



## Animated Genres Curriculum Module 2

### Project 2: Story

#### **Summary**

The Story Project will take two sessions. Each Project Day will take one hour to complete. On the first Story Project Day, students will learn about the elements of a story. They will then spend the remainder of the lesson designing their own stories. On the second Story Project Day, students will spend the entire lesson creating and sharing their stories with the class.

| <b>Objectives</b><br><i>Students will learn...</i>                                | <b>Objectives</b><br><i>Students will be able to...</i>                                                           |
|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"><li>What elements are part of a story</li></ul> | <ul style="list-style-type: none"><li>Apply concepts from prior lessons when creating their own stories</li></ul> |

*Additional Materials: Storybook*



#### **Schedule (Story Project Day 1)**

##### Kindergarten

##### **Introduction (10 minutes): What is a story?**

The teacher should read a short story to his/her students. S/he should try to choose a story that has characters that are in the character library of the ScratchJr application. S/he should ask students what characters are in the story and where the story takes place. S/he should also explain that a story has a beginning, middle, and end. When creating their stories, the kindergartners should use the characters they read about in the story.

*Materials: A storybook*

##### 1<sup>st</sup> and 2<sup>nd</sup> Grade:

##### **Introduction (10 minutes): What is a story?**

The teacher should choose a story that the class has recently read together (s/he should *not* read it to them). S/he should ask students to describe the characters in the story and the setting of the story. The teacher should explain that a story has a beginning, middle, and end. S/he should then ask students to briefly describe the beginning, middle, and end of the story they are discussing.

##### All

##### **Review (5 minutes):**

The teacher should briefly review the programming blocks learned in the second module's lessons. S/he should show the blocks on the screen, and ask the students to verbally describe what each block does. These blocks are:

- Speed
- Repeat
- Repeat forever
- Voice recorder
- Speech bubble
- Change page
- Wait for



*Materials: iPad for teacher only.*



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#### **Story Design and Creation (35 minutes):**

Students should spend about 35 minutes designing and creating their own stories (kindergarteners should use the characters they read about in the story just read to them).

**Hand out the iPads individually** after a student shows a reasonably detailed design. Students should be encouraged to use three pages in their stories – one each for the beginning, middle, and end. They should also be encouraged to choose or create their own backgrounds, program multiple characters, and use the record and speech blocks.

*Note: The story can be tailored to fit into the current curriculum being taught in the classroom.*

#### **Sharing (10 minutes):**

Students should be encouraged to share their stories with the rest of the class. They should explain which blocks they used to create their stories, and what is occurring on the screen. Collect iPads.



#### **Schedule (Story Project Day 2)**

#### **Story Design and Creation (45 minutes):**

**Hand out the iPads.** On the second Story Project Day, students can either continue the story they started during the last lesson, or they can start a new story.

#### **Sharing (15 minutes):**

Students should be encouraged to share their stories. They should explain what is occurring in their story, and where the idea for their story came from. Collect iPads.