

## Boardmaker Instructional Solutions

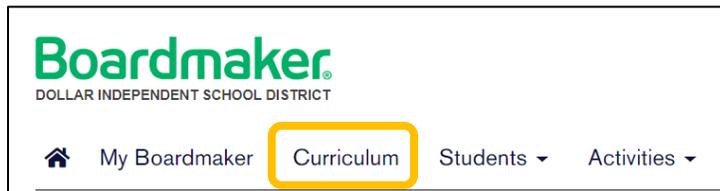
Specifically designed for students with special needs, Boardmaker Instructional Solutions are included with your Boardmaker Online subscription. These programs support you in delivering predictable, standards-based practice every day.

### Getting Started with Core First Learning

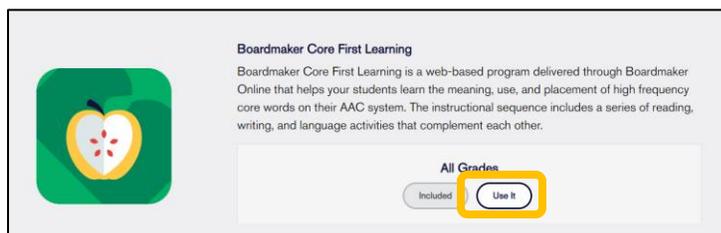
Teach beginning communicators how to find, use, and read core words.

#### To access Core First Learning:

1. From the Boardmaker Online Homepage select **Curriculum**.



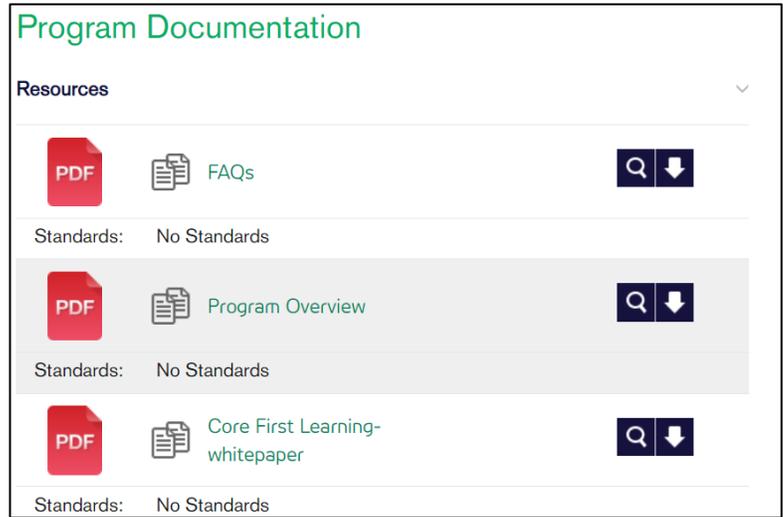
2. In the Boardmaker Core First Learning section, select **Use It**.



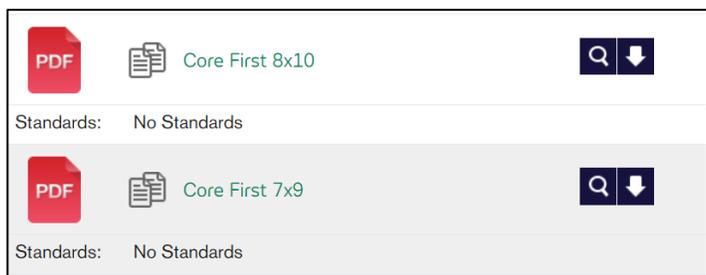
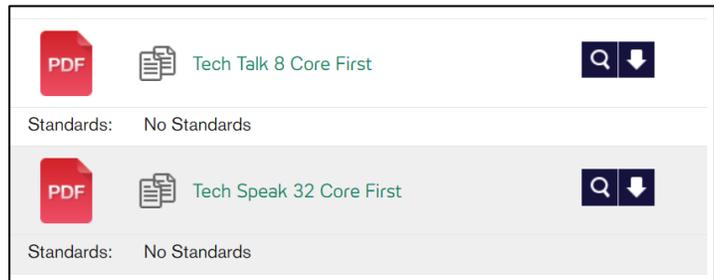
3. Select a country.



