



Unit Title: Bring Your Story to Life!

**Grade Level:** 5

Subject Area: Writing/Language Arts

**Duration/Length/Number of class periods:** 2 weeks (approx. 10 class periods - 25 min each day)

# Description:

After writing historical fiction (using research), students will use augmented reality, green screen, Flipgrid, stop-motion or other technology/app scene from their story to life.

### **Established Goals** (National, State, Local):

### **ISTE STANDARDS:**

3. Knowledge Constructor

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

### Students:

- a. plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.
- b. evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

#### 6. Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

#### Students:

- a. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.
- b. create original works or responsibly repurpose or remix digital resources into new creations.
- d. publish or present content that customizes the message and medium for their intended audiences.

#### MN State ELA Standards:

5.6.10.10 - Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences: (a) Independently select writing topics and formats for personal, enjoyment interest, and academic tasks.

- 5.6.3.3 Write narratives and other creative texts to develop real or imagined experiences or events using effective technique, well-chosen details, and well-structured event sequences.
- 5.6.6.6 Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.
- 5.6.5.5 Use a writing process to develop and strengthen writing as needed by planning, drafting, revising, editing, rewriting, or trying a new approach.
- 5.6.7.7 Conduct short research projects that use several sources to build knowledge through investigation of different aspects of a topic.

## What **Enduring Understandings** are desired?

- The setting of a story will drive how a character behaves and speaks (slang/dialect) in a story.
- An accurate setting makes characters believable.

### What Essential Ouestions will be considered?

- How does/will the setting affect the characters? (behaviors, language, historical events)
- What information will you need to make your setting historically accurate?

### Students will know / be able to:

- Students will write a historically accurate fiction story, including dialog and events during that time.
- Students will recreate a scene from their story utilizing
- Students will understand the setting of a story affects how a character behaves and speaks (slang/dialect) when writing a story, but also when reading historical fiction.
- Students will create an accurate setting using technology of his/her choice (Flipgrid, stop-motion, etc.)

Description	Units must include at least one of each formative, summative, introductory activity and learning activity. Check the appropriate box; one per row.	For ma tive	Su m ma tive	Intro duct ory Activ ity	Lear ning Activ ity	Stud ent Tech nolo gy Use d	Teach er Tech nolog y Used	ISTE Stand ards
Research the time period chosen - historical events, homes, fashion, foods, etc.				х		Х	х	3a,b
Use the writing process to write a historically accurate fiction story.		Х			х	Х		
Recreate a scene from the story utilizing Flipgrid, Minecraft, stop-motion movie, Legos, etc.			Х		Х	X		6a,b,d

# Materials, tools and resources:

- Chromebook
- Internet/Search Engine
- Flipgrid/Stop-Motion/Minecraft for Education apps
- Legos, clay, paper, glue, costumes, other various materials needed for presentation

Unit Plan Author Jill Walker, Medford Elementary