

## Educational Websites

Some of the website entries in this document are duplicates, but they show a different page or element of the home website. Most of the sites are elementary or middle school, but some or high school that may be useful for some of those upper level students. You'll have to look through them to see what is useful for your students.

### Student Interactive Sites:

1. GameGoo. (2009). *GameGoo Learning that Sticks*. Retrieved October 7, 2009, from <http://www.earobics.com/gamegoo/goeeyhome.html>

#### Written overview of site:

This website was funded by Houghton Mifflin Company and developed by Earobics, a leading provider of language and literacy software, internet services and training. The website is dedicated to the development of phonetic development. Website has several games with which students can interact and improve their phonetic development.

2. Sadlier, W. (2009). *Phonics student online components*. Retrieved October 11, 2009, from Sadlier-Oxford Educational Publishing Web site: <http://www.sadlier-oxford.com/phonics/student.cfm>

#### Overview of site:

This site was developed by William H. Sadlier of the Sadlier-Oxford Educational Publishing company for grades K-12+. The site is designed to provide resources for students to learn phonetic development skills through online learning methods and games. The following games and activities are provided according to grade level: Grades Pre-K-K: Memory cards, Alphabet zoo, Word drop 1; Grades 1-2: Long vowels, Word drop 2, Memory cards, Short vowel words, Long vowel sounds (a,i,o), High frequency words, Long vowel sounds (e,u), Long vowel words, Short or long vowel words, Consonant blends, Beginning consonant digraphs, Final consonant digraphs, Vowel digraphs, Diphthongs (ou,ow), Diphthongs (oi,oy,ew), Suffixes, Fly-by contractions; Grade 3-4: Digraphs oo 1, Digraphs oo 2, Ski lodge vacation, Circus builder, Flamingo, Rocket to the moon, Crystal castle, Snowman builder, Homonyms, Dino hunters, Environmental rescue; Grades 5-6: Analogy Challenge, Synonym Challenge, Field Trip, Fish Tanks 1 and 2, Future City, Cows context clue, Treasure Behind the Mask, Sly Pig, Antonym Challenge, Space Station

3. The University of Iowa. (2009). *Phonetics: The Sounds of American English*. Retrieved October 10, 2009, from <http://www.uiowa.edu/~acadtech/phonetics/english/frameset.html>

#### Overview of site:

This site contains sounds, video, and step by step descriptions of spoken sounds. This site has an animated articulatory diagram of the sounds of speech. Each sound has several examples that can be clicked to see the word used in context. The animation requires the user to have a Flash 7 or higher plug-in.

4. Ray Beaudoin (2009). *Cando's Helper Page*. Retrieved October 11, 2009, from [http://candohelperpage.com/sightvocab\\_1.html](http://candohelperpage.com/sightvocab_1.html)

**Overview of site:**

This site contains many, many links to sight word activities. The sight words are presented in many different formats: Flash cards, trace sheets, hidden words, words in sentences, fill in missing blanks, drag and drop, spelling practice, and more.

5. Dell, D. (2009) *Readquarium*. Retrieved October 8, 2009, from the Gamequarium Web site: <http://www.gamequarium.com/readquarium/sightwords.html>

**Written Overview of the Site:**

This site has been developed by Diana Dell, Ed.S, of the Valley Park School District, to assist teachers with integrating technology, teaching, and learning. The interactive games engage students and give them practice in skills necessary for educational success. The "Site Word" section of Readquarium include several games to enforce automaticity. There are also several practices for high frequency and Dolch words including printables and activities by grade. There are also hundreds of links for teachers listed with links. Other Readquarium offerings include games and practice for fluency, vocabulary, comprehension, and phonics and phonemes. The main site, Gamequarium, has a great many games and resources for all subject areas, making it a valuable resource for elementary level teachers as well as remedial and special needs teachers.

6. Reading comprehension connection. (2009). Retrieved October 11, 2009, from [http://www.readingcomprehensionconnection.com/reading\\_lesson.php](http://www.readingcomprehensionconnection.com/reading_lesson.php)

**Overview of Site:**

This site is sponsored by the Capella, Walden, and Ashford Universities. It includes context clue questions according to student level for personal student use to advance their understanding in appropriate word use in context. It provides sentences with highlighted words either correctly or incorrectly inserted. The student has a multiple choice option in selecting the appropriate word to replace the highlighted text.