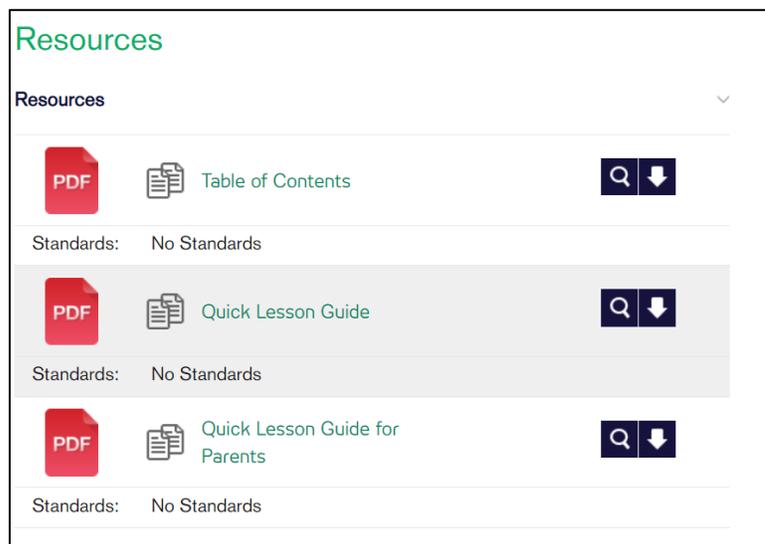
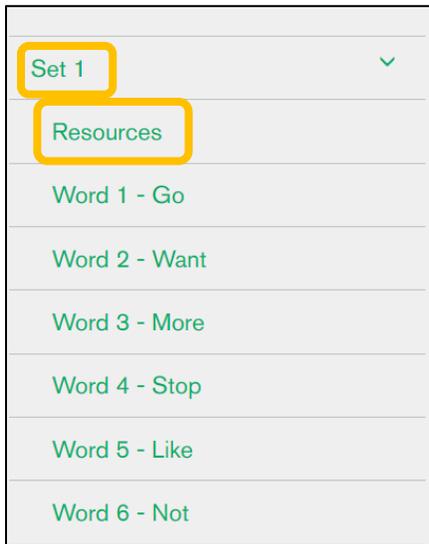
4. Select Program Documentation and review documents.



5. (Optional) Open the Digitized Device Overlays folder and download appropriate page sets for your devices. Open the Communication Boards folder to find printable core boards.

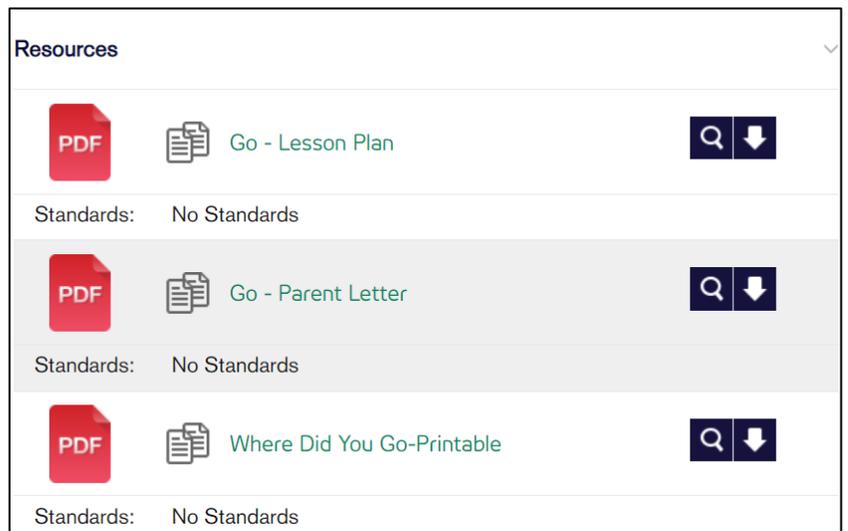


6. Choose a Set and select Resources. Here you will find the Table of Contents and Quick Lesson Guides.



NOTE: The **Quick Lesson Guide** is a handy roadmap and provides the order of activities.

7. Select the **word** you want to target. Here you will find the Lesson Plans, Parent Letter, and activities designed specifically for that word.



