



6th Grade - 6.2.1 Technology Affects Society
LESSON 2 DIRECTIONS - CYBERPIGS

Name _____ Hour _____

Keep this in your binder until you complete the list. You will have Thursday, Friday, and Monday (Aug 27, 28, and 31) to finish the assignments.

___1. Go to the 6th Grade **Quia** Class Page (the link on the Computer App 6th grade section) and do the **PRE-QUIZ Cyber Pigs**. You can do this quiz only once.

___2. Go to the Computer App usd417.net page for 6th grade and click on the **Cyber Pigs** link; scroll down until you find “Start game”. Click on that link.

Read the information and click on “continue” to go through the “cards.”

Redo the game if you need to in order to get 5 stars.

When you get 5 stars show your instructor.

___3. Pick up the Lesson 2 handout on CyberPigs; fill in the blanks (front and back) and hand it in.

___4. Go to the 6th Grade **Quia** Class Page (the link on the Computer App 6th grade section) and do the **QUIZ Cyber Pigs** Keep doing the quiz until you get 100%.

(This test is recorded automatically; you do not have to show your instructor).

___5. If you finish the above 4 directions and there is more than 15 minutes of class time left, pick up the direction sheet on VPL and begin work on the list of CGMS Reading 60 Lessons.

If there is less than 15 minutes of class time left, do Type to Learn or freetypinggame.net.