

EL Library Guide

What's inside your Nearpod library | Customizing on Nearpod

Fall 2018 Update



Our ELD Correlation Matrix

		English Language Proficiency Levels		
		Beginner / Level 1	Intermediate / Levels 2-3	Advanced / Levels 4-5
Modality	Speaking	<p>W: Use images to support naming of things in social language. Answer yes/no questions with visual and audio support.</p> <p>S: Insert single statements and questions on draw-it or fill-in-the-blank to identify syntax in familiar phrases and practice speaking with audio support.</p> <p>D: Scaffold questions within familiar social settings using images/audio and make connections between words and ideas using interactive polls.</p>	<p>W: Insert oral speaking graphic organizer into draw-it that sorts high frequency words/phrases by sound, meaning, or categories.</p> <p>S: Use sentence starters and images to describe daily routines. Use audio to reinforce and model grammatical structures and new phrases related to the content area.</p> <p>D: Use VR/images as visuals to elicit main ideas. Label images with definitions and thinking prompts. Provide sentence starters to scaffold a response.</p>	<p>W: Use VR/3D/images to make associations between words and abstract concepts.</p> <p>S: Use polls/quizzes with true/false options to preteach meaning in key sentences or quotes. Compare and contrast meaning and syntax across its purpose in content areas.</p> <p>D: Use interactive sways to build context for choosing and defending a point of view. Then use collaborate to share ideas before discussion. Relate conversations to content areas using VR/video/images as a follow up.</p>
	Listening	<p>W: Add audio to visuals to model pronunciation and syllabication. Use audio/video to support matching activities on draw-it.</p> <p>S: Supplement short commands and wh-questions with audio/images. Question stems use social language and elicit yes/no, 1-3 word responses.</p> <p>D: After listening to audio, use draw-it to build schema by linking new concepts with prior knowledge. Present ideas within single statements with TPR and video.</p>	<p>W: Use audio to create multi-step oral commands or idioms. Use draw-it for sequencing/categorizing language with visual support.</p> <p>S: Supplement sentence frames with audio and use images and VR as visual support.</p> <p>D: Use audio to present conversations and engage students in quizzes, polls, and open ended questions. Embed visual supports in a series of related ideas specific to content area.</p>	<p>W: Present a video with a graphic organizer on draw-it to identify definition, examples, and non-examples. Use context clues from audio to guess meaning of technical words.</p> <p>S: Listen to audio clips containing target syntax and grammatical structures that are characteristic of particular content areas.</p> <p>D: Use audio in combination with collaborate and open ended questions to elicit diverse perspectives and opportunities for small/whole group debate and discussion.</p>
	Reading	<p>W: Use draw-it for matching common symbols, signs, and words to words. Supplement text with audio as a fluency exercise. Use draw-it/collaborate to allow searching for images that match key words.</p> <p>S: Preteach common words/phrases with audio support and modeling. Use quizzes/fill-in-the-blank to assess understanding of short sentences by pointing out key words.</p> <p>D: Create labeled images or illustrated glossaries in self-paced mode to scaffold reading and comprehension of new concepts. Embed images directly into single statements or questions for more support.</p>	<p>W: Convert text to a draw-it to allow the practice of annotating parts of speech and look for key vocabulary, and identify multiple meanings.</p> <p>S: Insert graphic organizer on a draw-it to chunk compound sentences and identify meaning. Supplement reading with audio clues to help students locate sentence patterns across content areas.</p> <p>D: Add VR/3D/video/images to build comprehensible input of fictional and non-fictional text. Use draw-it to present graphic organizers that divide a text into chunks that support sequencing and paraphrasing.</p>	<p>W: Use 3D/VR/images to make associations between words and technical/abstract concepts. Display images on a draw-it to create a word map of multiple meaning.</p> <p>S: Display sentences alongside images to demonstrate ideas in sentences. Annotate details within descriptive sentences and identify new grammatical structures with self-paced audio supports.</p> <p>D: Use VR/images/video/3D to build background knowledge of selected passages on a draw-it. Color code for main ideas, arguments, reasons, and evidence and gather inferences on collaborate.</p>
	Writing	<p>W: Use draw-it for non-linguistic representations of target vocabulary. Use slideshow for self-paced exploration of social words.</p> <p>S: Insert short phrases on draw-it with opportunities to circle target vocabulary in those sentences. Use fill-in-the-blank to learn phrasal patterns and grammar.</p> <p>D: Use VR/images to contextualize words/phrases in real life situations and draw-it to group words/phrases into categories or matching words to ideas. Use image slideshow to visually scaffold short conversations as a self paced exercise.</p>	<p>W: Use draw-it for matching visuals to content vocabulary or short descriptions. Use fill-in-the-blank to complete the sentence.</p> <p>S: Practice sentence patterns and main ideas with a graphic organizer on draw-it. Create compare/contrast, opinions, preference questions on collaborate, polls, open ended questions with images/video support.</p> <p>D: Use VR/images/video for contextualization and expanding expression of an idea. Use draw-it with visuals, sentence starters, and conjunctions to construct a short narrative.</p>	<p>W: Underline context clues to identify meanings on a draw-it. Use draw-it to facilitate open word sorting of technical vocabulary.</p> <p>S: Insert graphic organizer on a draw-it that link complex sentence with conjunctions to organize ideas in content area. Insert images/video to build background knowledge.</p> <p>D: Use VR/video and writing prompts for essay ideas and quizzes and open ended questions to gauge understanding of essay form and conventions. Create different lessons on phases of producing multi-paragraph essays or a research report.</p>

