If possible, provide a **Teaching Tip** plastic model or a color chart of an eye to help students form the

different parts.



Grade Level K-6 (with teacher assistance)

Activity Title The Longevity Game

Description This game allows students to enter facts about themselves and

their families, then find out the age they might live to be. **Internet Address** http://www.northwesternmutual.com/

Teaching Tip

Help young students enter information to the game and understand the outcome. Older students will enjoy finding out about their family history and doing the game themselves. Students learn that lifestyle habits can affect how long they will live. Ask students to write a paragraph of personal goals that can help them live a more healthy life 🕏 🗳

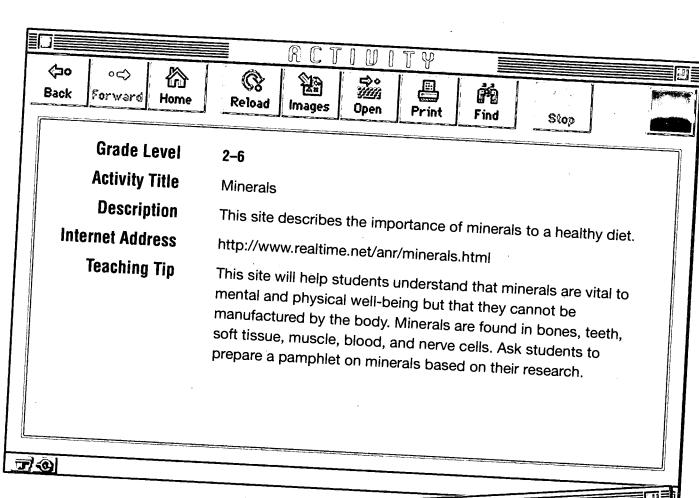
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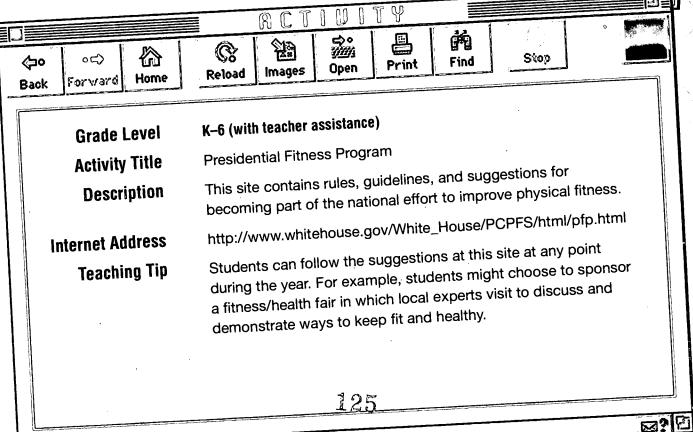
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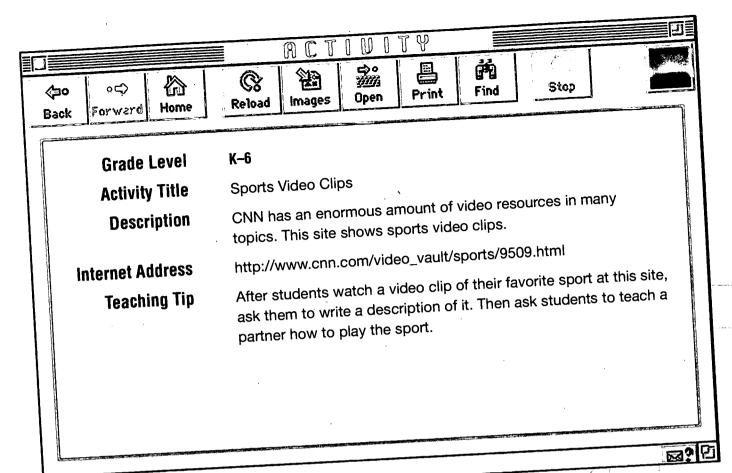


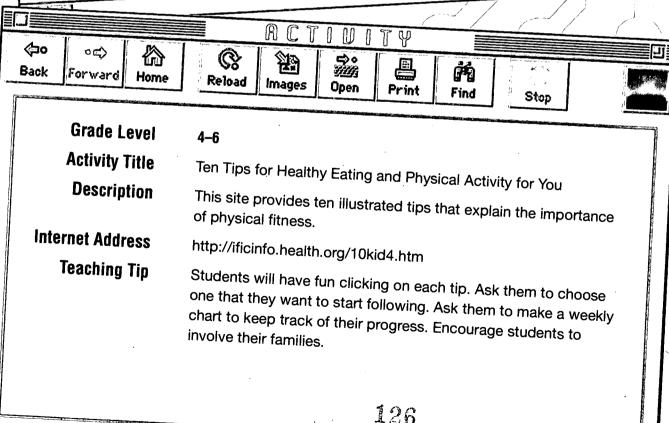
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Health Nutrition and Physical Fitness



