# Introduction to Destiny Quest

A Lesson for 7<sup>th</sup> Grade Language Arts Dee Wotring April 11, 2011

#### The Class

- 7<sup>th</sup> Grade Language Arts
- Approximately 25-30 students
- Unknown if any learning disabilities

## The Lesson

- Brief Review of computer catalog basic functions
- Introduce Destiny Quest component of catalog functions

Dougherty 1 edited part 1 (right click to open link)

#### The Practice

- Students to explore Destiny Quest with minimal direction
- Able to ask individual questions as I circled the room

Dougherty 1 edited part 2 (right click to open link)

### What Went Well

- Students were actively listening, quiet, and not doing other things
- Lesson was right for the time allotment
- Student practice time walked around, answered individual questions, encouraged students to try various aspects I had demonstrated on their personal account

## What Didn't Go So Well

- The room set-up made visual aspect difficult (pole in middle of screen)
- Calling on students
- Didn't use time schedule for practice, Ms. Crone had to tell me to instruct for "2 more minutes"

# What I would do differently

- Have examples or rephrase my question to not put students on the spot
- Use a larger print, outline for easier following during lesson
- Have a more detailed guided practice –
  have students look at the key features
  specifically rather than just explore unguided
  with specifically stated time frame