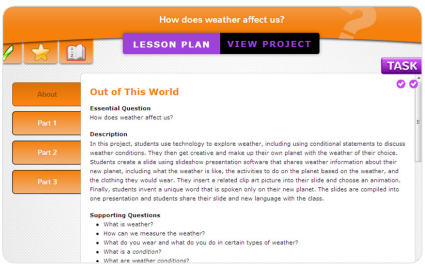
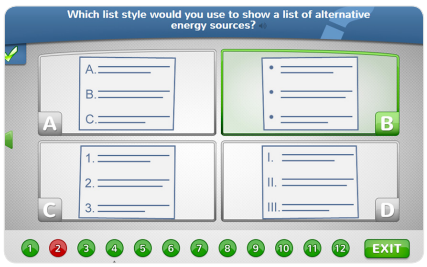
Engage Students with a Project-based Approach to Digital Literacy Instruction

Address digital literacy skills with six technology-infused projects per grade level in ELA, math, science, and social studies. Projects help students learn about productivity tools, internet research, multimedia presentations, online communication, and more.

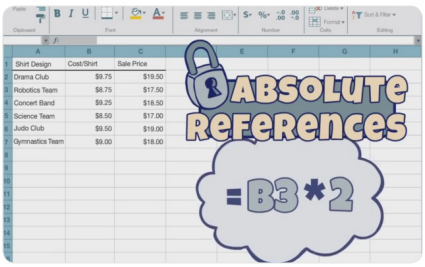
Benefits of Inquiry



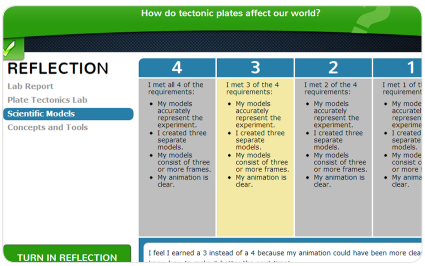
Empower teachers with classroom-ready projects, lesson plans, implementation strategies, and a self-paced PD course.



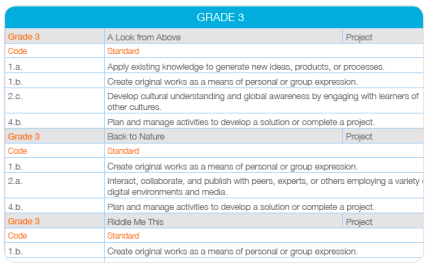
Easily identify skills gaps with built-in pre-tests that assess digital literacy skills.



Auto-assign included lessons to address gaps and ensure students have the skills needed for projects.

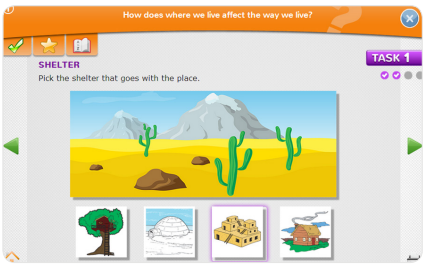


Provide opportunities for students to evaluate and comment on their learning experience with project reflections.



GRADE 3		
Grade 3	A Look from Above	Project
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
Grade 3	Back to Nature	Project
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
Grade 3	Riddle Me This	Project
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	

Address 100% of the ISTE Standards for Students.



Accommodate ELL students with Spanish language audio support.

Inquiry Projects

Inquiry can be used in a computer lab, 1:1, BYOD or classroom setting. It features projects based on topic themes that continue from grade to grade. This helps students as they graduate to the next grade develop additional understanding and skills in these topic areas, as well as increasing the rigor and complexity of their work and technology tasks. Below is a sample of some of the projects at each grade level. For a full list of projects, please contact your Learning.com representative.

SUBJECT	PROJECT TOPIC
English and Language Arts	**Fiction vs. Non-Fiction:** students learn the main differences of both fiction and non-fiction writing styles and purposes, and practice both styles in a variety of tasks.
	The Writing Process: students learn and apply the five-step writing process for a variety of applications including technical writing and creating a persuasive essay.
Math	**Geometry:** students learn about 2-D and 3-D shapes, coordinate planes, measuring angles, vertices, and creating geometric art.
	Personal Finance: students learn about wants versus needs, the importance of saving, earning interest, benefits and risks of credit cards, and develop a balanced household budget.
Science	**Geology:** students learn about geology as formal science and geology careers, different types of rocks and their characteristics, the rock cycle, and plate tectonics.
	Ecology and Alternative Energy: students learn about natural environments and resources, the importance of conservation, the water cycle, and alternate sources of energy.
Social Studies	**Technology Ethics and Safe Use:** students learn the importance of staying safe online and being good digital citizens, how technology has changed our world and culture, and how to evaluate online information for accuracy and potential bias.
	Geography: students learn characteristics of human environments, cultural differences based on geography, compare and contrast the regions of the U.S., impacts of human populations on landforms and other natural resources, as well as historical events in certain regions of the U.S.

Meet Your Instructional Needs

By adding our Resequencer Tool to Inquiry, you can easily build customized sequences of instruction that can be shared across your district to ensure consistency in student learning from school to school.