Flexible Grouping			
● Nearpod Lesson in Self-paced Mode ● Nearpod Lesson in Live Lesson Mode ● Non-Nearpod lesson			
Self-Contained 	Push In 	Station 	Coteaching: Parallel
Coteaching: Teach + Assist/Observe 	Coteaching: Team Teaching 	Integrated 	Multi-level classroom

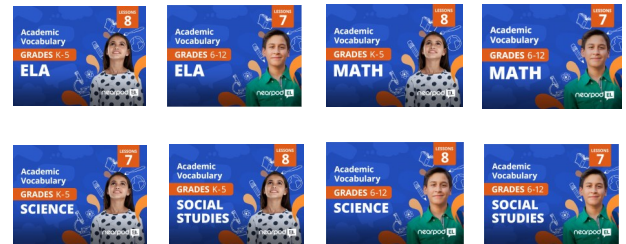
Academic Vocabulary

400 Lessons

Age appropriate for K-5 and 6-12

Across ELA, Math, Sci, and SS

Avg. Lesson time: 15-25 min




8 bundles organized by subject and grade level

Research Base: ELs need explicit instruction in Academic Language to access grade level content. We focus on Academic Vocabulary across Tier 2 and Tier 3 words to support EL and content teachers in pre-teaching and building background knowledge. Our research base is from Teaching Academic Vocabulary by Dr. Kate Kinsella, Robert Marzano, and the Gradual Release of Responsibility by Dr. Fisher and Dr. Frey. Each lesson is fully customizable and includes ample opportunities for teacher modeling, extended oral practice, peer discussion, and reflection.

Vibrant, real life, breathtaking visuals to heighten discourse

"DETAIL" ELA LESSON K-5



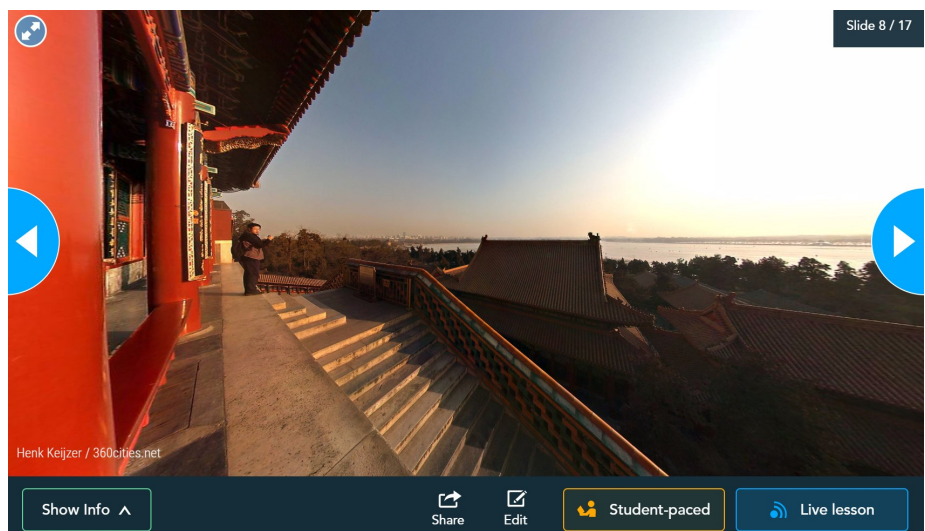
REAL-WORLD CONNECTION

Do the stairs have many details? What about the ceiling?

