App Title: SNAP! Junior
App Price: $1.99
Subject Area: ELA Reading

Rationale for Curriculum Use: SNAP! Junior is a great resource for children to practice and develop their reading. It includes over 150-leveled e-readers that are combined with fully scripted lesson plans and related enrichment activities.

Standards

ISTE Teacher:
1. Facilitate and inspire student learning and creativity
   - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
   a. Promote, support, and model creative and innovative thinking and inventiveness

ISTE Student:
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
   a. Apply existing knowledge to generate new ideas, products, or processes

NYS P-12 Common Core/NYS Standard:
Grade 3 – Reading: Foundational Skills – Fluency
4. Read with sufficient accuracy and fluency to support comprehension.
   a. Read grade-level text with purpose and understanding.
   c. Use context to confirm or self-correct word recognition and understanding, rereading as necessary.

Ontario Curriculum Expectations:
Overall Expectation Grade 3 – Reading:
   1.3 identify a variety of reading comprehension strategies and use them   appropriately before, during, and after reading to understand texts
   1.4 demonstrate understanding of a variety of texts by identifying important ideas and some supporting details

App Title: Story Builder
App Price: $5.99
Subject Area: ELA Writing

Rationale for Curriculum Use: The Story builder app is fully equipped with sound recordings that allow students the option to record their own audio and add it to their personal stories. This app is a great way to brainstorm ideas to create the perfect story.

Standards

ISTE Teacher:
1. Facilitate and inspire student learning and creativity
   - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
      c. Promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes

ISTE Student:
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative
products and processes using technology.
   b. Create original works as a means of personal or group expression

NYS P-12 Common Core/NYS Standard:
Grade 3 Writing – Production and Distribution of Writing
   6. With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.

Ontario Curriculum Expectations:
Overall Expectation Grade 3 – Writing
   2.7 make revisions to improve the content, clarity, and interest of their written work, using several types of strategies
   2.8 produce revised, draft pieces of writing to meet identified criteria based on the expectations related to content, organization, style, and use of conventions

App Title: English First High Flyers
App Price: Free
Subject Area: ENL (English New Learners)

Rationale for Curriculum Use: EF High Flyers is an easy-to-use game that helps students learn new vocabulary words starting with numbers and everyday objects. After studying a set of words (with audio and picture support), they can assess their knowledge through spelling, vocab, listening and reading quizzes. This app places emphasis developing ENL's comprehension and fluency.

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Standards

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ISTE Teacher:
1. Facilitate and inspire student learning and creativity
   - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
2. Design and develop digital age learning experiences and assessments
   - Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards
     c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources

ISTE Student:
2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others
     a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
     c. Develop cultural understanding and global awareness by engaging with learners of other cultures

NYS P-12 Common Core/NYS Standard:
Grade 3– Language Standards
4. Determine or clarify the meaning of unknown and multiple meaning word and phrases
     based on grade 3 reading and content, choosing flexibly from a range of strategies.
     a. Use sentence-level context as a clue to the meaning of a word or phrase.
      c. Use a known root word as a clue to the meaning of an unknown word with the same   root (e.g., company, companion).
     d. Use glossaries or beginning dictionaries, both print and digital, to determine or clarify the precise meaning of key words and phrases.

Ontario Curriculum Expectations:
Overall Expectation Grade 3 – Oral Communication & Writing:

> 2.4 choose a variety of appropriate words and phrases, including descriptive words and some technical vocabulary, and a few elements of style, to communicate their meaning accurately and engage the interest of their audience (e.g., use alliteration for emphasis; use comparatives such as like, instead of, however, the same as, compared to, unlike to clarify similarities and differences; use appropriate technical terms when explaining a scientific investigation)
>
> 3.1 spell familiar words correctly
>
> 3.3 confirm spellings and word meanings or word choice using different types of resources appropriate for the purpose

App Title: Sign Language With Sammi Signs
App Price: Free
Subject Area: Students with Disabilities (SWD)

Rationale for Curriculum Use: The sign language app is a great enrichment resource not just for those who are Deaf or Hard of Hearing, but for all learners in the classroom. This app will teach students basic signs for words. Kids of all ages can also test their skills with the Word Learning Quiz.

Standards

ISTE Teacher:
2. Design and develop digital age learning experiences and assessments
   - Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards
   c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources

ISTE Student:
2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others
   a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
   c. Develop cultural understanding and global awareness by engaging with learners of other cultures

NYS P-12 Common Core/NYS Standard:
Grade 3– Language Standards
4. Determine or clarify the meaning of unknown and multiple meaning word and phrases based on grade 3 reading and content, choosing flexibly from a range of strategies.

Ontario Curriculum Expectations:
Overall Expectation Grade 3 – Oral Communication & Writing:
   2.4 choose a variety of appropriate words and phrases, including descriptive words and some technical vocabulary, and a few elements of style, to communicate their meaning accurately and engage the interest of their audience
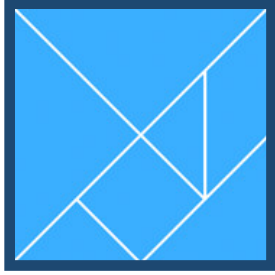
App Title: Tangram Free
App Price: Free
Subject Area: Math- Geometry and Spatial Sense

Rationale for Curriculum Use: Use knowledge of lines, shapes, and angles to create shapes using tans and foster learning of special relationships.