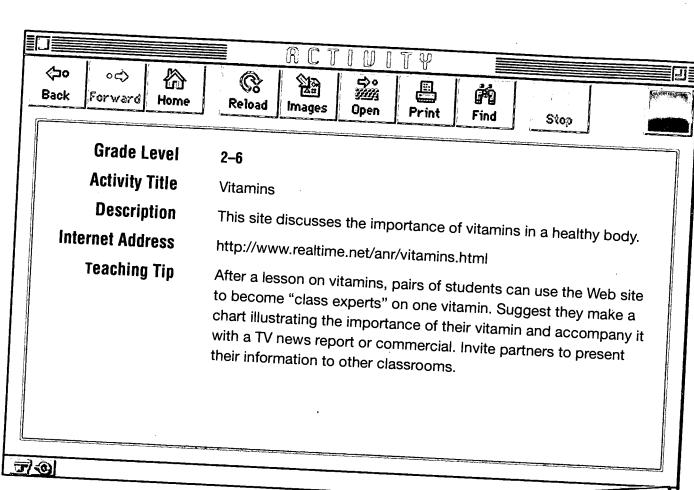


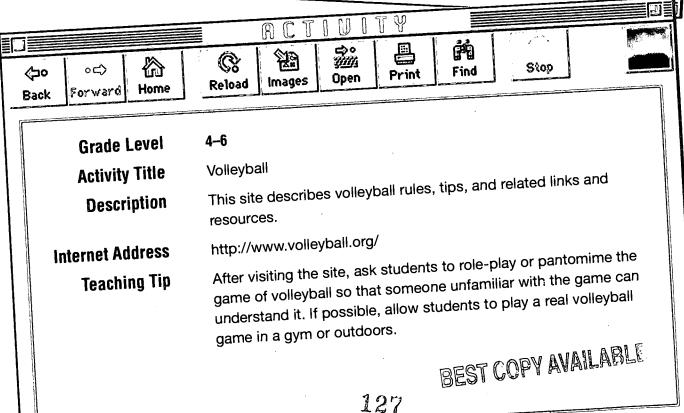




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ERIC 4 Health Nutrition and Physical Fitness





Chapter 12

Music, Art, and Dance

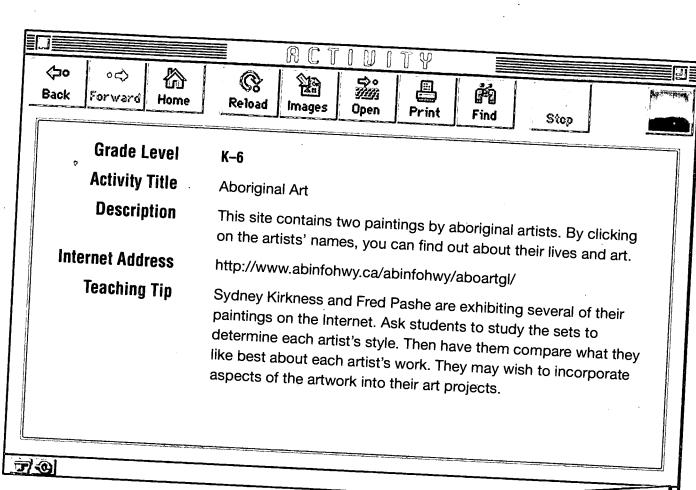
This chapter contains a number of the most beneficial and enjoyable resources for K-6 teachers to use in the areas of music, art, and dance.

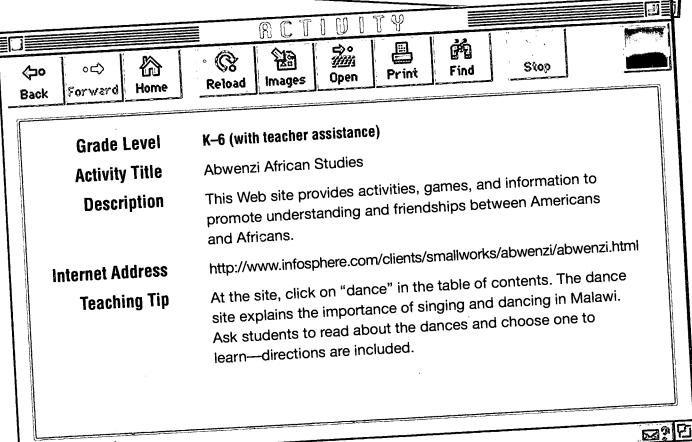
Music, Art, and Dance Resou	rces		ŀ	(1	2	3	4	5	6	
Aboriginal Art			*		*	*	*	*	*	*	·
Abwenzi African Studies	٠		*		*	*	*	*	*	*	
Ansel Adams: Photography							` ` `	*	*	*	
Art, Music, and Dance Links			*		*	*	*	*	*	*	
Carlos' Coloring Book			*		*	*	*	*	*	*	
Crafts for Kids			*		*	*	*	*	*	*	
Crayola [™]	,		*	./	*	*	*	*	*	*	
Cuban Music			/ *		*	*	*	*	*)	*	
Dream Weaver			*		* :	*	*	*	*/	*	
Folk Songs		_	*	1	*	/*	*	*	*	*	į,
Global Show-n-Tell			*		*	*	*	*	*	*	
Himalayas			*		* /	*	*	*	*	*	
International Writing and Art Contest			j	/	//	<i>,</i>		- * -	★	*	
Jeconde			*	/ /	, *	*	*	*	*	*	 ,
LEGO™			//	/	*	*/	*	*	* (/ *	1
Lite-Brite™			/ <*		-*	-*	*	*	*	*	
Monster Exchange Program			· ·	/	> ,		*	*	*		
Music Concert			*	1.	*/	*	>*`				
Nowwwhere!						*/	*/	*	*	*****	
Origami		/	//*		*/	*/	*	*	*	*	
Sketch the Art Cow	<u></u>		/ *		*/	*	*/	/*]	*	*	
		/ / 	<u> </u>	<u> </u>	1	2	/3/	^ 4	5	6	.1