NOTE: Each word contains a week's worth of activities that target one core word. Units may be reordered to meet the needs of your student. The **Lesson Plan** is a detailed script for introducing and guiding students through each day's instructional activities.

8. Use the Lesson Plan and the Quick Lesson Guide to determine the order the activities.

Quick Lesson Guide 

	Activity 1	Activity 2	Activity 3	Activity 4	Activity 5
Day 1	Introduce the word and book title.	Do a picture walk with the book.	Point out what you notice about the book.	Prepare the student to take the book home and share with the family.	
Day 2	Read the book and find the word (using device) while reading book.	Make a plan to use the word at home tonight.			
Day 3	Talk about using the word at home the night before.	Read the book with the student again and find the word (using the device).	Have the student create their own book.	Have the student plan to read the book at home with family.	
Day 4	Talk about sharing the student-created book the night before.	Read the book with the student again.	Have the student select another book from their library.	Repeat picture walk, locating and using the word with this book.	Have the student plan to read the book at home with family.
Day 5	Talk about using the word at home the night before.	Read the book from Day 4 with the student again.	Have the student complete the two onscreen activities.		

Activities


Go - Quiz





Standards: No Standards


Where Did You Go





Standards: No Standards


Where Did You Go-Printable






Standards: No Standards


Go - Write a Book-Max Support





Standards: No Standards

9. Use the blue toolbar to print, play, assign, or add activities to a playlist.


Where Did You Go-Printable






Standards: No Standards

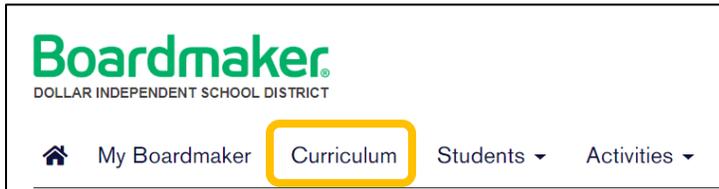
10. Repeat this process for each word.

# Getting Started with Expedition Education

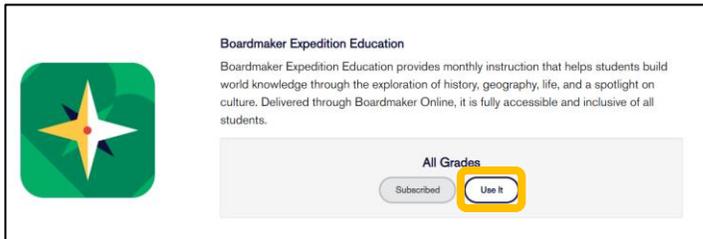
Build world knowledge and reading comprehension.

## To access Expedition Education:

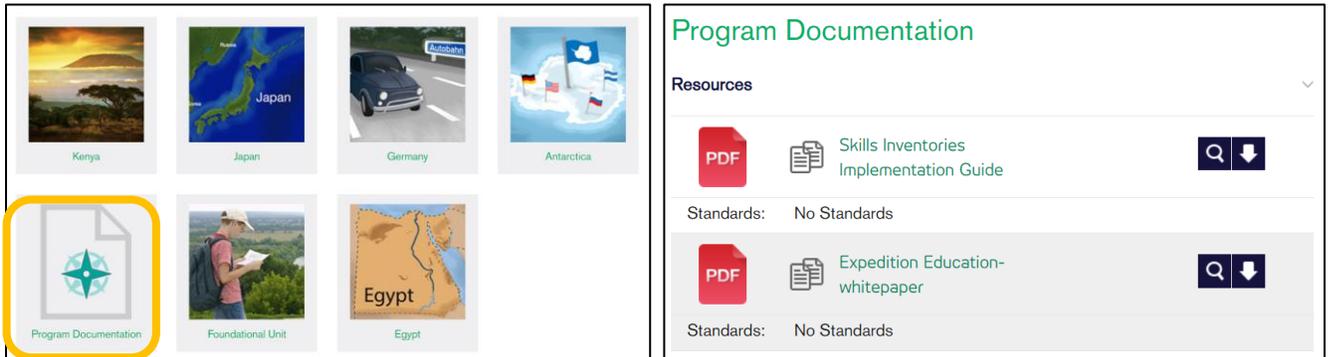
1. From the Boardmaker Online Homepage select **Curriculum**.



