

March 2016



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Soil Resources

Last month, resources were added for a new Science topic: *Soil*. To access these resources, login to your teacher account and choose the search button, or choose the links tab in your classroom management account. Under the topics search, choose *Science* as your subject, *Rocks* as your topic group, and *Soil* as your topic. Be sure to check out one of our favorites listed below!

[Soil Safari](#)

Journey through the soil in this Earth Ship to learn about the creatures that help create soil. Find an organism that can eat a toxic chemical that is threatening to destroy the meadow!



Previous Month Social Media Round Up

Do you [follow us on Twitter](#)? Have you [liked us on Facebook](#)? If not, here's what you missed last month! Now, go follow and like us so you don't miss out on the great free interactive content we share this month!

How would your students fill each role of the three branches of government?

<https://www.icivics.org/games/branches-power>

Create words with word wheels!

<http://www.crickweb.co.uk/assets/activities/ww2.swf>

Learn about and explore the elements and principals of art.

<http://artsconnected.org/toolkit/explore.cfm>

StarrMatica Spotlight: Differentiate with Digital Backpacks



One of the benefits of having access to an entire library of content is being able to easily differentiate your instruction. For example, if you are working on place value concepts, you could create three collections of content.

In Level 1, you could include content that uses base-ten blocks for your students who need visual support. Here are a few of our favorites with directions you could include in the collection:

[Base Ten Blocks](#)

Watch this animation first.

[Base Ten Blocks III](#)

Build 10 different numbers using the blocks. Record those numbers and the blocks you used in your notebook.

[Place Value Chart](#)

Build 10 numbers with the cards and write them in expanded form in your notebook.

In Level 2, you could include content that moves on to place value with numbers for your students who understand the concept, yet need some extra practice. Here are a few of our favorites with directions you could include in the collection:

[Value of a Number](#)

Watch this animation first.

[Mystery Numbers II](#)

Can you build really big numbers? Find out!

[Build a Word](#)

Try this challenge last. Write the words you have spelled in your notebook.

In Level 3, you could include content for students who understand the concept of place value and need a challenge. Here are a few of our favorites with directions you could include in the collection:

[Place Value Machine](#)

Use this manipulative to help you answer this question in your notebook: How does multiplying and dividing affect a digit's place value?

[Hacker's Number Machine](#)

Can you create a number larger than the computer's?

[Place Value Game](#)

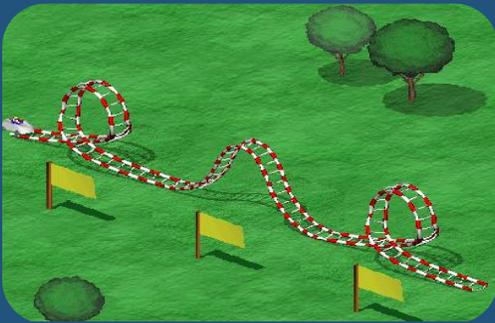
Create the largest number possible from the digits you are given. Choose wisely! Once you place a number, you cannot move it!

Digital Content to Encourage STEM Thinking

Encourage your students to develop their engineering skills with these construction problem solving challenges.

(Click an image to visit that activity.)

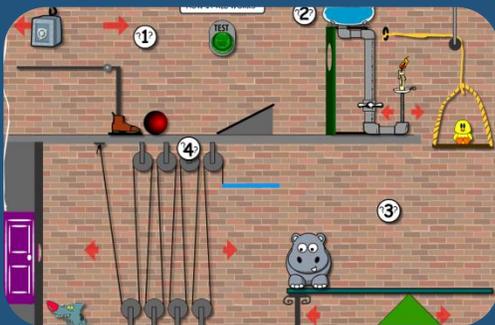
Build A Coaster



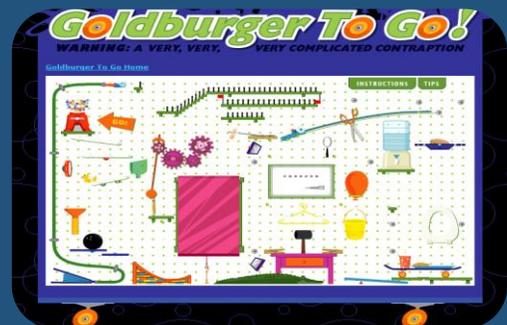
Dish It Out



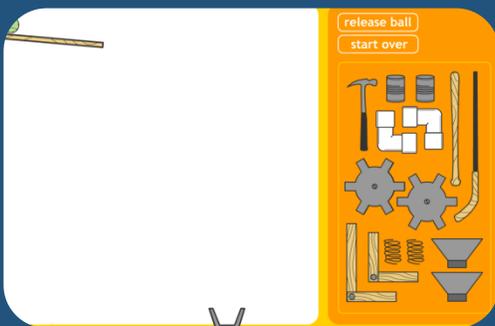
Rube Goldberg Burglar Catcher



Goldburger To Go



Tinker Ball



Mechanical Madness



For additional STEM content suggestions, check out *Digital Content for STEM* on pages 18 - 21 in our magazine:

<http://www.starmatica.com/coremagazine>

In Virginia: <http://www.starmatica.com/solmagazine>

In Iowa: <http://www.starmatica.com/iowamagazine>