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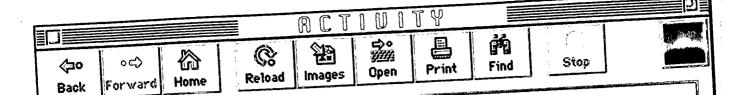


Music, Art, and Dance





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Grade Level

4-6

Activity Title

Ansel Adams: Photography

Description

This site features the photography of Ansel Adams and sound

modules in which Adams discusses his works.

Internet Address

http://bookweb.cwis.uci.edu:8042/AdamsHome.html

Teaching Tip

Some of the writings and essays may be too hard for your students, but they can still benefit from viewing the photographs and listening to Adams. Encourage students to take photographs and put them into a classroom exhibit. Invite students to explain

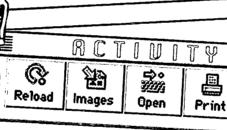
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Find

Stop

their photos in writing or in person.





K-6 (with teacher assistance)

Activity Title

Grade Level

Art, Music, and Dance Links

Description

This site contains thousands of links to art, music, and dance sites. Many museums are represented. Preview the sites to make

sure the content is grade-level appropriate.

Internet Address

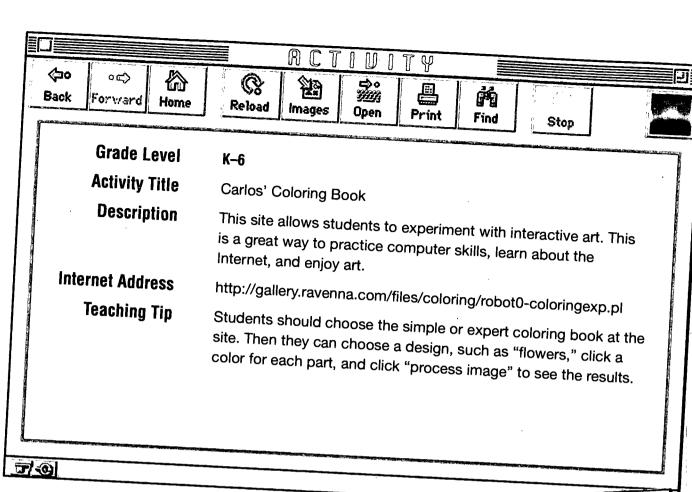
http://www.msilink.com/art.html

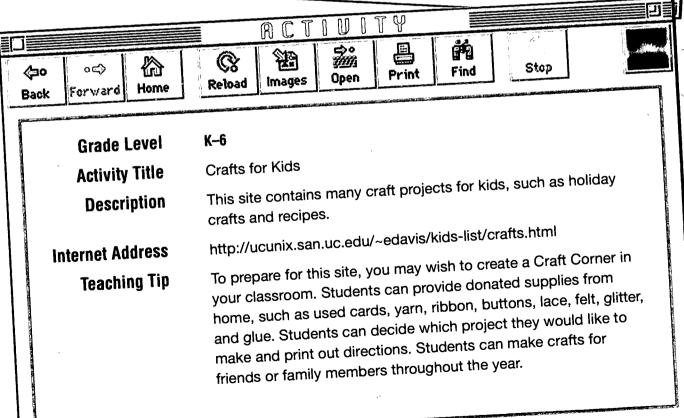
Teaching Tip

This site contains many links to visit throughout the year and to integrate throughout the curriculum. For example, if you are studying Austria, students learn about Austrian folk dancing.