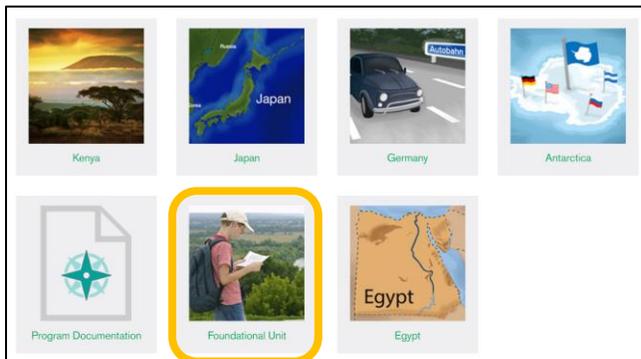
2. In the Boardmaker Expedition Education section, select **Use It**.



3. Select **Program Documentation** and review documents.

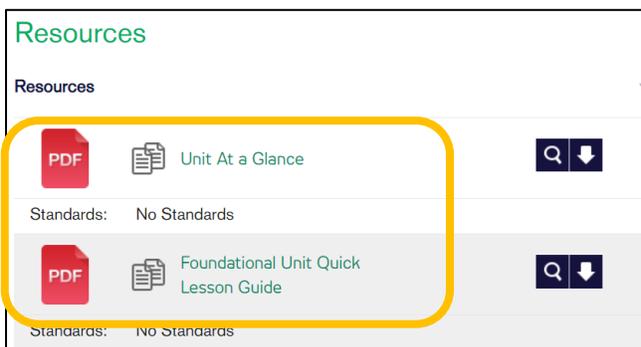


#### 4. Select the Foundational Unit.



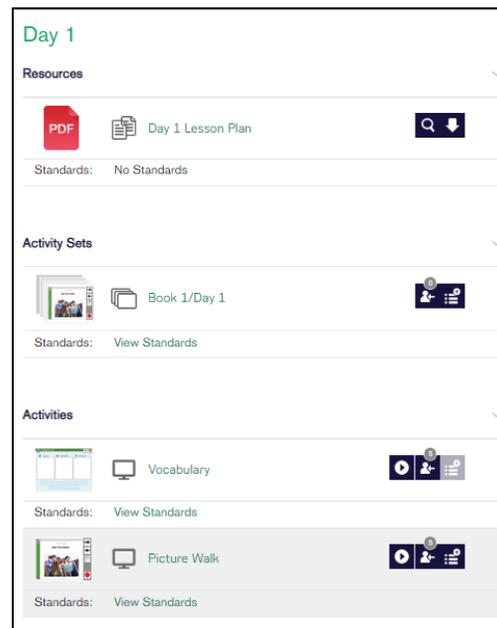
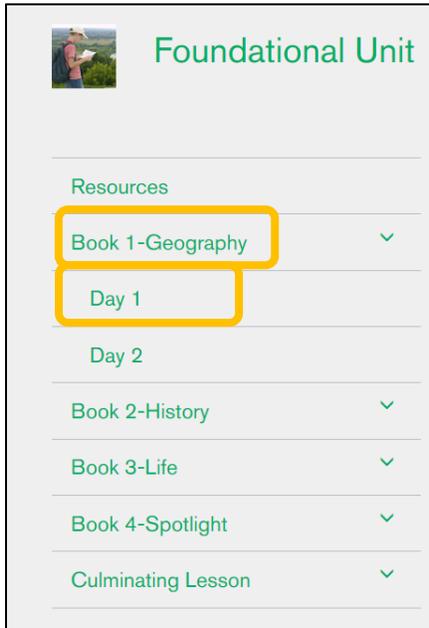
NOTE: The Foundational Unit is a great place to start because it provides an introduction to key concepts and vocabulary found in this program.

#### 5. Download the Quick Lesson Guide and Unit at a Glance.



NOTE: The Quick Lesson Guide is a handy roadmap and provides the order of activities. The Unit at a Glance defines goals for the unit and identifies important vocabulary.