What are some details you notice in the ceiling?

The stairs, the walls, and the ceiling are full of details. Which part of the palace was the most challenging to construct? Why?

Sentence frames and thinking prompts are color coded by ELP Level bands.



Summer Palace, Beijing, China

Virtual Reality for ELs

10 Community-Based VR Lessons

Age appropriate for K-12

Avg. Lesson time: 20-65 min



Research Base: Emerging research already demonstrates the enormous potential of virtual reality to serve as rich texts for learning language and building motivation (Cheng et al., 2017). These lessons take students on a virtual reality field trip to places around the community. Within the VR, students can click on any bubble to: view the image, watch captioned videos, listen to audio, visit websites, and more. This lesson also features stories from former ELs and multilingual members of the community.

Roleplay scenarios to make language learning meaningful

"At the Subway" Lesson



Additional lessons include grocery store, house, market, fire station, airport, and more!

Newcomer Essentials

School-related Survival Phrases

Age appropriate for K-12

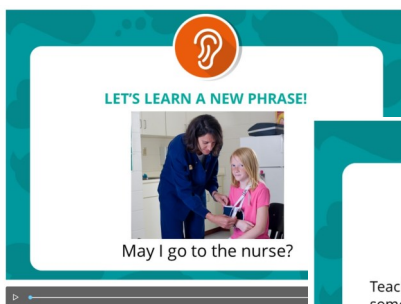
Avg. Lesson time: 10-15 min



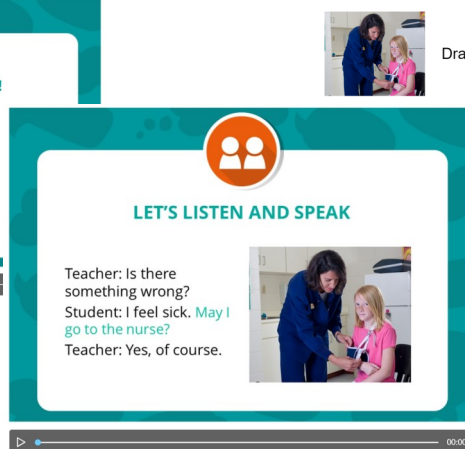
Research Base: Empower your newcomers with these basic words/phrases early on so students can move beyond the silent period (Haynes, 2007). Especially during the first weeks of school, it is important so support newcomers' development of social language. These lessons contain a variety of receptive and oral productive activities. Included are audio and visual scaffolds to lower their affective filter (Krashen, 1982). Practice at the beginning of each class or in the context of a larger lesson.

Support your newcomers during their first weeks of school

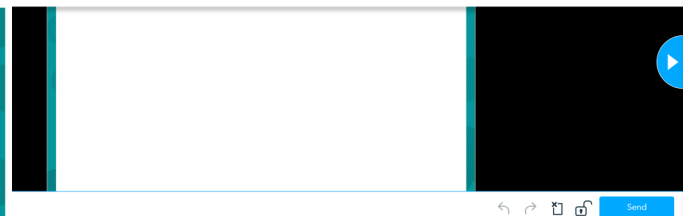
"May I Go To the Nurse?" Lesson



*Real conversations
with audio and
visual support*



Draw a picture that shows when you would use the phrase, May I go to the nurse?



Opportunities to check for understanding

Building Background Math

40 Lessons

Age appropriate for K-12

Avg. Lesson time: 20-30 min



Research Base: This bundle of 40 lessons aims to cultivate and reinforce conceptual understanding of critical math concepts that challenge struggling learners due to differences in background knowledge and cultural reference pertaining to academic ways of thinking (Moschkovich, 2013). Recognizing that math activities should balance conceptual with procedural knowledge, these lessons can serve as engaging unit hooks or screeners (Council of Great City Schools, 2016).


