

## **Teacher Instructions**

### **You Be the Author --- TEACHER INSTRUCTIONS**

Title: You Be the Author: Write Your Own Children's Book

Grade Focus: 5, 6, 7, 8, 9, 10, 11, 12

Subject: Language Arts and Cross-Curricular

Integration Activity: Keyboarding, Word processing, Imaging

Recommended Time to Completion: Two to three weeks (based on two to three class periods per week)

#### **INTRODUCTION**

Students will work with a partner to write and illustrate a children's book that relates to material they are learning in math, science, or history. The book will include original images.

#### **PREREQUISITE EXPERIENCE:**

Students should be able to use a word processor. They will also need to have good keyboarding skills and knowledge of how to use the Edit mode for Word or another writing program. Students will use imaging editing software (i.e. Paint or Photoshop) to create original photos.

**TEACHER PREP TIME:** 30 – 45 minutes

Review these training videos from **Nortel LearniT**

- **Imaging**, <http://nortellearnit.org/technology/Imaging/>

Review and select imaging editing software. Gather materials so students may bind their books.

#### **PROJECT:**

Students will work with a partner to write and illustrate a children's book that presents information learned in another discipline area.

#### **ASSESSMENT / GRADING:**

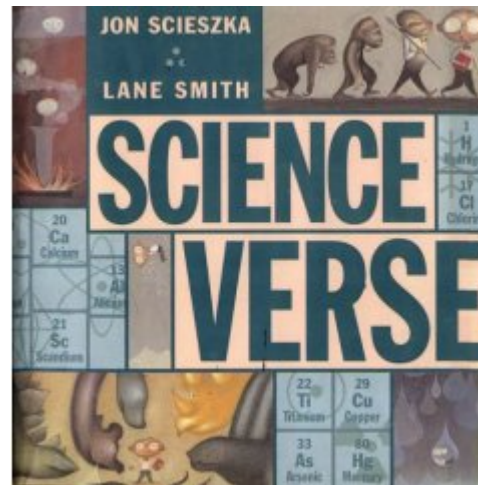
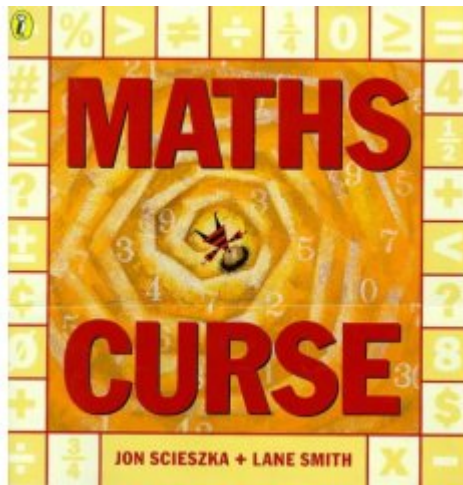
Using a rubric, the stories will be evaluated on their storyline development and use of software for editing and adding images.

#### **TIME MANAGEMENT TIP:**

Two students will work as a team for this project. Some work may be completed as homework.

What's your favorite children's book? What do you remember about this book?

Have you ever read the books *Math Curse* or *Science Verse* written by Jon Scieszka and illustrated by Lane Smith?



*Math Curse* describes one of those days where everything is a problem, but not just a problem ... a MATH PROBLEM!

And *Science Verse* turns all sorts of science topics – such as amoebas, spleens, and photosynthesis -- into poetry.

It's your turn to become an author and illustrator of your own children's book.

## **Explore**

To complete your project you will need a computer that has Word (or another writing software program) and digital imaging software.

Before you begin your research you might want to review the **Nortel LearniT Digital Imaging** videos at <http://www.nortellearnit.org/technology/Imaging/>

Gather and read a variety of children's books. Which ones are most appealing to you? Why?

Create a list of topics you've been studying in math, science, and history. From this list, choose one topic that you'll incorporate in your children's book.

Brainstorm with your partner to develop a list of character names and personalities.

Create a list of events and problems to be solved.

Do you want a story with a moral or message?

What settings might you choose? What is the time and place of your story?

## **Explain**

1. Work with your partner to create a storyline with a beginning, middle and end.
2. Create an outline of the story.
3. Describe each character in words and pictures.
4. Describe and draw rough sketches of the setting.
5. Before you begin to write the story, be sure that you and your partner have the same ideas about the story, the characters and the setting.

### **Elaborate**

1. Use writing software, like Word, to write your story.

2. These resources may help you as you write:

Dictionary

[www.dictionary.com](http://www.dictionary.com)

Thesaurus

[www.thesaurus.com](http://www.thesaurus.com)

3. Use an imaging program, such as Photoshop or Paint, to illustrate your story.

4. Ask other students to peer review your story. Use the Edit mode of the writing software that you're using to keep track of their edits.

5. Rewrite your story incorporating ideas from the peer edit.

6. Adjust and layout your story so that it looks like a book. Wrap text around the images.

7. Add page numbers and a title page. Be sure to identify the author, illustrator, date, school, and city.

8. Review your story one more time. Ask an adult to proof your story.

9. Print out the story and bind the pages to resemble a children's book

10. Add a colorful front page or create a book jacket.

**Evaluate**

### Children's Book Rubric

	<b>Unsatisfactory</b>	<b>Needs Improvement</b>	<b>Good</b>	<b>Exemplary</b>
<b>Content detail</b>	Content lacks detail	Content is somewhat detailed	Content is detailed	Content is thorough and detailed
<b>Applied understanding</b>	Applied understanding is not evident	Applied understanding somewhat evident	Applied understanding evident	Applied understanding clearly evident
<b>Error Free</b>	Major errors	Many errors	Few errors	Final product is error free
<b>Technology Use to Demonstrate Understanding</b>	Technology use with little purpose	Technology use with some purpose	Technology use with purpose	Intuitive technology use with specific purpose
<b>Overall Final Product –</b>	Inconsistent and inappropriate aesthetics and design	Somewhat consistent and appropriate aesthetics and design	Consistent and appropriate aesthetics and design	Consistent, creative and appropriate aesthetics and design

Group evaluation: What did each of you contribute to the task. How did you divide the work?

Self Evaluation: What did you learn? What was part of this task was easy for you? What was the most difficult part of this task for you?

### **Extend**

Consider extending this activity using any of these suggestions:

1. Convert your stories into a Webpage to share your stories with other students
2. Add your stories to the school Web site.
3. Create an audio or video podcast of your story.
4. Visit a primary school, daycare center, or after-school care center and read your story to younger students.