6. Choose **Book 1** and select **Day 1**. Here you will find a **Lesson Plan**, **Activity Set**, and individual activities.



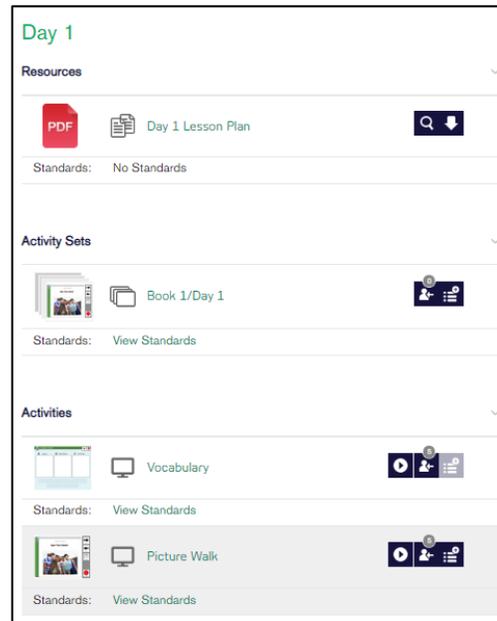
NOTE: **Activity Sets** include all the daily activities. To assign all daily activities to a student or to add all the daily activities to a playlist, it is easiest to add the entire **Activity Set**.

7. Use the **Lesson Plan** and **Quick Lesson Guide** to determine the order of the activities.

**Boardmaker**  
EXPERIENCE EDUCATION

### Foundational Unit-Quick Lesson Guide

	Day	Activity A	Activity B
<b>BOOK 1</b> Geography Spin that Globe!	1 Intro Day	<b>Picture Walk</b> Take a picture walk of <b>Spin that Globe!</b>	<b>Vocabulary Routine</b> Introduce and build knowledge of new vocab words: <i>climate, landform, landscape, environment, geography</i>
	2 Vocab Day	<b>Shared Reading</b> Provide shared reading of <b>Spin that Globe!</b>	<b>Game</b> <i>Play Memory with words and concepts introduced in this book.</i>
<b>BOOK 2</b> History History's Story	1 Intro Day	<b>Picture Walk</b> Take a picture walk of <b>History's Story.</b>	<b>Vocabulary Routine</b> Introduce and build knowledge of new vocab words: <i>past, history, tradition, conflict, future</i>
	2 Vocab Day	<b>Shared Reading</b> Provide shared reading of <b>History's Story.</b>	<b>Game</b> <i>Do a Word Search with words introduced in this book.</i>



8. Use the blue toolbar to **play, assign, or add activities** to a playlist. Remember you can add all the day's activities at the same time by assigning or adding the **Activity Set** playlist.



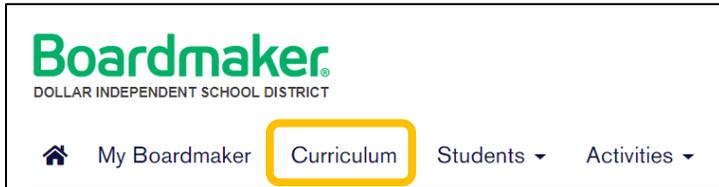
9. Repeat steps 6-7 for **Day 2** and the remaining books in the **Foundational Unit**. Then select which country you want to study first.

# Getting Started with Boardmaker Book Bridge

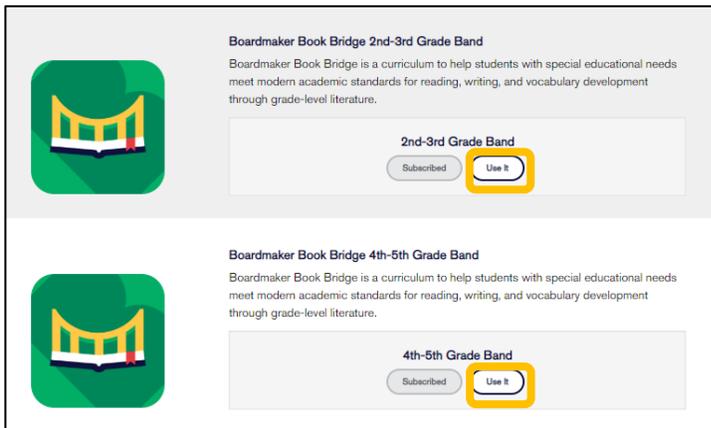
Support all students in engaging with grade-level books

