

Imaginary things

 Grade Level/s:
 Subject/s:
 Type:
 Author:

 K
 English
 Unit Plan
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Imaginary things

This is a literature study around books with imaginary characters where the children will create their own imaginary characters.

Single Lesson Plan

The Gruffalo

Task:

Task 1: reading story - 20 mins

Task 2: make a Gruffalo face - 45 mins

Activity:

Read book to the students. Discuss the characters (who), setting (where), and events (what) of the story

Children make a collage of the Gruffalo face taking note of the descriptive words and features in the story

Resources:

Book "The Gruffalo" by Julia Donaldson

paper plates, coloured paper, black textas, glue, scissors

Create own 'Gruffalo' inspired character

Task:

Task 1: draw own imaginary character like the Gruffalo

Task 2: create this same character using Kid Pix

Task 3: decribe character

Activity:

Draw own imaginary character/creature with black text. Paint with water colour paints

Using Kid Pix children draw/copy the same character they have painted using freehand drawing, shapes and filling space with

Children name and describe their character for teacher to scribe/type

Resources:

A3 cartridge paper Permanent Black textas Water colour palette paints brushes

Computer with Kid Pix printer

Computer Printer

Making creatures with Makers Empire

Task:

Task 1: starting with Makers Empire

Activity

Children learn how to log in. Use the Doodler tutorial

Resources:

iPads Makers Empire app

Task 2: Exploring Toy Designer

With the help of some Year 7 students children explore Toy Designer to make a character

iPads Makers Empire app Year 7 students

Wild Things

Task:

Task 1: Where the Wild Things are

Activity:

Read book and watch animated clips of "Where the Wild Things are" Discuss/identify the characters (who), setting (where), and events (what) of the story and complete drawings for

Resources:

Book "Where the Wild Things are" by Maurice Sendak YouTube clips of story Template for story review with spaces for drawing setting, main character, events of story (beginning, next. last)

Create own Wild Things

Task:

Task 1: make own wild things

Activity:

Using Makers Empire - Toy Designer to create own 'Wild Thing' 3D Print the 'Wild Things' to use for story tables and ispiration for bookmaking

Resources:

iPads Makers Empire app 3D printer

Downloadable files

wild_things.png (/download/lesson_plan_attachments/files/000/000/135/original/wild_things.png? 1496752077)

Curriculum

Australian Curriculum:

Share feelings and thoughts about the events and characters in texts (ACELT1783) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/2c548d22-d8cb-4f73-ba36-9e4600a2a3a0)

Respond to texts, identifying favourite stories, authors and illustrators (ACELT1577) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/8c12aeb2-528e-49f0-a95b-9e4600a2a3a0)

Talking About People, Events And Ideas In Texts, Enabling Students To Connect Them To Their Own Experiences And To Express Their Own Opinions About What Is Depicted (ELBE587) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/2af061ad-4a42-47fa-9ebf-9e4600a2a3a0)

Using Art Forms And Beginning Forms Of Writing To Express Personal Responses To Literature And Film Experiences link (http://rdf.australiancurriculum.edu.au/elements/2014/09/6cc69034-cb19-4c1d-b05b-9e4600a2a3a0)

Talking About Stories And Authors, Choosing Favourites, Discussing How Students Feel About What Happens In Stories (ELBE585) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/06561724-5602-4613-b5a6-9e4600a2a3a0)

Returning To Preferred Texts And Commenting On Reasons For Selection (ELBE584) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/bd4fe458-d3d4-4b3b-97e3-9e4600a2a3a0)

Engaging With The Humour In Some Stories And Repeating Favourite Lines, Jokes And Ideas (ELBE583) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/9e8a9f30-db02-4fab-8208-9e4600a2a3a0)

Talking About Stories And Authors, Choosing Favourites, Discussing How Students Feel About What Happens In Stories (FI BE582)

ink (http://rdf.australiancurriculum.edu.au/elements/2014/09/7c75f453-ff5a-4587-a3e3-9e4600a2a3a0)

Responding to literature

link (http://rdf.australiancurriculum.edu.au/elements/2014/09/9e3799e0-d30d-4b29-8b96-9e4600a2a3a0)

Describing How Design Ideas Meet The Needs Of Those Who Will Use The Solution (ELBT428) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/4a23db9e-2adf-4733-985f-266ac8f0e53f)

Identifying One Common Testing Method, And Recording Results, For Example Taste Testing Comparisons Of A Food Product And Recording Results In A Digital Form (ELBT142) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/6db5b3c8-7ca7-40b8-957a-b887226f43be)

Recording A Judgment About Design Ideas With Teacher Guidance, For Example Expressing Own Likes And Dislikes

About A Design Idea (ELBT173) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/0ac8c388-a7c8-4758-8f00-ab267b1671a4)

link (http://rdf.australiancurriculum.edu.au/elements/2014/09/67bb8696-3d3d-484d-881a-3387728c85b1)

Communicating Design Ideas By Modelling, And Producing And Labelling Two Dimensional Drawings Using A Range Of Technologies To Show Different Views (Top View And Side View), For Example A New Environment Such As A Cubb House Or Animal Shelter (ELBT403)

Comparing And Contrasting Features Of Existing Products To Provide New Ideas, For Example Exploring Toys With Several Movable Parts With The View To Designing And Making A Simple Puppet With One Movable Part (ELBT89) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/71e66613-c94e-48a8-b6b0-d51444f8725d)

Visualise, generate, develop and communicate design ideas through describing, drawing and modelling (ACTDEP006) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/24ae30d0-93ed-4bd9-b41f-49e668030a70)

Identifying Some Features Of Culture Related To Characters And Events In Literary Texts, For Example Dress, Food And

link (http://rdf.australiancurriculum.edu.au/elements/2014/09/d2d03cfc-7c99-4571-ba98-9e4600a2a407)

Recognise that texts are created by authors who tell stories and share experiences that may be similar or different to students' own experiences (ACELT1575) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/336c8e0b-42a5-4a4b-976e-9e4600a2a3a0)

Engaging With Texts That Reflect The Social And Cultural Groups To Which Students Belong (ELBE581)

link (http://rdf.australiancurriculum.edu.au/elements/2014/09/f7bdd32c-ba2b-429e-9f9f-9e4600a2a3a0)

Comparing Experiences Depicted In Stories With Students' Own (ELBE580) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/830fc19c-a57c-4e6b-b188-9e4600a2a3a0)

Viewing Stories By Aboriginal And Torres Strait Islander Storytellers From Online Sources (ELBE579) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/f8aa3724-9cac-4b62-aac3-9e4600a2a3a0)

Recognising That There Are Storytellers In All Cultures (ELBE578) link (http://rdf.australiancurriculum.edu.au/elements/2014/09/5416bd64-c02a-44b4-bd16-9e4600a2a3a0)

Literature and context

link (http://rdf.australiancurriculum.edu.au/elements/2014/09/c8ade61c-ff29-4e99-92f6-9e4600a2a3a0)

MAKERS EMPIRE