








Technology-Connected Lesson Plan

Title:	Charlotte's Web Trading Card
Grade Levels:	4-6 Grade
Curriculum Areas:	🖥️ Language Arts
Measurable Objectives:	<p>🖥️ Lesson Objectives:</p> <ul style="list-style-type: none"> 🖥️ TSW list characteristics of a character from the story, <u>Charlotte's web</u>. 🖥️ TSW create a character trading card.
LA Content Standards:	<ul style="list-style-type: none"> 🖥️ Students read, comprehend, and respond to a range of materials, using a variety of strategies for different purposes. 🖥️ ELA-1-E4 - identifying story elements (e.g., setting, plot, character, theme) and literary devices (e.g., figurative language, dialogue) within a selection
Grade Level Expectations (GLE)	<p>Identify and explain story elements, including:</p> <ul style="list-style-type: none"> • theme development • character development • relationship of word choice and mood • plot sequence (e.g., exposition, rising action, climax, falling action, resolution) (ELA-1-M2)
K12 Educational Technology Standards:	<p>🖥️ Technology Guidelines:</p> <ul style="list-style-type: none"> • Technology Communication Tools • Technology Productivity Tools • Technology Research Tools • Basic Operations and Concepts

	<p> Technology Performance Indicators</p> <ul style="list-style-type: none"> • Identify, explain, and effectively use input, output and storage devices of computers and other technologies (e.g., keyboard, mouse, scanner, adaptive devices, monitor, printer floppy disk, hard drive). • Use accurate and developmentally appropriate terminology (e.g., cursor, software, hardware, pull down menu, window, disk drive, hard drive, CD-ROM, laser disc) when referring to technology. • Use a variety of developmentally appropriate resources and productivity tools (e.g., logical thinking programs, writing and graphic tools, digital cameras, graphing software) for communication, presentation, and illustration of thoughts, ideas, and stories (e.g., signs, posters, banners, charts, journals, newsletters, and multimedia presentation.) <p> Use technology tools (e.g., publishing, multimedia tools, and word processing software) for individual and for simple collaborative writing, communication, and publishing activities for a variety of audiences. (1,3)</p>
Technology Connection:	<p> Trading Card Template, computers, printer, presentation station, Microsoft Power Point, http://www2.lhric.org/pocantico/charlotte/index.htm</p>
Procedures: DAY 1	<p>Introduction:</p> <ol style="list-style-type: none"> 1. TTW introduce this activity by showing the students a variety of trading cards. TSW discuss what they know about trading card and the purpose for a trading card. TTW let the students know they will be creating their very own trading card. <p>Procedures:</p> <ol style="list-style-type: none"> 2. TSW pick a character from the story and complete a bubble map on that character. 3. TTW model for the students how to create a trading card by using the trading card template. 4. TSW use their bubble maps to create a trading card on their character. Each trading card must include a picture of the character, 5 characteristics of the character and

	<p>something interesting the character did in the story.</p> <p>5. Once the students complete their trading card, they will spell check and print.</p> <p>6. Early finishers will go to http://www2.lhric.org/pocantico/charlotte/index.htm to and complete the quotes quiz.</p> <p>Closure:</p> <p>7. Students will exchange their trading cards. Students will take turns telling one think they liked about their class mate's trading card.</p>
Materials:	Paper/pencil, bubble map, Internet, computers, trading card template, printer, card stock
Assessment:	Completed bubble maps, completed trading cards, teacher observation
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