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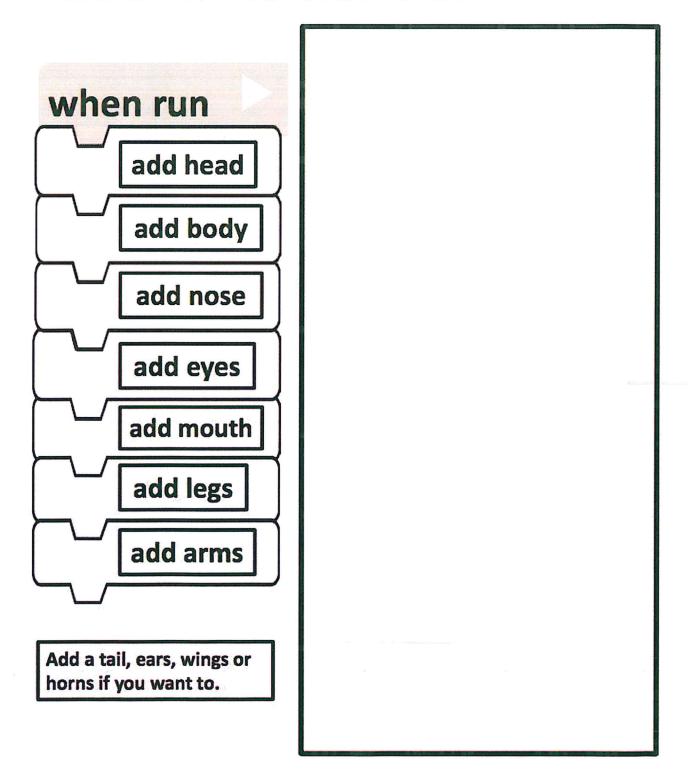
What Is an Algorithm?

An algorithm is a detailed step-by-step instruction set or formula for solving a problem or completing a task. In computing, programmers write algorithms that instruct the computer how to perform a task.



Creating a Magical Creature Based on an Algorithm

Draw a picture of a creature by following the steps below.



Na	me	Literacy
1.	What is the title of the website?	
2.	What would you tap on if you wanted to find out information about tigers?	
3.	Where would you look if you wanted to find out more information about lions?	
4.	What would you tap on if you wanted to find some videos of lions?	

Digital Texts and Features

- Digital tools are types of technology used for research or to give information.
- Digital texts are read or experienced through digital tools.
- Digital features can help you find information. A menu
 has links to other pages. An icon is a picture that stands
 for something.
- Look at the website below. Then answer the questions about it.

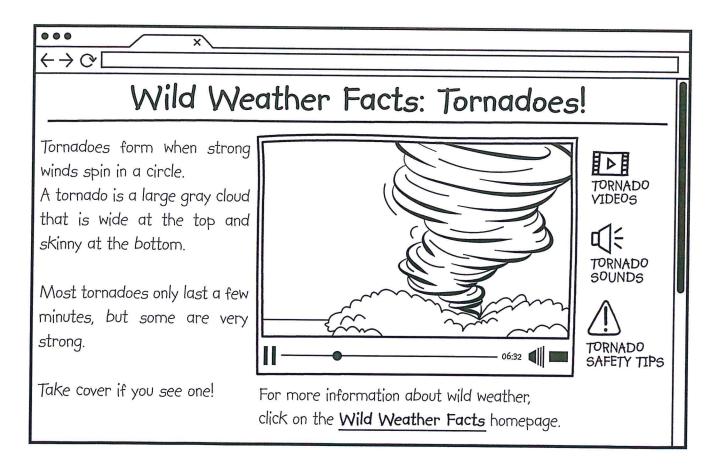




Digital Tools and Texts

A **digital tool** is a type of technology, like a computer, tablet, or smartphone. A **digital text** is a text you read or experience using digital tools. A **presentation** is a formal way to share information with others. You can use a presentation tool, like a digital slide, when presenting.

Read the digital text below. Then answer questions about it.



1. What is a digital tool that you could use to find and read this digital text?

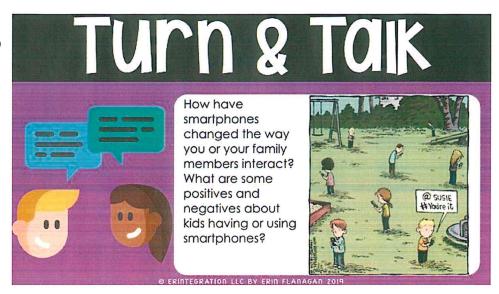
Name	
Name	

- 2. Circle the letters of the special features you see in "Wild Weather Facts: Tornadoes!"
 - a. Video recording
 - **b.** Hyperlink
 - c. Interactive diagram
 - d. Audio recording
- **3.** Which special feature would you click on to find information about other kinds of wild weather?

Share a fact you learned about tornadoes. Write and draw in the box to make a slide you could use to present the information.



Nrite your answer to the questions asked on the right using the notebook paper below.



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Name

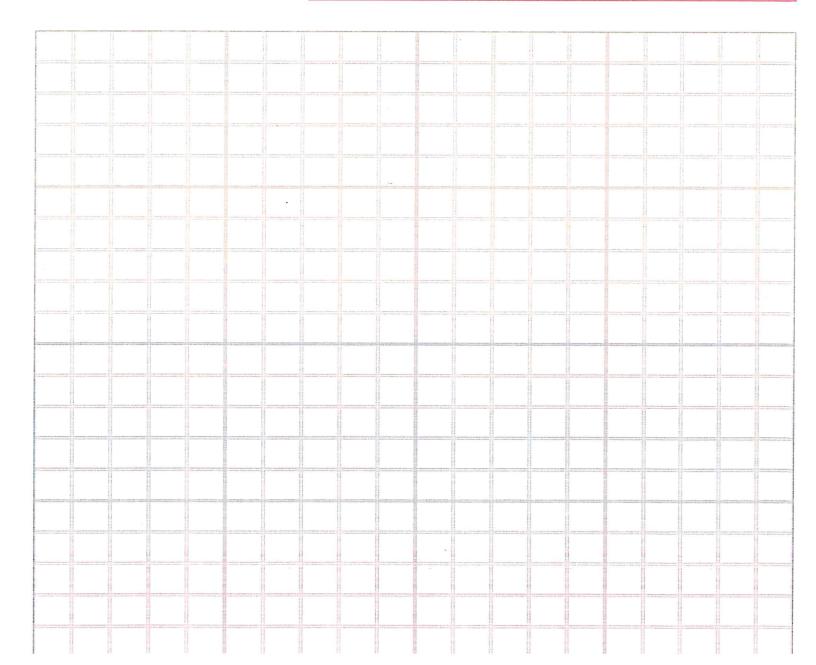
Draw/sketch and label your charging invention on the graph paper below. Give your invention a name.

Design It



Create, design, and/or innovate a better way to charge devices instead of cords. Use your imagination - it doesn't have to work.

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Draw/sketch and label a prototype of your classroom recording invention on the graph paper below.

Give your invention a name.

Design It



Create a recording solution for use in classrooms that is space saving, helps eliminate background noise, and can be used by students.