7. Gamequarium. (2009). *What is fluency?* Retrieved November 25, 2009 from [http://www.gamequarium.org/dir/Readquarium/Vocabulary/Context\\_Clues/](http://www.gamequarium.org/dir/Readquarium/Vocabulary/Context_Clues/)

**Written overview of site:**

This website is maintained by Diana Dell Ed.S. The website contains links to games for students to play. Each game link works and is appropriate to the learning environment. I was impressed with the quality of the linked games and the educational content.

8. Wisconsin Educational Communications Board. (2006 – 2009). *Into the Book*. Retrieved October 13, 2009, from <http://reading.ecb.org/aboutproject.html>

**Written overview of the site:**

This site was project was developed by the Wisconsin Educational Communications Board, with the Wisconsin Department of Public Instruction and a team of experienced educators. The initial vision of the program was professional development for teachers. It is an interactive site for students in your classroom to discover their prior knowledge, inferring, summarizing, synthesizing and visualizing.

9. International Reading Association. (2009). *Read\*Write\*Think*. Retrieved October 10, 2009, from [http://readwritethink.org/student\\_mat/index.asp](http://readwritethink.org/student_mat/index.asp)

**Written overview of site:**

Lessons on ReadWriteThink can be sorted by literacy engagements so that teachers can highlight specific language functions in the classroom. Following M. A. K. Halliday's model, lessons are designed to engage students in authentic and meaningful language learning (1982). Literacy engagements simultaneously involve **learning language** (as students listen to it and use it with others in their everyday lives), **learning about language** (as students try to figure out how it works, engage with their teachers in focused instruction on how it works or in critiquing its impact), and **learning through language (Writing)** (as students use it to learn about or do something).

While all three literacy functions—learning language, learning about language, learning through language—operate in any literacy event that makes sense to a learner, teachers, according to Kathy Short (1999), frequently find it instructionally useful to highlight one of these functions at a time (at least in their minds) so that they can consider which curriculum experiences are most likely to engage learners in that specific literacy function.

10. Teachers' Domain Digital Media for the Classroom and Professional Development. (2009). *Inspiring Middle School Literacy: Reading and Writing in Science and History*. Retrieved October 7, 2009, from <http://www.teachersdomain.org/special/adlit/>

**Written overview of site:**

Teachers' Domain, a library of **free digital resources** and fee-based professional development courses developed by Boston public television station WGBH, has added a new section called "Inspiring Middle School Literacy: Reading and Writing in Science and History." Science topics include continental drift, transitional fossils, and behavioral adaptations for surviving winter; history topics include Mayan civilization, resisting slavery, and building the Erie Canal. "I am greatly impressed with these resources," said Donna Alvermann of the University of Georgia's Department of Language and Literacy Education. "Teachers and students can work with images and video to make print come alive. Interactive texts draw students into the subject matter in ways that print alone cannot do. Most importantly, the resources encourage students to think like historians and scientists."

11. Richmond University Writing Center. (2009). *Writer's Web*. Retrieved January 9, 2009, from <http://writing2.richmond.edu/writing/wweb.html>

**Written overview of site:**

This site was developed by the faculty at Richmond University located in Richmond, Virginia. The site contains information for students to read and interact with for the improvement of writing during the writing process. The student can explore topics by the stages of the writing process. The links provide the students with interactive guidance to aid in writing.

12. Education Development Center, Inc. (2009). *Literacy Matters*. Retrieved October 10, 2009 from <http://www.literacymatters.org/teachers/activity.htm>

**Written overview of site:**

This site has information for teachers, parents, and students and is organized to be a separate area for each group. The teachers section has information to help teach reading comprehension. Two particular areas of reading comprehension are addressed: Compare and Contrast, Cause and Effect.

13. BBC Television and Radio (2009, September 26). *BBC Skillswise*. Retrieved from <http://www.bbc.co.uk/skillswise/words/reading/>

**Site Overview**

The BBC, like its American counterpart PBS, creates an enormous amount of interactive educational material for students of all skill levels. With the BBC website, the linking material seems to skew towards older readers and those looking for more challenging materials. The cited link is just one example of a reading activity that would probably seem inappropriate for little ones, but of high enough interest to captivate middle and high school readers. The referenced link draws the reader into a murder mystery where they must stay focused on the details to solve the crime.

14. United Nations World Food Program. (2009). *FreeRice*. Retrieved October 2, 2009, from <http://www.freerice.com/index.php>.

