

Library Services Library Lesson

Topic	Destiny Discover Lightbox Interactive eBooks
	Students can use any Internet device to read an eBook.
	Students will read Interactive eBooks to explore Simple Machines and related content to understand how these mechanical devices work and how they make our lives easier.
	<u>Titles in this series:</u> All About Inclined Planes, Levers, Pulleys, Screws, Wedges, and Wheels and Axles.
Grade	4
Essential Question(s)	1. What is an eBook? 2. What makes an eBook Interactive? Can you name and explain a feature of an Interactive eBook? 3. Who can name a simple machine and tell us a fact about it?
Learning Objectives	 I can use technology to gain a basic understanding what a simple machine is and how they help engineers build houses, bridges, and skyscrapers. I can use technology as a mode of inquiry to access information from experts. I can improve content-area reading skills, such as reading for detail. I can describe through writing accumulated knowledge about simple machines.
Lesson	The teacher will ask the following: What is an eBook? What is an Interactive eBook and Can you name and explain a feature of an Interactive eBook? She will call on some students to respond to these questions. She will explain that today we are going to navigate Follett Destiny Discover, to access Lightbox eBooks. She will explain that all eBooks are password protected and show students how to click on the"?" to view the username and password before clicking on the icon to open this resource. She will explain and show that each eBook includes Interactive Features with additional content related to the topic. The teacher will ask the class: Can you name a simple machine and tell us one fact? She will give several students the

opportunity to respond. Next, the teacher will review with the students how to login to CLEVER. The teacher will demonstrate the following steps to login to an eBook: Scroll down to Library Services and click on the "?" to view the Username and Password, before clicking the icon for Follett Destiny Discover. • When the page appears click Log In, which is in the upperright corner and type the Username and Password. On the Lightbox Bookshelf, click See All to view all titles. Select a Simple Machine eBook and click on the cover. When the eBook appears, click Open Lightbox. • Click on the first page to begin reading or click on the Read button to listen to the story. • Click on the Interactive Icons on each page to listen. read, and explore additional content related to the topic. Finally, the teacher will explain the Exit Ticket assignment before sending each student to a computer. Each student will login to Clever and repeat the steps above. Each student will select a Simple Machine eBook to read and explore the Interactive Features on each page to complete and turn in their Exit Ticket. **Standards** NG ELA 4W2: Write informative/explanatory texts to explore a topic and convey ideas and information relevant to the subject. NG Science – 3-5ETS 1-1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. ISTE 3a: Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits. Empire State Information Fluency Continuum (ESIFC): Standard 1: Inquiry and Design Thinking 1.1: Construct 4:12: Supporting main ideas with facts and inferences. Exit Ticket: After you, finish reading this series, pretend you are Assessment an engineer and explain how these simple machines can help you build a house, bridge, or skyscraper. Draw a picture, label, and write one fact for each simple machine you used in your engineering project.

Name:	Class:	
Library and Information Science	Ms. Westphal	
Draw the simple machines that you used in your engineering project. Label each one and write one way it makes our lives easier.		
As an engineer you been asked to write using simple machines to build a house		