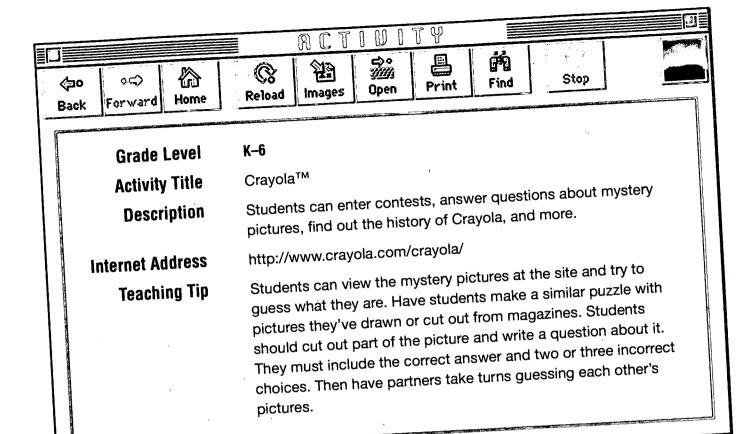
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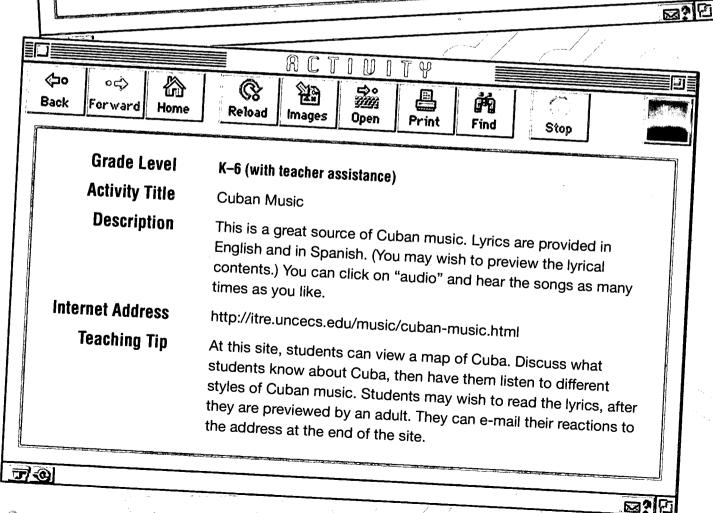
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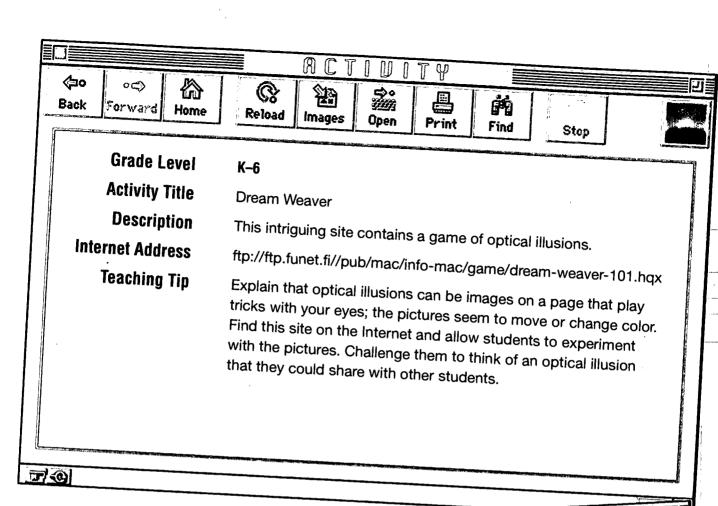


