

QUICK BYTE

This lesson teaches early learners about the types of **resources** that can be used for research. It's designed to help them understand what a resource is and why we use them.

These activities are great when first introducing resources to students, or as a review in future years.

INCLUDED

- Standards Based [Lesson](#)
- [Activity Notes](#)
- Sources [Posters](#)
- Types of Sources [Cut & Paste](#)
- Types of Sources Worksheet → [Black & White](#) or [Color](#)
- Types of Sources [Print Sort](#) or [Digital Sort](#)
- Types of Sources [Digital Game & QR Code Handouts](#)
- [Traveling Suitcase Cards](#)

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Types of Sources

STANDARDS:

AASL: Identifying possible sources of information.

ISTE: Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

CCSS: Gather relevant information from multiple print and digital sources, assess the credibility and accuracy of each source, and integrate the information while avoiding plagiarism.

OBJECTIVE
Students will identify types of sources.

OPENING ACTIVITY

Students Think - Pair - Share:

Where do you get information from?

This is a good way to evaluate their background knowledge.

INDEPENDENT WORK AND/OR STATIONS

Briefly model for students how to complete the different activities.

Students choose an activity to identify different types of sources. Give them 2 or more of the following choices:

- Types of Sources Cut & Paste
- Types of Sources Worksheet
- Types of Sources Sort (print &/or digital)
- Types of Sources Digital Game

See the activity notes for preparing and using these activities

3 MINUTE LESSON

- Explain to students that a resource or source is a person or place that gives us information.
- Play Take Sides: you name a person or place and the students take a YES or NO side if they think it is a source. Clarify any misunderstandings.

REFLECT & WRAP UP

WRAP UP with the activity [Traveling Suitcase](#). OR have the students complete this sentence: "I Know a Resource is..."

ACTIVITY NOTES

There are 3 activities included because I give students a choice to identify types of sources. I briefly introduce each activity and explain which one is best for them, and then go to the next activity.

POSTERS

- Choose which poster you want to use.
- I use the portrait poster as an anchor chart.
- I use the landscape poster as a resource for each table & pop it into a binder for students to refer to.

CUT & PASTE

- Make copies of the page.
- Depending on the age and cutting skills, cut the pieces for students first.

An answer key is included.

WORKSHEET

There are a few ways to prepare this activity.

1. Print the [black & white worksheet](#) for students to identify which are sources for reliable information.
2. Print a few [color copies of the worksheet](#) for students to use as a reference.

3.

An

TAKE SIDES

This is an optional activity, but a lot of fun to play with kids. It is a great way to check students prior knowledge and understanding of what qualifies as reliable sources of information.

HOW TO PLAY THE GAME:

You can play this game with or without visuals.

- First, identify the sides for students. There should be a NO side & a YES side.
- Students will move to the side that they think is the correct answer.
- Give students an item that could or couldn't be a resource.
 - You can just name an item. I use the suggestions that are in the [sort activity](#).
 - Or you can use the [sort cards](#) & show students the item.
- Students move to the side that they think is correct. For example, if you show them a chair, they should move to a YES side.

ACTIVITY NOTES

PRINT SORT

I make about 5 sets of these. This works out well for students to work independently and/or in pairs. Especially if students have a choice in the type of activity they complete.

- Print out the cards. I recommend cardstock, if you have it. It makes them sturdy and they'll last longer.
- Laminate them.
- Cut the cards on the dotted line.

An answer key is included.

DIGITAL SORT

This is a great option if your students use Chromebooks, or have tablets that students can use at a station.

After you make a copy for yourself to use. Be sure to assign it as a copy so students will be editing the same document.

DIGITAL GAME

This is a game that if students get an answer wrong, they can't see the correct answer. If they get it wrong, they can't see the correct answer.

Students can go and play. All you have to do is print it out with students:

• Print it out on paper, like a jigsaw, or Google Classroom.

• Print it out on a tablet to access the game.

• Print it out on a tablet to choose from with the QR code.

• Print it out on a tablet to laminate or put in a sheet protector.

• Print it out on a tablet.

• Print it out on a tablet to use on the SMARTboard!

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ACTIVITY NOTES TO HELP YOU PREPARE AND SUCCESSFULLY USE ALL PROVIDED MATERIALS

TRAVELING SUITCASE

HOW TO PLAY:

- 1) Give each student a card. There are 21 here, students up, or print extras of any card.
- 2) Students hand up - pair up - share out
 - a) Students share their card with a partner
 - b) They tell them what the image is, if it is
 - c) They swap cards.
- 3) Students repeat STEP 2 until you give the signal to stop.
- 4) Clarify any misunderstandings and answer any questions that arise.

The first time you do this activity with younger students, you can have them hand up, pair up, share out to model what to do.

It is also a good idea to have them Hand Up - Pair Up - Share Out. You tell them to swap cards and get a new partner each time until you can tell them, "Now after sharing with your new partner when I give the signal to stop."



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ACTIVITY, WITH CARDS, TO WRAP UP THE LESSON.

STUDENTS TELL PARTNERS IF THE ITEM IS A SOURCE AND WHY.