Language and Content Objectives and Real Life Visuals

"Volume" Lesson

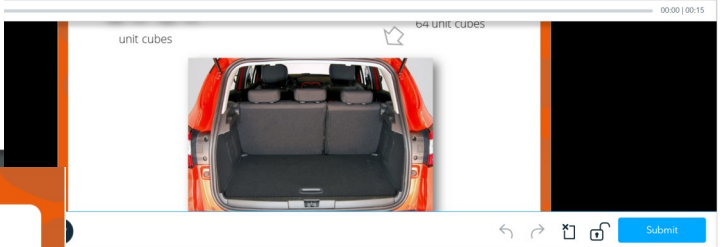
I estimated the volume by _____.

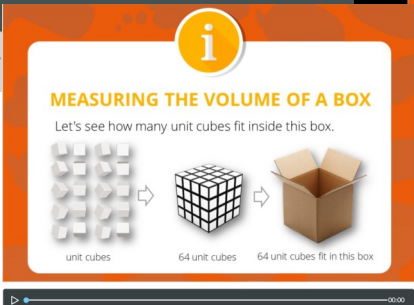
Explain how you estimated the volume of the trash container.

Please enter your answer here.



Draw-pair-share: Estimate the number of unit cubes that fit inside this trunk. Draw unit cubes to show your thinking





Real life visuals to support conceptual understanding and audio support and sentence starters to scaffold for academic language.

Content Connectors

600+ Content area Lessons

ELA, Math, Science, and Social Studies

Vocabulary, interactive, videos, assessments

Avg. Lesson time: 25-45 min



13 bundles of over 600 Lessons

Each lesson is customizable to support your students!



Our Approach	Key Components	What to expect
Outcomes	<ul style="list-style-type: none"> Academic Language Development 	Vocabulary definitions with audio and pictures
Language Supports	<ul style="list-style-type: none"> Scaffolds Visual Support 	Sentence frames, graphic organizers, diagrams, embedded opportunities for further scaffold customization, multimedia
Engagement	<ul style="list-style-type: none"> Activation of Prior Knowledge Immediate Relevance Interaction 	Virtual Reality, videos, 3D objects, Think-Pair-Share, Polls, Quick Writes, video hooks, discussion protocols, games

Research Base: These lesson follow the Gradual Release of Responsibility Model. These lessons align to content standards and are most effective in whole class, integrated settings. Combine these lessons with our Academic Vocabulary bundles and insert additional strategies from the EL strategy toolkit for added support!

MATERIALS AND PREPARATION

Before teaching this lesson...

- You may want to pair this virtual reality with a literary unit on poetry.
- It's recommended that you preview Maya Angelou's poem, "Caged Bird."

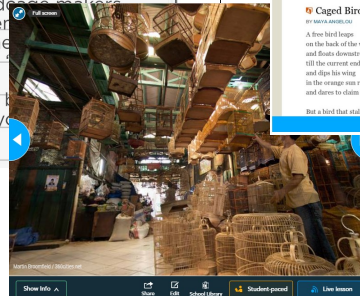
Caged



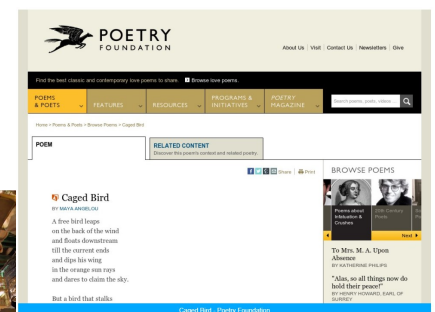
Directions

Today, we are going to explore the shop of a group of birdcage makers in Jakarta to develop an understanding of caged birds. This will help us understand Maya Angelou's poem,

How would you feel to be in one of the cages that you



"Caged Bird
by Maya Angelou"
ELA Grades 9-12



Grammar

44 Lessons

See Full Lesson List



a/an/the + Noun

Adjectives

Adverbs

Am/Are/Is ...?

Be + Adjective + Noun

Be + Preposition + Noun

Be-Verbs: Affirmatives and Negatives

Be-Verbs: Yes/No Questions

Can ...?