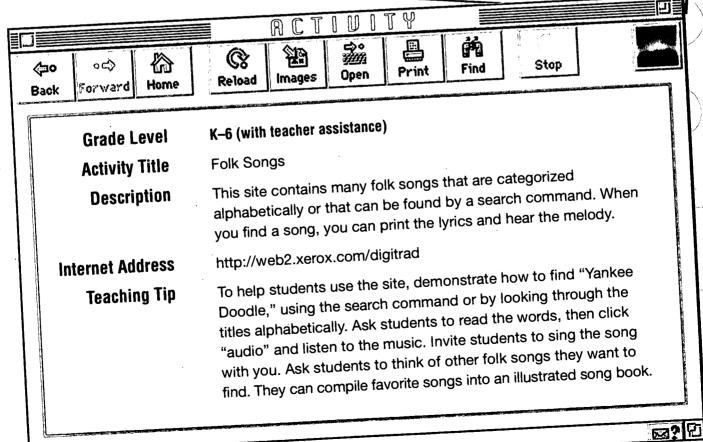


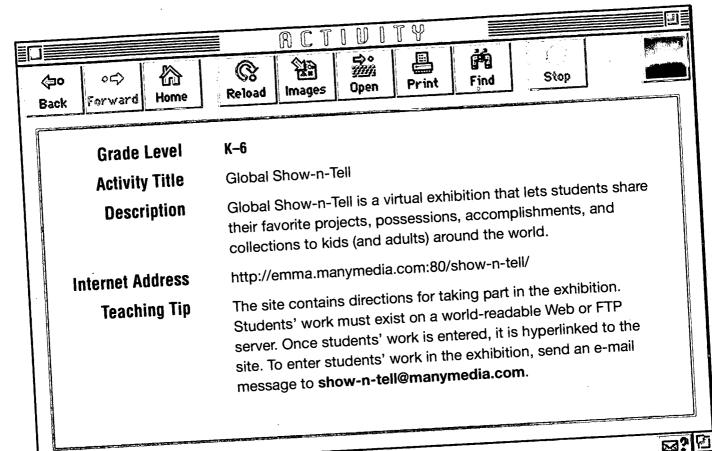
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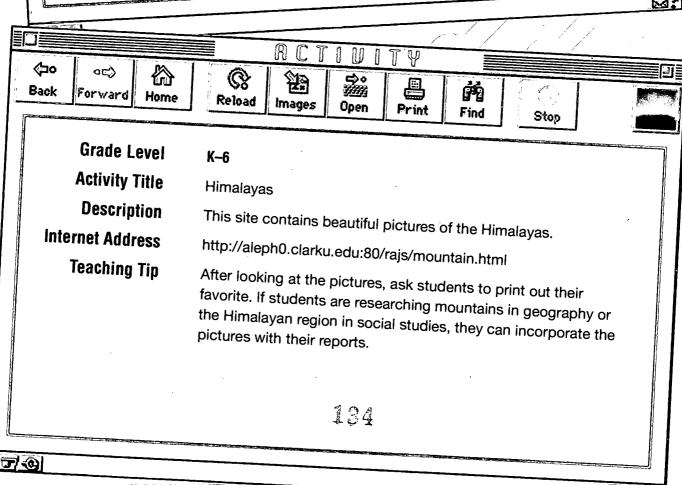




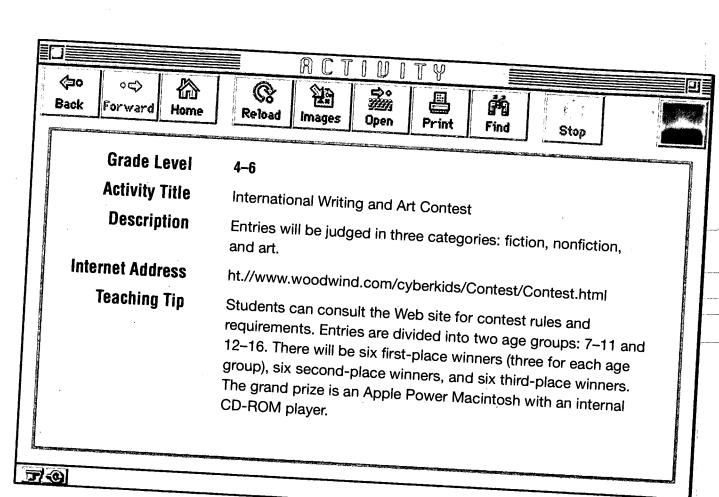


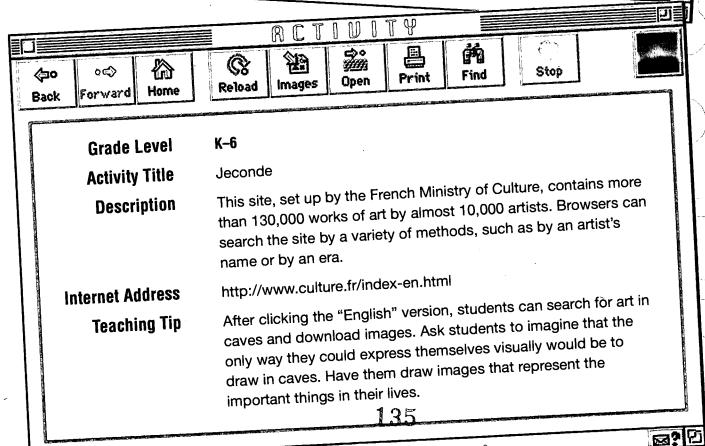






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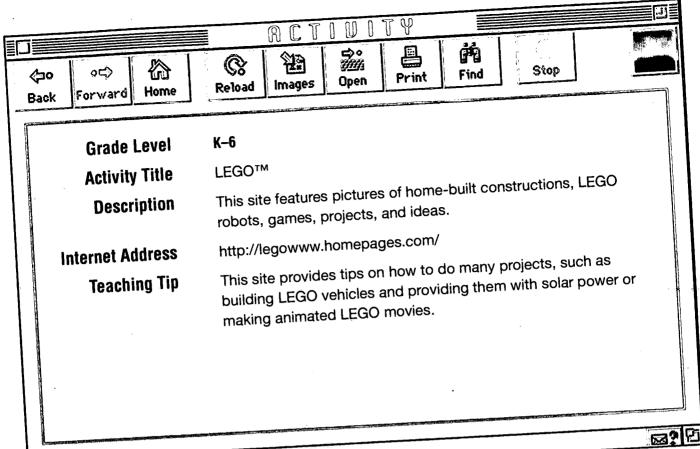