To access Book Bridge:

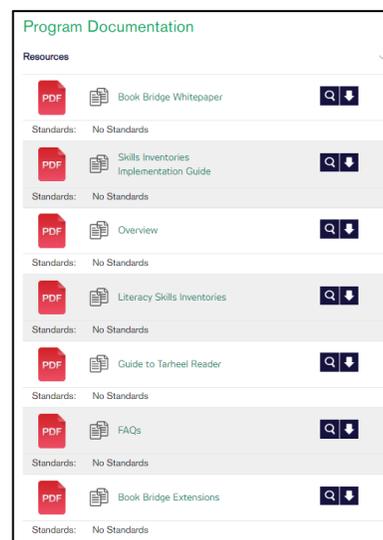
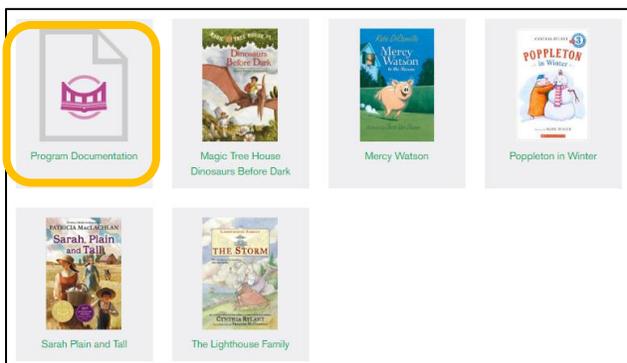
1. From the Boardmaker Online Homepage select Curriculum.



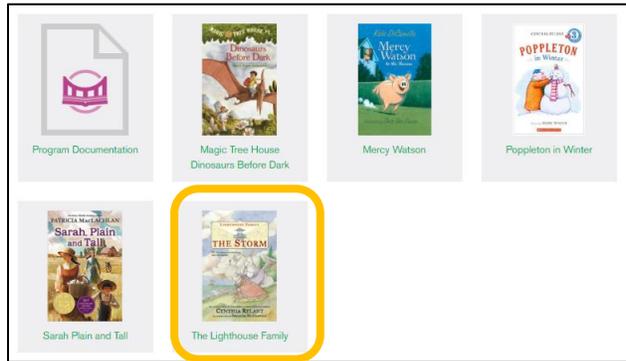
2. Choose a grade band and select Use It.



3. Select Program Documentation and review documents.



4. Select a book.



5. Download the Quick Lesson Guide.



NOTE: The Quick Lesson Guide is a handy roadmap and provides the order of activities.

6. Choose Chapter 1. Here you will find a Lesson Plan, Activity Sets, and individual activities.

Magic Tree House Dinosaurs Before Dark

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

Chapter 6

Chapter 7

Chapter 8

Chapter 9

Chapter 10

Culminating Lesson

Chapter 1

Resources

Chapter 1 Lesson Plan

Standards: No Standards

Activity Sets

Magic Tree House Dinosaurs Before Dark Ch1 Max

Standards: View Standards

Magic Tree House Dinosaurs Before Dark Ch1 Mod

Standards: View Standards

Magic Tree House Dinosaurs Before Dark Ch1 Min

Standards: View Standards

Activities

Vocabulary

NOTE: Activity Sets include all the activities for a chapter. Max, Mod, and Min refer to the amount of support needed to complete the writing activity. To assign all activities for a chapter to a student or to add all the daily activities to a playlist, it is easiest to add the entire Activity Set based on writing level.

