

Great Ideas Lesson Planner

Lesson Title: You're the Author! Writing a Children's Book

Subject: Design/Multimedia/Web Technologies

Time Duration: 8 days

Teacher: Zanette L. McMillan

School: York High

Content Standards/Competencies:

- Identify appropriate audience, purpose, requirements, and production schedule for the project.
- Apply principles of design, layout, and typography.
- Design a layout for ease of readability and attractiveness (e.g., white space, column width and spacing, grids/guides, page margins, and graphic text placement).
- Enhance appearance of document using desktop features (e.g., graphic boxes, lines, illustrations, color, images).
- Gather/compose (in exportable format) documents and graphics for use in designing various desktop publishing applications such as flyers, brochures, or newsletters.
- Follow journalistic principles in layout and design.
- Proofread and edit text for format, style, and clarity using standard proofreader's symbols.
- Create multi-page and multi-column documents (e.g., business reports, proposals, newsletters).

Related SOL Objectives:

English SOL:

Writing 10.7: The student will develop a variety of writing, with an emphasis on exposition.

- a) Generate, gather, plan, and organize ideas for writing.
- b) Elaborate ideas clearly through word choice and vivid description.
- c) Write clear, varied sentences.
- d) Organize ideas into a logical sequence.
- e) Revise writing for clarity of content and presentation.
- f) Proofread and prepare final product for intended audience and purpose.

Writing 10.8: The student will edit writing for correct grammar, capitalization, punctuation, spelling, sentence structure, and paragraphing.

Writing 11.8: The student will edit writing for correct grammar, capitalization, punctuation, spelling, sentence structure, and paragraphing.

Technology:

C/T 9-12.4: The student will practice responsible use of technology systems, information, and software.

- Adhere to fair use and copyright guidelines.
- Adhere to the school division's Acceptable Use Policy as well as other state and federal laws.
- Model respect for intellectual property.

C/T 9-12.5: The student will demonstrate knowledge of technologies that support collaboration, personal pursuits, and productivity.

- Respectfully collaborate with peers, experts, and others to contribute to an electronic community of learning.
- Model responsible use and respect for equipment, resources, and facilities.

1. DESIRED RESULTS

Essential Questions

Knowledge and Skills

- For what age audience will the book be appropriate?
- Will the book be read by the child or to the child?
- What is an appropriate theme?
- What colors will most appeal to the identified audience?
- Is the language used appropriate to the age of the child?
- Does the story have a beginning, middle and end?
- What clipart should be used to adequately illustrate the text?
- Have all of the requirements been included in the book?
- How can I summarize the storyline into a bookmark?

Students will know how to:

- apply principles of layout and design
- write a story using good grammar, spelling, punctuation and capitalization
- use desktop publishing software
- use a digital camera
- insert graphics
- create a thumbnail
- use color to enhance a publication
- draw graphics
- manipulate graphics
- use a binding machine
- print publication pages front and back
- evaluate quality of publication
- design a bookmark

Students will do:

1. Work with an English class to learn the correct way to write a story.
2. Collaborate with classmates to determine an appropriate theme for the book.
2. Select the age of the audience for which their book will be appropriate.
3. Design a front cover page that includes the title of the book, graphic(s), a "teaser", author's name.
4. Design a back cover that includes a digital camera picture of the author, a two paragraph biography of the author, name of fictitious publishing company, bar code with price, year of publication.
5. Compose an Acknowledgements page.
6. Compose an original story that contains a minimum of 12 pages. It must have a beginning, middle and ending and each page must contain text and graphics.
7. Create appropriate page numbers.
8. Exchange the book with a classmate for editing.
9. Bind the book.
10. Create a bookmark that illustrates the storyline of the book.
11. Read the book to the B&IT class and to the English class.

(Subject) Vocabulary

It will vary based on the theme of the book. It should be vocabulary that is easily understood by a small child of no more than 7 years of age.

2. STUDENT ASSESSMENT

Prior knowledge	Ongoing throughout lesson	By the end of the lesson
<ul style="list-style-type: none"> • Principles of layout and design • Operation of desktop publishing software • Use of the Internet • Manipulating and drawing graphics • Grammar and punctuation rules • Operation of digital camera 	<ul style="list-style-type: none"> • Proofreading • On task work 	<p>The student will have:</p> <ul style="list-style-type: none"> • Determined the layout and formatting for a multiple-page publication • Properly bound the book • Created a bookmark • Read the book to the class

3. LEARNING ACTIVITIES/INSTRUCTION

Introduction (hook)	What students are doing	Conclusion
<p>Introduce the lesson by reading a children's book to the class.</p>	<p>Collaborating with classmates in an English class to identify the process involved in writing a story</p> <p>Brainstorming with a buddy to determine an appropriate theme</p> <p>Using desktop publishing software to write and illustrate a children's book</p> <p>Using a digital camera to take picture of peer</p> <p>Editing each other's written work</p> <p>Binding the book</p> <p>Creating a bookmark</p> <p>Reading the final product to the classes</p>	<p>Upon completion of the product, the students will have:</p> <ul style="list-style-type: none"> • created a publication that can be read to siblings or given to a child as a gift • applied their grammar and writing skills • created a product that may be used by the teacher for displays, for Back-to-School Night activities or recruiting

Accommodations

Required or Supplemental Materials and Resources

<p>Extra support:</p> <ul style="list-style-type: none"> • Collaboration with the English teacher • IT Educator to teach short lesson on MovieMaker 	<ul style="list-style-type: none"> • Project Description handout • Desktop publishing software • Digital camera • Binding machine and supplies • Paper cutter • MovieMaker software
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<p>Enrichment or early finishers:</p> <ul style="list-style-type: none"> • Assist students with binding and printing • Use MovieMaker software to create a short movie of the book. <p>Various learning styles:</p> <ul style="list-style-type: none"> • Visual <p>Limited English proficiency:</p> <ul style="list-style-type: none"> • Write book in their native language with English translations 	
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<i>Related Technology</i>	<i>Research/Best Practices/Strategy</i>
<ul style="list-style-type: none"> • Internet 	<ul style="list-style-type: none"> • “Think-Pair-Share” • Drawing the Words

4. WRAP-UP (5-10 min)

<i>Evidence of student learning/understanding</i>	<i>Homework</i>
<p>Students write the following:</p> <ul style="list-style-type: none"> • A minimum of 3 challenges they faced at the beginning of the project • How they resolved those challenges • What they learned as a result of each challenge • Teacher shares his/her observations with the class 	<p>This is an in-class assignment only.</p>

5. Other Resources Needed/Comments (optional)

Each student should be given a copy of the detailed Project Description.