

Lesson Plan: Creating a Story		
Objective	Standards	Materials
<ul style="list-style-type: none"> Given a plot diagram and the kerpoof make a story program, students will successfully create a storyline by including all plot elements and use the kerpoof program to animate their story. 	<ul style="list-style-type: none"> Identify elements of fiction (e.g., characters, setting, plot, problem, solution). Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support. 	<ul style="list-style-type: none"> Plot diagram template Kerpoof Tell a Story website
Procedures		
<p>Activator:</p> <ul style="list-style-type: none"> “Alright guys, so today we’ll be working on the computers to create a story. Remember how last class we learned about story plots and diagramed the different parts of a story? Well today, you’re going to make up your own story and diagram the plot. Raise your hand if you remember one part of a story’s plot.” After most of the plot elements have been said (exposition, rising action, conflict, climax, falling action, resolution), show them an example. “Very good! I’m going to show you an example of what you’ll be creating today. This is a story that I’ve made up using a website called KERPOOF.” Read the story to them and afterwards ask them to point out the different plot elements. As they tell you, type them in on a projected plot diagram. At the end, ask them what the theme of the story was- the overall lesson learned. Fill that space in. <p>Activities:</p> <ul style="list-style-type: none"> “Right now I’m handing out plot diagrams to everyone, what I want you to do is, when I say, go to www.kerpoof.com and click the green tell a story button on the right. Once you’ve done that, look at me so I know you’re there.” Once everyone has gotten there, go through the Kerpoof demonstration script (pg. 5-6 of Kerpoof lesson plan). Project demonstration script and show students how to choose a storyline, add backgrounds, characters, objects, text, and make new pages. Do these steps first on the projector and have students follow, choosing their own ideas. Ex: “There are six story lines to choose from, inventors, fantasy, winter tales, aliens, rock party, and pirates. Choose one that interests you and then look up at me when you’re finished”. Tell your students to keep in mind that they will be filling out a plot diagram to create a story. “As you are looking through backgrounds and characters, start thinking of what your story will be about. Your story should be 3-5 pages long. What will be the conflict? Will there be a bad guys? What are some rising actions and what will the climax be? Keep all of these things in mind so you can fill out your plot diagram. Feel free to use the back to brainstorm any ideas you might have.” After you have demonstrated the basics of how to use the program, let your kids experiment for 10 minutes and then tell them they should be filling out their diagram by now. Use proximity control to keep students on track and answer any questions they might have. For the next 25-30 minutes let the students create their stories. This part will be carried over into the next class period. Activity and summary beyond this point will be completed during the second class. After it looks like most students are finishing up, tell them all to look at you. “Alright see the save button in the top left corner? I want you to click that and click <i>login with class ID</i> at the bottom. (These details will be nailed down when I have an account and can register my students). Once you have saved your work let me know so I can check. 		

<p>Summarizer:</p> <ul style="list-style-type: none"> ○ For the summarizer students will volunteer to present their story to the class. Student's story will be projected for the entire class to see and students will volunteer to read a page at a time. After the story is read, I will ask, "who can think of a theme for Shelby's story?" ask a couple of student's their opinion. "As I was walking around I saw a lot of creative stories. I can't wait to read all of them! For HW I want all of you to finish your plot diagram. If yours is already finished you can hand it to me on the way out. 	
Assessment	Homework
<ul style="list-style-type: none"> ○ Students will be assessed on their plot diagrams and their storylines. Plot diagrams should be complete and logical. Storylines should have backgrounds, characters, objects and text inserted. It should demonstrate student's ability to aspects of the program. 	<ul style="list-style-type: none"> ○ Finish plot diagram. If they have already done so, then they don't have any hw for the class.
Sources	
<ul style="list-style-type: none"> ○ www.Kerpoof.com ○ http://www.kerpoof.com/edu/plans/Introduction to Kerpoofs Tell a Story 2.pdf 	