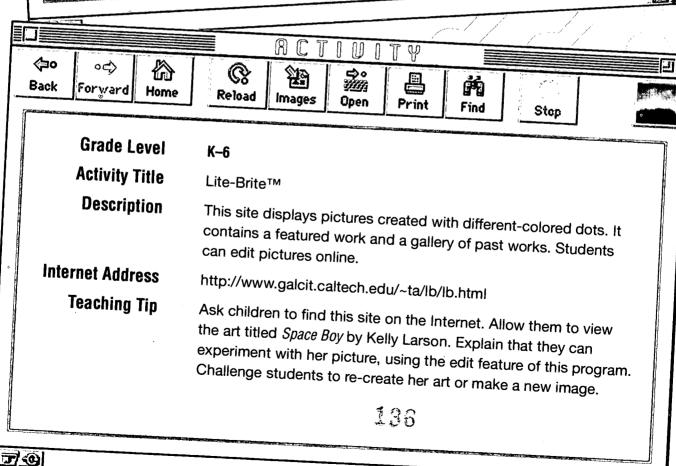


Music, Art, and Dance 133

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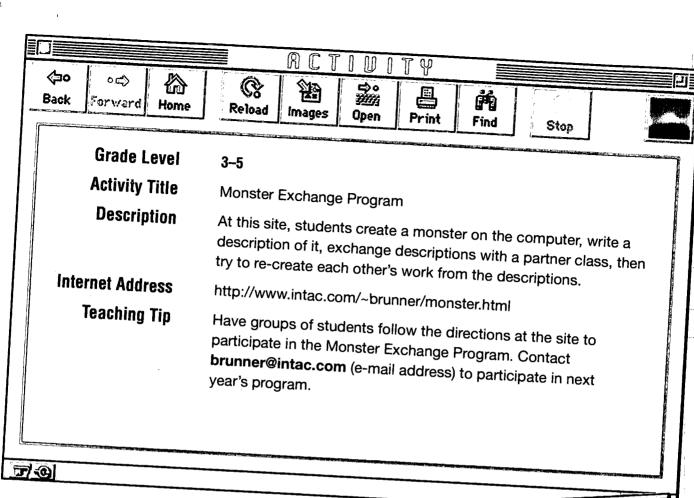
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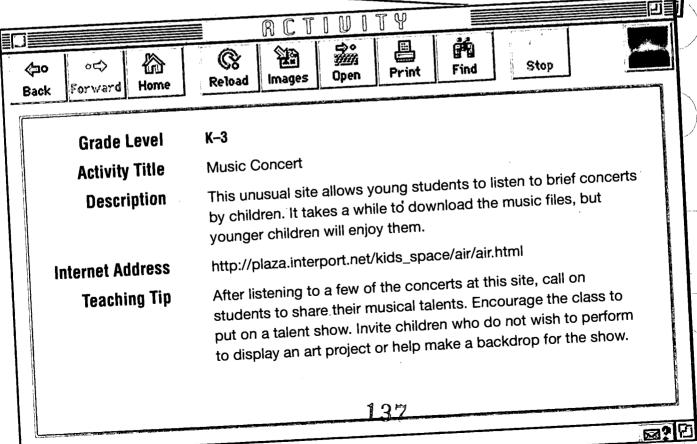




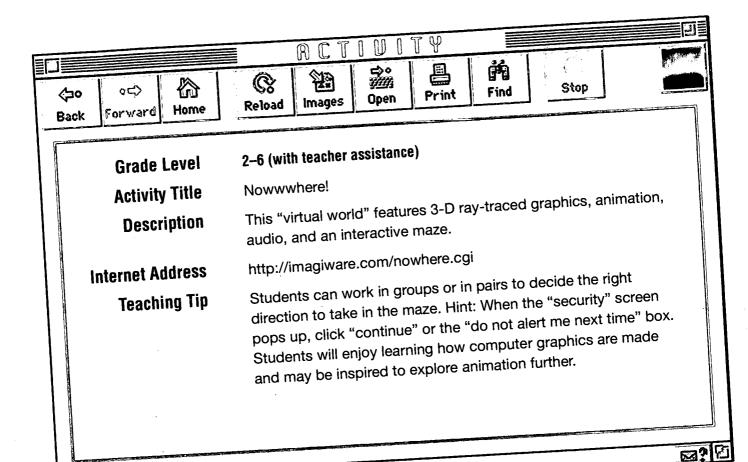
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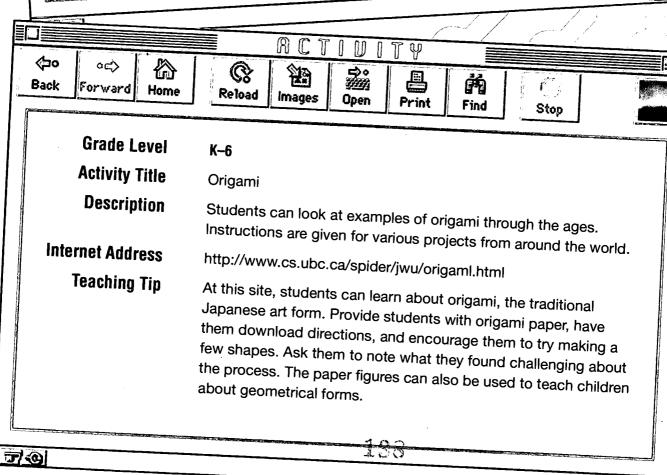
ERIC 34 Music, Art, and Dance