7. Use the Lesson Plan and the Quick Lesson Guide to determine the order of the activities.

Magic Tree House: Dinosaurs Before Dark  
Chapter 1: Meet the Characters

- Introduce the next word, **rope ladder**.
  - Begin this vocabulary activity set.
  - Here is the next word. It is rope ladder.
- Define the word.
  - A rope ladder is a ladder made with rope. A ladder made with rope is a rope ladder.
- Use the word in a sentence.
  - Here's how we use it in a sentence: Use the rope ladder to climb up here.
- Select a method to apply the word.
  - Now choose the way that will help you remember it:
    - Option 1: Select a visual representation
    - Option 2: Record a response
    - Option 3: Build a sentence
- Introduce the next word, **pretend**.
  - Begin this vocabulary activity set.
  - Here is the next word. It is pretend.
- Define the word.
  - Pretend is something that is not real. When something is not real, it is pretend.
- Use the word in a sentence.
  - Here's how we use it in a sentence: We can pretend to be wizards.
- Select a method to apply the word.
  - Now choose the way that will help you remember it:
    - Option 1: Select a visual representation
    - Option 2: Record a response
    - Option 3: Build a sentence
- Introduce the last word, **grip**.
  - Begin this vocabulary activity set.
  - Here is the next word. It is grip.
- Define the word.
  - Grip is to hold something tightly. To hold something tightly is to grip.
- Use the word in a sentence.
  - Here's how we use it in a sentence: Get a grip on my hand.
- Select a method to apply the word.
  - Now choose the way that will help you remember it:
    - Option 1: Select a visual representation
    - Option 2: Record a response
    - Option 3: Build a sentence

Lesson	Review	Vocab	Anchor	Read	Apply
Chapter 1: Meet the Characters		Identify the words: rope ladder, pretend	Predictive Chart: Writing. Use the rope ladder and pretend to select some adjectives that describe you.	Choice Board: Read to meet the Jack and Annie.	1st Form: Maximal Support, Moderate Support, Minimal Support. Write a list poem describing Jack and Annie.
Chapter 2: Good Bones	Sequencing: Put the events from previous chapters in order.	Vocab: Review: plan, pretend, snake, crocodile	Repeatable Visual Scene: Look at the bookshelf and talk about which books you'd want to read.	Choice Board: Read to find out what kind of book Jack chose.	Write a Book: Maximal Support, Moderate Support, Minimal Support. Write your own version of Jack's book.
Chapter 3: Strange Land	Sequencing: Put the events from previous chapters in order.	Vocab: Review: hole, fern, ancient, mystery	Pop! Take a pop to discover which kind of place most people would like to live.	Choice Board: Read to imagine what the kind of the dinosaurs might have looked like.	Stamp & Write: Maximal Support, Moderate Support, Minimal Support. Create a picture of the land of the dinosaurs and write about it.
Chapter 4: Fearful Fossil	Sequencing: Put the events from previous chapters in order.	Vocab: Review: pretend, mystery, funny	Picture Book: Use this activity to learn about how the dinosaurs might have looked like.	Choice Board: Read to learn about how the dinosaurs might have looked like.	Name Poem: Maximal Support, Moderate Support, Minimal Support. Write a name poem describing Harry.
Chapter 5: Favorite Character	Sequencing: Put the events from previous chapters in order.	Vocab: Review: knowledge, game, vacation, promise	Graphic Organizer: Select the words that you think make the character interesting.	Choice Board: Read to decide which kind of character is your favorite.	Comparison: Maximal Support, Moderate Support, Minimal Support. Write about your favorite character.
Chapter 6: Mystery Character	Sequencing: Put the events from previous chapters in order.	Vocab: Review: mystery, giggle, mysterious	Sorting: Use this activity to compare and contrast Jack and Annie.	Choice Board: Read to decide which character is your favorite.	Stationery: Maximal Support, Moderate Support, Minimal Support. Write a letter to a friend about Jack and Annie.
Chapter 7: Tree House	Sequencing: Put the events from previous chapters in order.	Vocab: Review: predictable, yes, impossible, park, valley	Predictive Chart: Writing. Select the adjectives you think describe the magic tree house.	Choice Board: Read to imagine what the magic tree house is like.	Haiku: Maximal Support, Moderate Support, Minimal Support. Write a haiku about the magic tree house.
Chapter 8:	Sequencing	Vocab: Review	Matching	Choice Board: Read	Stationery: Maximal Support

8. Use the blue toolbar to **play**, **assign**, or **add activities** to a playlist. Remember you can add all the chapter's activities at the same time by assigning or adding the **Activity Set** playlist.



9. Repeat steps 6-8 for each chapter and the remaining books in the grade band.