# Tell a Story

# Lesson Plan and Supporting Documents

Questions?

Contact us at educators@kerpoof.com

# Table of Contents

# Kerpoof Tell a Story Lesson Plan

**Topics**: computer literacy, problem-solving, storyboarding, creative writing

**Grade level**: 3-8

**Objective**: Students will learn how to make a storybook on Kerpoof while practicing a range of computer skills.  Students can combine Kerpoof assets, text and freehand drawing to create their story.  These skills can be used to enhance content-based lessons in the future.

**Student Assignment**: Make a storybook on Kerpoof.com following the student worksheet.

**Materials and Resources provided by Kerpoof:**

- Make a Storybook Demonstration
- Student Worksheet (page 7-8)

**Set-up:**

- Print and copy the materials provided.
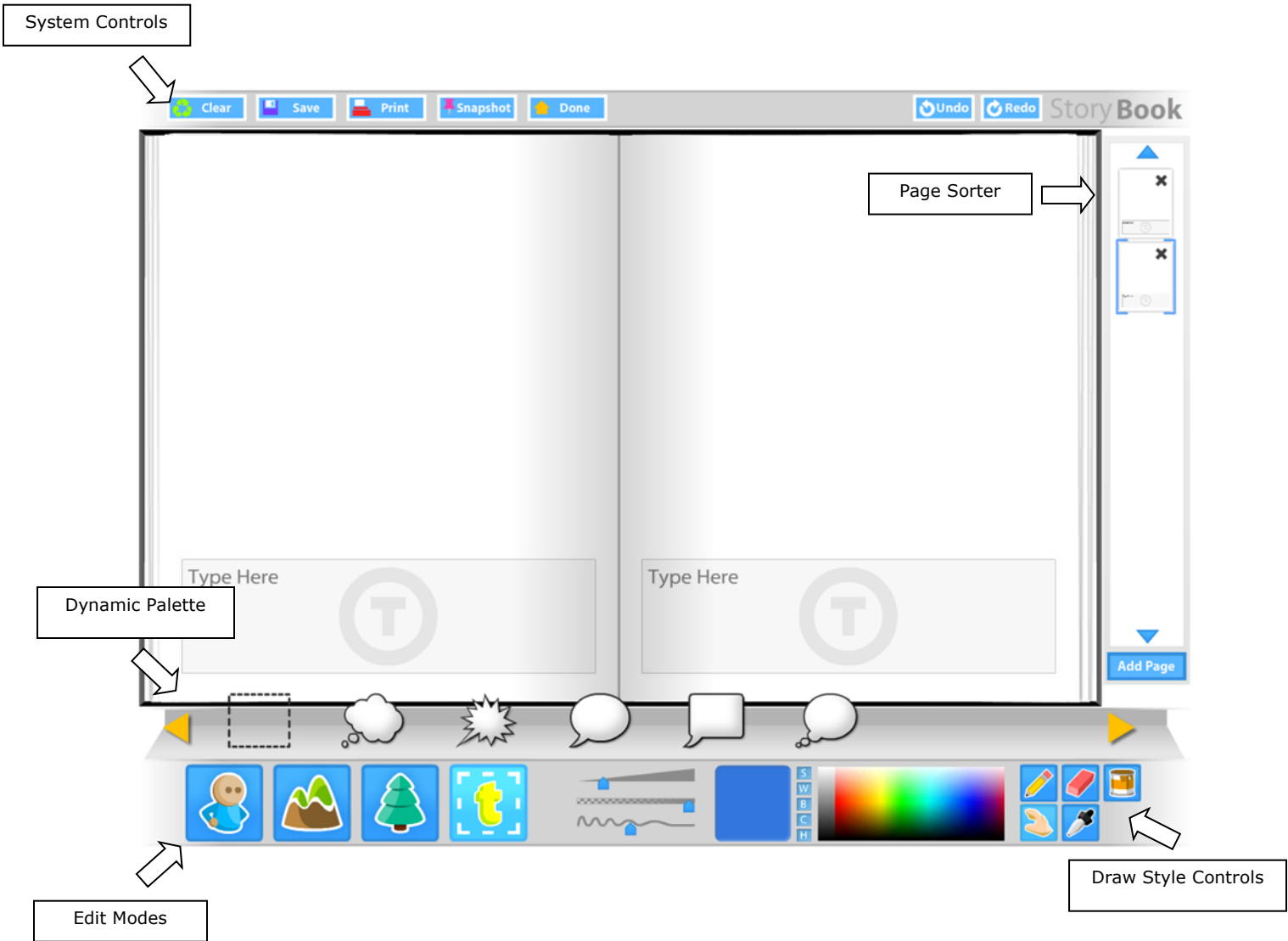- Read through the guide and practice making a storybook.

**Tasks/activities:**

1. Demonstrate Tell a Story, following the provided demonstration script.
2. Pass out the student worksheet.
3. Give students 10 minutes to explore and find a storyline they like.
4. Give students 30 minutes to make a storybook and complete the report.
5. If time and technology allow, have each student present their story electronically. Otherwise, have each student print their book to share with the class.

# How to Use Kerpoof's Tell a Sto-ry—Educator Tutorial

*Kerpoof's Tell a Story provides students with a tool to create a virtual storybook with text and illustrations.  The main controls for Tell a Story are illustrated and identified below.*

System Controls

Page Sorter

Dynamic Palette

Draw Style Controls

Edit Modes

Clear    Save    Print    Snapshot    Done    Undo    Redo    Story Book

Type Here

Type Here

Add Page

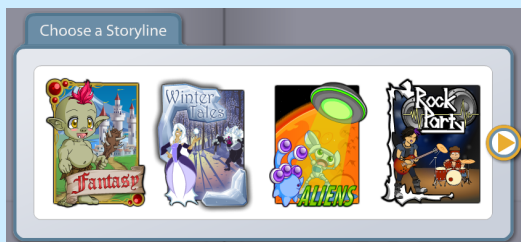# Kerpoof Tell a Story Classroom Demonstration

## Step 1

- We're on the Kerpoof home page. Let's start by clicking the Tell a Story icon.