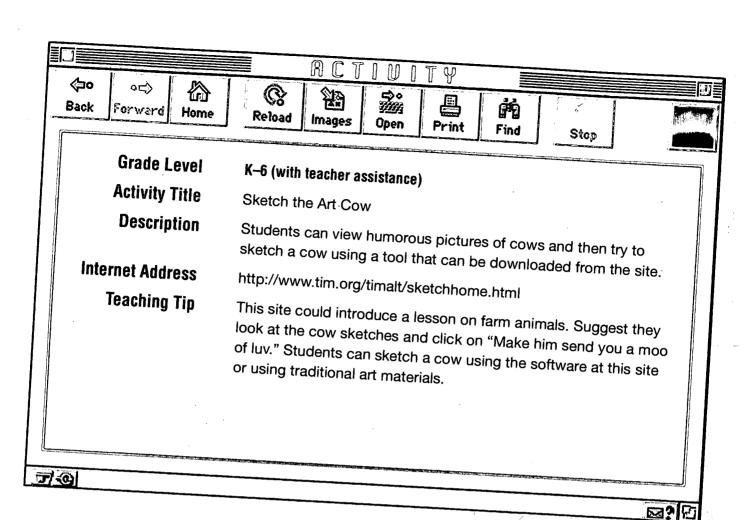




Music, Art, and Dance









Chapter 13

Projects, Organizations, and Other Resources

As introduced in Chapter 2, the Internet has tools and features that are quite useful for educators in the elementary classroom. This chapter tells how to use Internet tools to reach special projects, discussion groups, and educational materials.

Using Gopher

Gopher is a great way to browse through information on the Internet. See page 20 in Part 1 for additional information. Listed below are some of the organizations that have set up menus of items on Gopher servers.

AskERIC: Provides information for K–12 educators, such as ERIC Digests, lesson plans, archives of education-related discussions, and conference news. In response to queries, you will receive an ERIC search and full texts of any relevant ERIC Digests.

Address: Gopher: ericir.syr.edu

Telnet: ericir.syr.edu

Login: gopher

Cornucopia of Disability Information (CODI): This disability information site includes a directory of organizations and information on disability legal issues.

Address: Gopher: val-dor.cc.buffalo.edu



CTY (Center for Talented Youth): Contains newsletters, information on summer programs, writing tutorials, and other items.

Address: Gopher: jhuniverse.hcf.jhu.edu

Gopher Jewels: The University of South Carolina has compiled some of the best resources offered by Gophers, grouped by subject area. Choose these menu items at the following address: "Other Gophers and Information Resources" and "Gopher Jewels."

Address: Gopher: cwis.usc.edu

Kids Gopher (a KIDLINK service): Contains information about KIDLINK services, projects, and people. KIDLINK is a global dialog for children.

Address: Gopher: kids.duq.edu

Telnet: kids.duq.edu

Login: gopher (no password)

Project Gutenberg: Project Gutenberg is attempting to make over 10,000 public domain books freely available over the Internet as electronic text. Many sites carry the electronic texts and information. Choose these menu items at the following address: "Columbia Online Information Network," "Reference and Information Center," and "Project Gutenberg."

Address: Gopher: mizzoul.missouri.edu

Smithsonian Institution's Natural History Gopher: Offers resources and information on botany, zoology, and other subjects; the Smithsonian Biodiversity Program; and the Laboratory of Molecular Systematics.

Address: Gopher: nmnhgoph.si.edu



Groups to Join on the Internet

KIDCAFE: Youth dialog.

Subscription address: listserv@vm1.nodak.edu

Participation address: kidcafe@vm1.nodak.edu

KIDSNET: Global networking for children and educators.

Subscription address: kidsnet-request@vms.cis.pitt.edu

Participation address: kidsnet@vms.cis.pitt.edu

SIGTEL-L: A list for the Special Interest Group for

Telecommunications, a service of the International Society for

Technology in Education.

Subscription address: sigtel-l@unmvma.unm.edu

Participation address: sigtel-l@unmvma.unm.edu

STUMPERS-L: A forum for reference librarians, researchers, and

others to pose questions that have stumped them.

Subscription address: mailserv@crf.cuis.edu

(Hint: Use the "subscribe" command just as you would with a

listserv site, except enclose your e-mail address in angular.

brackets < and >.)