Standards

ISTE Teacher:
1. Facilitate and inspire student learning and creativity
   - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
     a. Promote, support, and model creative and innovative thinking and inventiveness

ISTE Student:
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
   a. Apply existing knowledge to generate new ideas, products, or processes
   b. Create original works as a means of personal or group expression
   c. Use models and simulations to explore complex systems and issues
   d. Identify trends and forecast possibilities

NYS P-12 Common Core/NYS Standard:
Grade 3-Geometry Reason with shapes and their attributes.
   1. Understand that shapes in different categories (e.g., rhombuses, rectangles, and others) may share attributes (e.g., having four sides), and that the shared attributes can define a larger category (e.g., quadrilaterals). Recognize rhombuses, rectangles, and squares as examples of quadrilaterals, and draw examples of quadrilaterals that do not belong to any   of these subcategories.
   2. Partition shapes into parts with equal areas. Express the area of each part as a unit fraction of the whole. For example, partition a shape into 4 parts with equal   area, and describe the area of each part as 1/4 of the area of the shape.

Ontario Curriculum Expectations:
Overall Expectations Grade 3 Geometric Properties
   - Identify and compare various polygons (i.e., triangles, quadrilaterals, pentagons, hexagons, heptagons, octagons) and sort them by their geometric properties (i.e., number of sides; side lengths; number of interior angles; number of right angles);

Geometric Relationships
- Identify and describe the two-dimensional shapes that can be found in a three dimensional figure (Sample problem: Build a structure from blocks, toothpicks, or other concrete materials, and describe it using geometric terms, so that your partner will be able to build your structure without seeing it.)

App Title: Ruzzle
App Price: Free
Subject Area: Language

Rationale for Curriculum Use: Fast paced game to help students think quickly and compose words with correctly spelling. This app helps to build vocabulary and strengthen the conventions of the English Language.

Standards

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1. Facilitate and inspire student learning and creativity
  - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
    a. Promote, support, and model creative and innovative thinking and inventiveness

ISTE Student:
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
    a. Apply existing knowledge to generate new ideas, products, or processes

NYS P-12 Common Core/NYS Standard:
Grade 3 Reading: Foundational Skills – Phonics and Words Recognition
3. Know and apply grade-level phonics and word analysis skills in decoding words.
    a. Identify and know the meaning of the most common prefixes and derivational suffixes.
    b. Decode words with common Latin suffixes.
    c. Decode multisyllable words.
    d. Read grade-appropriate irregularly spelled words.

Ontario Curriculum Expectations:
Overall Expectations Grade 3 Reading:
3. Use knowledge of words and cueing systems to read fluently.
    3.2 Predict the meaning of and rapidly solve unfamiliar words using different types of cues including semantic cues, syntactic cues, graphophonic cues

App Title: EyePaint Monsters

App Price: Free
Subject Area: Art

Rationale for Curriculum Use: Allows students to create amazing images alongside world-renowned artists by completing their images and making them their own.

Standards

ISTE Teacher:
1. Facilitate and inspire student learning and creativity
   - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.

2. Design and develop digital age learning experiences and assessments Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards
   b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress

ISTE Student:
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
   a. Apply existing knowledge to generate new ideas, products, or processes
   b. Create original works as a means of personal or group expression

NYS P-12 Common Core/NYS Standard:
Creating, Performing, and Participating in the Arts
   - Students will make works of art that explore different kinds of subject matter, topics, themes, and metaphors. Students will understand and use sensory elements, organizational principles, and expressive images to communicate their own ideas in works of art. Students will use a variety of materials, processes, mediums, and techniques, and use appropriate technologies for creating and exhibiting visual artworks.
   - Performance Indicator A: Students will experiment and create artwork in a variety of mediums (drawing, painting, sculpture, ceramics, print making, video, and computer graphics), based on a range of individual and collective experiences.

Ontario Curriculum Expectations:
Overall Expectations Grade 3 Visual Arts:

D1. Creating and presenting: Apply the creative process to produce a variety of two and three dimensional artworks, using elements, principles, and techniques of visual arts to communicate feelings, ideas, and understandings.

D1.1 create two- and three-dimensional works of art that express personal feelings and ideas inspired by the environment or that have the community as their subject

App Title: Flea Symphony
App Price: $0.99
Subject Area: Music

Rationale for Curriculum Use: this app allows students to create musical masterpieces. In addition to making music students can solve musical puzzles (over 100 levels) and learn about musical styles and themes including Woodwinds, Brasses, and Turntables

Standards

ISTE Teacher:
1. Facilitate and inspire student learning and creativity
   - Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
2. Design and develop digital age learning experiences and assessments Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the Standards
   b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress

ISTE Student:
1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
   a. Apply existing knowledge to generate new ideas, products, or processes
   b. Create original works as a means of personal or group expression
   c. Use models and simulations to explore complex systems and issues

NYS P-12 Common Core/NYS Standard:
Standard 2: Knowing and Using Arts Materials and Resources
   - Performance Indicator 2A: Use classroom and non-traditional instruments in performing and creating music

Ontario Curriculum Expectations:
Overall Expectations Grade 3 Music:
C1.Creating and performing: Apply the creative process to create and perform music for a variety of purposes, using the elements and techniques of music.
   C1.1 sing, in tune, unison songs, partner songs, and rounds, and/or play accompaniments from a wide variety of cultures, styles, and historical periods
   C1.3 create compositions for a specific purpose and a familiar audience