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School Activity Sheet

Învățarea adaptată nativilor digitali [Learning Adapted to Digital Natives] (2023-2024)

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(KA1 - Short-term projects for mobility of learners and staff)

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Activity Title: THE LEGEND OF THE CHRISTMAS PICKLE (QUIVER APP)

School: Titu Maiorescu Secondary School

School subject: English

Teacher: Cristina-Georgiana Voicu

Suitable age of children: 10-11 (4F)

Activity objectives (2 or 3):

1. Students will practice using the sounds of inflected ending 'ed.'
2. Students will use a story map to organize their thinking for a retell.
3. Students will read the story either as a play version attached to the story for extension and oral fluency practice.
4. Students will use the Quiver App to engage into AR (Augmented Reality) and develop their digital skills

Materials needed for the activity: Internet connection, smart TV, smartphones, Quiver App, QR Code Scanner

Activity stages (please briefly explain the process, roles of participants, guidelines, teaching tips, etc., so that other teachers can successfully implement the activity):



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1. Use the anchor chart pages to help you teach the concepts of inflected ‘ed’ endings. Create your own anchor chart to model this learning concept. View the video demonstrating the 3 sounds.
2. Students can either use the “Sounds of -ed” chart provided, or create one in their notebook. They will use this chart to sort ‘ed’ words from the story.
3. Tell students that today they will be using their skills for reading ‘ed’ while reading *The Legend of the Christmas Pickle*.
4. Hand out the ‘Legend’ story and ask students to scan through looking for ‘ed’ words. Students may need to highlight the words for use.
5. Have students read independently or read with a partner and continue to highlight any missed ‘ed’ words. Transfer words to their hand out, or notebook and sort them under the 3 sounds.
6. When the students have completed the text and chart, ask them to reread the story for fluency.
7. Whole group check the ‘ed’ words for accuracy.
8. Hand out the QuiverVision ‘Christmas Tree’ coloring sheet.
9. Ask students to ‘hide’ a Christmas Pickle on the tree by coloring one on an ornament. Finish coloring the QuiverVision sheet. Students may pause here and engage with the AR features of the coloring page, such as making Santa speak, finding their pickles, exploring the tree. You can let students also swap with a partner to find their peers’ pickles.
10. When coloring page is completed ask students to complete a Story Map with a partner.
11. Students will use the story map to organize their thinking for a retelling of the story.
12. Using the audio in quiver, or a google extension such as Mote students will retell the ‘Legend’.
13. When completed, students can use the WordQuest game to practice the 3 sounds of ‘ed’.

Extend the learning with these activities:

Story Mapping - Use the story maps to dig deeper into the story.

Reteach: This activity can be used to reteach or reinforce information in a small group.

Assessment:

1. Using the story mapping page, students are asked to fill in the information so they can organize their thinking for a retell.
2. Use the video record feature in QuiverVision to retell ‘The Legend of the Christmas Pickle’.
3. Students are asked to complete the online chart by sorting the sounds of ‘ed’ to the right column.

Evaluation criteria:

The lesson is effective if during this activity:

- students become engaged and capable of assisting in the creative drawing process by their own creative & constructive digital art
- educators can gauge the effectiveness of integrating the Quiver app into their teaching practices and assess its impact on student learning outcomes.



Activity results (At the end of the lesson):

- a. students learn that Quiver App is a tool of engagement, collaboration and of self-discovery.
- b. students learn to develop their digital skills

1-3 photos of the activity:



Semnătura managerului de proiect,
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