Participation address: stumpers-list@crf.cuis.edu

E-mail Lists and Discussion Groups

E-mail lists and discussion groups allow participants to debate ideas and exchange information throughout the world.

Cosndisc (Consortium for School Networking Discussion

List) Subscription address: listproc@yukon.cren.org

Message address: cosndisc@yukon.cren.org

EdTech: EdTech is a discussion list for teachers, educators, students, and other individuals interested in sharing ideas and information about educational technology.

Information address: edtech@ohstvm

Bitnet subscription address: listserv@ohstvma

Internet subscription address: listerv@ohstvma.acs.ohio-state.edu

KIDSPHERE: For people interested in the development of computer networks for students and teachers.

Subscription address: kidsphere-request@vms.cis.pitt.edu

Message address: kidsphere@vms.cis.pitt.edu

TAG-L: The Talented and Gifted Education List is open to anyone interested in exchanging ideas and information related to education for the talented and the gifted.

Information address: tag-l@ndsuvm1

Bitnet subscription address: listserv@ndsuym1

Internet subscription address: listserv@vm1.nodak.edu



Organizations and Resources

Consortium for School Networking: An organization of institutions formed to further the development and use of computer network technology in K–12 education. To join CoSN, request an application at the subscription address. To contribute ideas, lesson plans, and projects for others to access, send e-mail to the message address.

Consortium for School Networking

P.O. Box 65193

Washington, DC 20035-5193

Phone: 202-466-6296

Fax: 202-872-4318

Subscription address: info@cosn.org

Message address: ferdi@digital.cosn.org

The Educational Resources Information Center: A federally

funded national information system that provides access to an extensive body of education-related literature, services, and products at all levels.

ERIC Clearinghouse on Information Resources

Center for Science and Technology

Syracuse University

Syracuse, New York 13244-4100

Phone: 315-443-9114

Fax: 315-443-5448

E-mail Address: askeric@ericir.syr.edu



NASA Spacelink: Provides access to National Science

Foundation publications, phone directories, and announcements.

Telnet: spacelink.msfc.nasa.gov

Login: newuser

Password: newuser

For information on the NASA Teacher Resource Center Network.

enter g for GO TO, then enter TRC or FTP:

spacelink.msfc.nasa.gov.

Newton: A bulletin board system for anyone teaching or studying

science, math, or computer science.

Telnet: newton.dep.anl.gov

Login: bbs

Ocean Network Information Center (OCEANIC): An interactive

database of research information; includes information on the World

Oceanic Circulation Experiment and schedules of research ships.

Telnet: delocn.udel.edu

Login: INFO

Teachers Applying Whole Language: Subscribers can get in

touch with other teachers using the whole-language approach,

Address: listserv@listserv.arizòna.edu



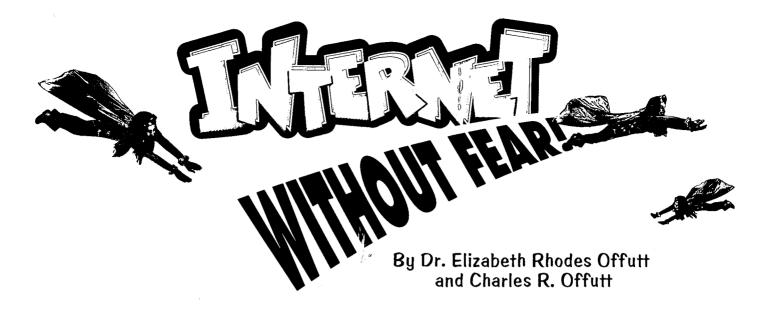
Collaborating with Other Educators—Web66

Web66 is a World Wide Web project for teachers and students in grades K–12. It helps educators set up Internet servers, links Web servers and educators, and helps educators find and use appropriate resources on the Web. With an international registry of K–12 schools on the Web, Web66 maintains the Internet's oldest and most comprehensive list of K–12 Web servers.

Address: http://web66.coled.umn.edu/

The pages of information on this World Wide Web server are created by students at Hillside Elementary School in Cottage Grove, Minnesota, with help from the University of Minnesota College of Education & Human Development. Hillside teachers and students incorporate the Internet into the elementary curriculum, using it to publish student work, access information, conduct research, collaborate with other schools, and share ideas.

Address: http://hillside.coled.umn.edu/



You've heard about the Internet. But do you have any idea how much the Internet can enrich your curriculum? Or how easy it is for you to get started using it? Have no fear! This new guide from the author of Teaching Science in a Multicultural World will get you and your students surfing the Net in no time! All the technical information you need is included, along with a glossary, a valuable directory of Net sites, and exciting activities in seven subject areas. Don't miss this unique resource! For grades K-6.

About the Authors

Elizabeth Rhodes Offutt, Ph.D., is a professor of multicultural, science, and math education in the School of Education, Samford University, Birmingham, Alabama. She is also director of the Alabama Governor's School. Prior to working at Samford University, Elizabeth taught in Phoenix, Arizona, where she began a school for homeless children.

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