## Step 2

- We need to choose a storyline for our storybook. If I click the arrow, I'll see more options. I'll choose Fantasy.

## Step 3

- Here is our virtual storybook. Let's add a character to our story. Notice that there is a set of fantasy characters that appear below our book in the palette. We can scroll through them to choose the one we want. I'll choose this red dragon by clicking and dragging him onto the page.
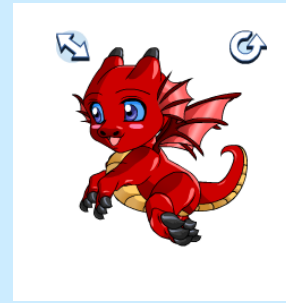
- Notice that I can resize and rotate him by clicking and dragging either arrow above his head. Let's make him really big since this is the title page. I can also click and drag to move him around the page.

## Step 4

- Let's add a background to our page. If I click on the mountain, it takes me to the background edit mode. The character choices have been replaced with background choices. I'll choose this one with the waterfall and drag it onto the page.

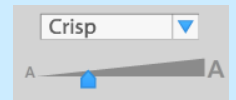- Notice that I can resize the background by clicking and dragging any of the corners.

### Tip

Remember, when you create art online, you should never use any personally-identifiable information (such as your first and last name). Sign your Kerpoof Storybook with your Kerpoof nick name instead.

## Step 5

- Now our storybook needs a title. There's already a text box on the bottom of each page, so I can click it and start typing. I'll call it "Dragon Tales."

- If I highlight the text, I can change the font style, size, and color by using the text controls. I'll choose the comic font, make the letters really big, and make them white.

## Step 6

- Let's add some objects to the page. Clicking on the tree will show me all of the objects available for this storyline.

- I'll drag a few mushrooms onto the page. I can move, rotate, and resize them until they look just right.

- Notice that when two or more objects are stacked, I can move this lever up and down to change their layering order.

- I can make an object face the other way (or flip it) by clicking and dragging the

## Tip

There are several different ways to pick a color. Click on each of these letters to explore different color palate options.

## Step 7

- I would like to add another page to my story. On the right side of the page, I'll click the "Add Page" button. I can add as many as 30 pages!

## Step 8

- I don't have to use the provided backgrounds, characters, and objects… I can draw my own! Let's use the drawing tools on our new page.

- I'll choose yellow with the color picker, and then use the drawing tool to draw a sun on the page.

- Notice that when I draw a circle, it corrects into a perfect circle. I can adjust the correction settings with this tool at the bottom that helps me draw straight lines and even curves.
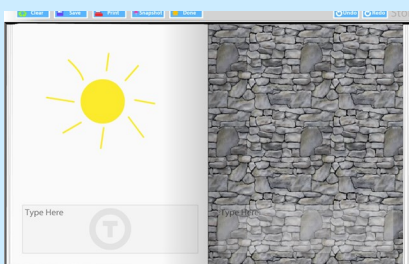
## Step 9

- Now, let's use the fill tool to fill in our sun. I'll click on the paint bucket, choose a color, and click inside the circle.

- I could also use the fill tool to fill in a background for a whole page. I'll click and hold on the fill tool to see more fills available (I can buy more with Koins at the Kerpoof store). I'll use this brick fill with a gray color.

## Tip

Click and hold the draw tool icon to see all of the available pens (you can buy more with Koins at the Kerpoof store).

## Step 10

- What if I decide I don't like a page, or that I want to reorder the pages? I can use the page sorter to drag pages to a different spot, and I can also click the black X in the corner to delete a page.

## Step 11

- After you're finished with your story, click the save button to save it in your backpack. You can click the "Share with Others" button to submit it for publishing on Kerpoof!

- When I save my book, the cover (thumbnail image) will be left page that is displayed when I press save.

- Now that you know the basics, you can get started making your own storybook!

# Kerpoof Tell a Story Checklist

Name _____

- ☐ Log onto [www.kerpoof.com](http://www.kerpoof.com) and open Make a Storybook
- ☐ Spend ten minutes exploring the different storylines and make a list of three you would like to use:

  _____   _____   _____

- ☐ Choose a storyline: _____

- ☐ Add characters, backgrounds, objects, and text to your story.

- ☐ Add two more pages and add objects and characters to those pages.  Remember, every page has to be part of the same story.

Be sure you:

- ☐ Drag at least five objects into each page. You will need characters, objects and a background to make the setting realistic.
- ☐ Resize (make bigger or smaller) at least one object.
- ☐ Make at least one object face the other way.
- ☐ Draw at least one object with the drawing tool.
- ☐ Use at least one fill.
- ☐ Type at least 20 words on each page using the text tool. Remember, use correct spelling, capitalization and punctuation.
- ☐ Make at least one of your characters say something with a speech bubble.
- ☐ Proofread your story and make any changes before you turn it in.
- ☐ Print your storybook.

# Kerpoof Tell a Story Report

Name _____

Write a short summary of your storybook:

_____

_____

_____

_____

If you had to teach someone how to use Kerpoof, what are the top three things you would tell them to get them started?

1. _____

2. _____

3. _____

List three ways we can use Kerpoof to help us learn.

1. _____

2. _____

3. _____