Can/Can't

Comparatives

Count and Noncount Nouns

Do/Does + Have ...?

Don't/Doesn't Have

Future: Affirmatives and Negatives

Future: Yes/No Questions

Have/Has

Helping Verbs

Imperatives

My/Your/Her/His (1)

My/Your/Her/His (2)

Understanding Nouns

Noun / Pronoun + Be

Possessives and This/That/These/Those

Prepositions of Place

Present Continuous: Affirmatives

Present Continuous: Negatives

Present Continuous: Yes/No Questions

Present Simple: Affirmatives

Present Simple: Affirmatives and Negatives

Present Simple: Be-Verbs

Present Simple: Negatives

Present Simple: Yes/No Questions

Pronoun + Be

Pronouns + Be + Not

Pronouns

Singular and Plural Noun

There + Be + Noun

These/Those

This/That

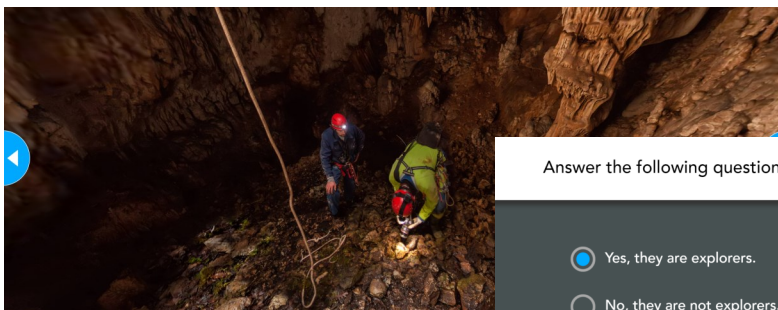
What + Be...?

What/How + Be ...?

What/Who in Present Continuous

What/Who/Whose + Be...?

"Am/Are/Is..." Lesson



Answer the following question about the scene you just explored. Are the people you saw in the cave explorers?

- ☒ Yes, they are explorers.
- ☐ No, they are not explorers.

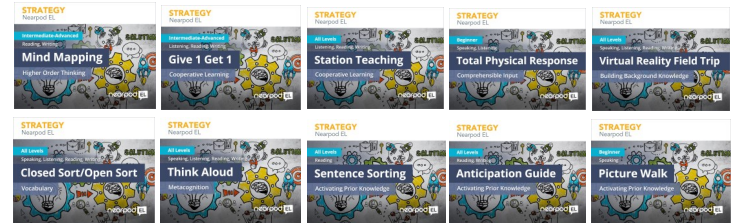
EL Strategy Toolkit

10 Lessons

Self-paced Teacher Tutorials

Strategies to help you customize

Learn the “how” behind differentiation



1 bundle of 10 lessons

Research Base: We are excited to offer our EL Strategy Toolkit comprising of strategies delivered on Nearpod to strengthen your impact on students. These strategies are taken from frameworks including SIOP and CALLA. These categories include: activating prior knowledge, vocabulary building, cooperative learning, comprehensible input, and metacognition. Each strategy contains a rationale of the activity, teacher directions, and how to set up the activity on Nearpod.

Incorporate these strategies in your next PLC Meeting

“Mind Mapping” Higher Order Thinking

UNDERSTANDING THE CHALLENGE

Activities that encourage synthesis or analysis typically involve a response. EL critical thinking responses to capture the

STRATEGY

Mind Mapping is a flexible activity that can be used for vocabulary development, pre-teaching, review, or assessment. In Mind Mapping, students visually represent connections between a traditional web and pictures to represent map, they synthesize on drawings as opposed to thought no matter the

USING DRAW IT

Add a Draw It slide, then add directions for the Mind Map in the question box. Next to the directions, you can insert a reference image to remind students what a Mind Map can look like.





A powerful platform



Field Trip



Nearpod 3D



Draw it



Collaborate



Sway



Open ended question



Quiz



Poll



Video



Audio



Slide



Slideshow



PDF viewer



Fill in the Blanks



Memory Test

Nearpod integrates with:



Nearpod works on:



The Nearpod platform makes scaffolding easy. Choose among a variety of tools to make your lessons more engaging, interactive, and comprehensible