Name: _____

TYPES OF RESOURCES

Directions: Circle the sources below



video game

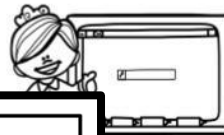
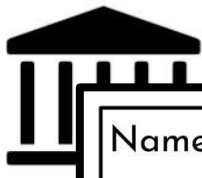


teacher

Name: _____

TYPES OF RESOURCES

Directions: Circle the sources below



chair



research apps

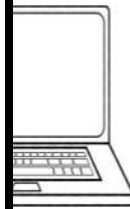
Name: _____

TYPES OF SOURCES

Directions: Cut out the pictures at the bottom.
Paste the sources in the boxes below.

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computer



texting



news



PRINTABLE ACTIVITIES FOR STUDENTS TO IDENTIFY SOURCES.

THEY INCLUDE A CUT & PASTE ACTIVITY & CIRCLING WORKSHEET.

GREAT WAY TO OFFER STUDENTS CHOICE IN THEIR LEARNING.



TYPES *of* SOURCES



TYPES *of* SOURCES

THE QR CODE TO
PLAY THE GAME

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IS THIS A SOURCE?

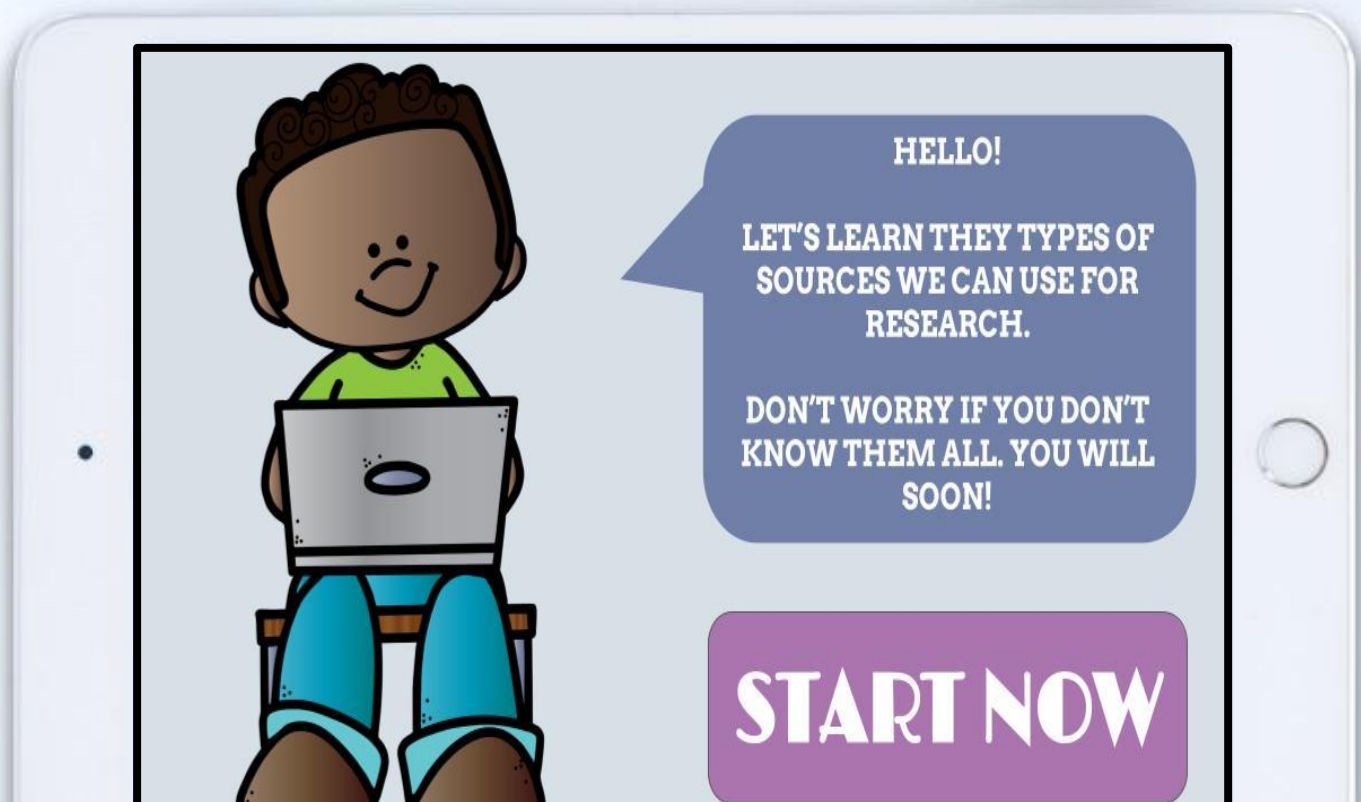


YES

NO

QR CODE HANDOUTS IN PRINT & COLOR. THE QR CODE LINKS TO THE
SELF CORRECTING DIGITAL GAME.

THE DIGITAL GAME HAS STUDENTS IDENTIFY IF DIFFERENT ITEMS
ARE A SOURCE OF INFORMATION FOR RESEARCH.



SELF CORRECTING DIGITAL GAME.

STUDENTS ARE SHOWN AN IMAGE AND THEY DECIDE IF IT IS A SOURCE OF INFORMATION OR NOT.

WHEN THEY CLICK THE BUTTON, THEY'LL IMMEDIATELY KNOW IF THEY GOT IT CORRECT. IF THEY CHOOSE AN INCORRECT ANSWER, THEY RECEIVE MORE INFORMATION & GET TO TRY AGAIN.