

Digital Media ~ Week 4

February 10th-14th

| Day | Classwork | Reminders |
|-------------------------|---|-----------------------------------|
| Monday | <p>Learning Target: I can pick a topic, make up questions, and use proper grammar for a Kahoot game.</p> <ul style="list-style-type: none"><input type="checkbox"/> Introduce new KAHOOT project/guidelines<input type="checkbox"/> Bring in \$1-2 for a donut <p>Success Criteria: Students will create a 15 question Kahoot game. Check in topic by end of class.</p> | Bring in \$1-2 for a donut |
| Tuesday | <p>Learning Target: I can pick a topic, make up questions, and use proper grammar for a Kahoot game.</p> <ul style="list-style-type: none"><input type="checkbox"/> Work on Kahoot game<input type="checkbox"/> Bring in \$1-2 for a donut <p>Success Criteria: Students will create a 15 question Kahoot game. Check in 10 questions by the end of class.</p> | Bring in \$1-2 for a donut |
| Wednesday | <p>Learning Target: I can pick a topic, make up questions, and use proper grammar for a Kahoot game.</p> <ul style="list-style-type: none"><input type="checkbox"/> Complete Kahoot game<input type="checkbox"/> Bring in \$1-2 for a donut <p>Success Criteria: Students will create a 15 question Kahoot game. Check in the last 5 questions by the end of class.</p> | Bring in \$1-2 for a donut |
| Thursday | <p>Learning Target: I can pick a topic, make up questions, and use proper grammar for a Kahoot game.</p> <ul style="list-style-type: none"><input type="checkbox"/> Play Kahoot games<input type="checkbox"/> Bring in \$1-2 for a donut <p>Success Criteria: Students will present their Kahoot that students will play.</p> | Bring in \$1-2 for a donut |
| Friday ½ Day | <p>Learning Target: I can pick a topic, make up questions, and use proper grammar for a Kahoot game.</p> <ul style="list-style-type: none"><input type="checkbox"/> Play Kahoot games <p>Success Criteria: Students will present their Kahoot that students will play.</p> | |