**Written overview of site:**

This simple site yields amazing results. It provides vocabulary review while simultaneously donating grains of rice to hungry people. This website, developed by the United Nations World Food Program, partners with the Berkman Center for Internet & Society at Harvard University and donates 10 grains of rice for each vocabulary word that is correctly matched with its synonym. The level of difficulty fluctuates based on how well the participant responds. The lowest level provides words easy enough for most 2<sup>nd</sup> grade students. Another neat feature of this site is that it provides grammar review, as well as vocabulary of other languages. There are even a few options for math, science, art, and social studies teachers.

15. Vocabulary University. (2009). *Vocabulary.com*. Retrieved October 12, 2009, from <http://www.vocabulary.com/>

**Written overview of site:**

This site was developed by Carey Orr Cook, the grandson of Carey Orr, the Pulitzer Prize winning political cartoonist from the Chicago Tribune, who learned his life-long love of words from his grandfather. He works in the investment business and has been drawing cartoons for 20 years in his "free time". With Jan Cook (his wife, partner and retired high school teacher), they have built a strong teacher, student and parent awareness of their Vocabulary University brand. The technical and graphical assistance are from Bob Marzewski and Maria Reeves. The site is a free resource used to enhance vocabulary mastery and written/verbal skills with Latin and Greek roots. Students can enhance their vocabulary primarily through the use of interactive puzzles.

16. Playkidsgames.com. (2002). *Vocabulary Games*. Retrieved October 11, 2009, from <http://www.playkidsgames.com/vocabularyGames.htm#>

**Written overview of site:**

This site is an interactive site for kids. Teachers can have their students play the pre-made vocabulary games or they can create their own games using their own vocabulary words. Students can explore the different games that are available in order to expand their vocabulary development.

17. Jefferson Lab. *Science Vocabulary Hangman*. Retrieved October 3, 2009, from <http://education.jlab.org/vocabhangman/index.html>

**Written overview of site:**

Students can play a game of hangman using science vocabulary words. There are many categories from which to choose, including general science vocabulary by grade (4-8), electricity and magnetism, cell structure, meteorology, chemistry, and plant science. There are specific lists for some state competency tests and teachers can enter their own lists of vocabulary words.

18. Merriam-Webster, Incorporated. (2009). *Word central*. Retrieved September 29, 2009 from <http://www.wordcentral.com/>

**Written overview of site:**

This was developed and is maintained by Merriam-Webster. The site has interactive games for students to play that help build vocabulary. The difficulty levels will accommodate remedial to advanced students.

19. International Reading Association. (2002-2009). *ReadWriteThink*. Retrieved October 13, 2009, from [http://www.readwritethink.org/student\\_mat/index.asp](http://www.readwritethink.org/student_mat/index.asp)

**Written overview of site:**

ReadWriteThink offers a collection of online Student Materials to support literacy learning in the K-12 classroom. These interactive tools can be used to supplement a variety of lessons and provide an opportunity for students to use technology while developing their literacy skills. Click on the name of each interactive for a brief description of the tool and a list of the ReadWriteThink lessons that use the tool. From there you'll also be able to directly access the tool and use it in your classroom.

20. Scholastic Inc. 557 Broadway New York, NY 10012  
<http://www2.scholastic.com/browse/learn.jsp>

**Written Overview:**

This website is a collection of resources. Most of all it provides students with many, many interactive opportunities. Students will gain an awareness and general understanding of what nonfiction text structures are.

21. The Game Aquarium. (2007, March 11). *Sentence Structure Games*. Retrieved October 12, 2009, from <http://www.gameaquarium.com/sentencestructure.html>

**Overview of site:**

This site was developed by Diana Dell a 20 year veteran teacher. Mrs. Dell believes that learning should be fun and engaging for students. This site contains links to a number of very colorful and inviting games for students practicing Sentence Structure from a variety of web sources.

22. Dell, D. *Sentence Structure Games*. (2009). Retrieved October 8<sup>th</sup>, 2009, from <http://www.gamequarium.com/sentencestructure.html>

**Written overview of site:**

This site was developed by Diana Dell. This site contains many interactive games and activities for students to do on the computer. These games are fun and educational. All the different links to the games are brightly colored and nice to look at. This site provides students with a chance to make compound sentences, predicate sentences, simple sentences, etc. This site allows students to test his/her knowledge on different sentence structures.

23. Towson University Online Writing Support. (2009). Retrieved October 12, 2009 from <http://www.towson.edu/ows/index.htm>

**Written overview of the site:**

The Online Writing Support website provides information on parts of speech, sentence structure, sentence construction, and many others. The site was developed in 2003.

24. [Math IXL](#)—Pre-K-6, with 7<sup>th</sup>/8<sup>th</sup> being added in September