

Dabble Lab Lesson Plan

Series: Next Chapter Crafts 4D

**Title: *Enchanting Fairy-Tale Crafts: 4D An Augmented Reading Crafts Experience*,
by Marne Ventura**

***Epic Graphic Novel Crafts: 4D An Augmented Reading Crafts Experience*, by Jen Jones**

***Legendary Nonfiction Crafts: 4D An Augmented Reading Crafts Experience*, by Marne Ventura**

***Stellar Science Fiction Crafts: 4D An Augmented Reading Crafts Experience*, by Jen Jones**

GENERAL INFORMATION: Grade Level(s): 2-4 Lesson Plan Title: Name That Scene
Series: Next Chapter Crafts 4D, by Jen Jones and Marne Ventura Curriculum: Reading Comprehension

Overview of Lesson: In this lesson, students will learn how take details from a story to create a visual representation of a scene from the book or story. Students will use one, or a combination of the ideas identified in the Next Chapter Crafts series for inspiration.

BENCHMARKS OR LEARNING OBJECTIVES:

AASL Skills Indicator 2.1.1: Continue an inquiry-based research process by applying critical thinking skills (analysis, synthesis, evaluation, organization) to information and knowledge in order to construct new understandings, draw conclusions, and create new knowledge.

Grade 2 Benchmark: Identify supporting details.

AASL Skills Indicator 2.1.2: Organize knowledge so that it is useful.

Grade 2 Benchmark: Organize information into different forms (charts, drawings)

AASL Skills Indicator 3.1.3: Use writing and speaking skills to communicate new understandings effectively.

Grade 2 Benchmark: Use a variety of ways (through art, music, movement, and oral and written language) to present information and main ideas; use oral and written language in a variety of formats (for example, narrative, poetry, podcasts).

AASL Skills Indicator 4.1.3: Respond to literature and creative expressions of ideas in various formats and genres.

Grade 2 Benchmark: Identify plot, characters, times, and places in a story.

ASSESSMENT METHODS & CRITERIA:

Students will create a model, visual representation, of a scene from a book or story. They will choose their method of display, but the model, diorama, etc. should clearly depict at least one character in a particular scene.

RESOURCES AND OTHER LEARNING SUPPORT MATERIALS:

- Enchanting Fairy-Tale Crafts, by Marne Ventura
- Legendary Nonfiction Crafts, by Marne Ventura
- Glass jars
- Shoe boxes
- Hardcover novels (the older the better because they will be cut)
- Glue
- Hot Glue
- Scissors
- Construction Paper
- Cardstock
- Paint and brushes
- Old/worn books
- Students may want to bring additional craft supplies from home

INSTRUCTION AND ACTIVITIES:

1. This activity should be done after students have recently read a short story or book. Using something that was read as an entire class may be easier in regards to establishing clear expectations of the finished product.
2. On whiteboard or butcher paper make columns for Scenes, Setting, and Characters.
3. Brainstorm with your students to list different scenes/ major events from the story in the first column.
4. Then have students refer back to the text and identify details about the setting in each scene.
5. Finally, have students identify the characters in each scene and their actions.
6. Refer students to the following books and ideas to help them gather their own thoughts:
 - a. Enchanting Fairy-Tale Crafts
 - i. Thumbelina's Garden p.6–7
 - ii. Enchanted Forest p.8–9
 - b. Legendary Nonfiction Crafts
 - i. Rock Hound Book Box p.6–7
7. Students should sketch out their idea.
8. Finally, students can begin creating their masterpiece, whether it be a scene in a glass jar, a diorama in a shoe box, or a scene created in a carved out book.
9. Students should also write a brief explanation of all details in their scene.
10. Afterward, the teacher could have students work to determine the scene in some type of game.

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