

Lesson Plan: Write an If-Then Adventure Story

Overview

In *Write an If-Then Adventure Story*, students create an interactive story in Google Slides.

Learning Objectives

By the end of these lessons, students should be able to:

- Collaborate in a document
- Create a slide presentation with a group and digitally share it with others
- Make decisions in groups effectively
- Create an engaging, visually exciting interactive story

Total Duration

- 2-3 hours

Materials

- Computer with internet access (per student)
- Headphones (per student)
- A Google account (create an account at accounts.google.com/signup)

Outline

Lesson	Duration	Description
1 Google Apps Overview and Lessons Intro	15 min	Students watch introduction videos that provide an overview of the curriculum and how to use lesson materials.
2 Brainstorm Story Ideas	45-70 min	Students collaborate with group members to brainstorm and select the setting, characters, and problems for an interactive story.
3 Create an Interactive Story	70-95 min	Students create an interactive story using the story elements they chose in the previous lesson.
4 If-Then Adventure Stories Wrap-Up	10 min	Students watch a wrap-up video and complete a reflection.



Prep

Before introducing the lesson to students:

- set up a class account at g.co/applieddigitalskills
- create and distribute the class code to the students
- share a copy of the rubric with students before they turn in their projects



Assessments

Applied Digital Skills offers two examples to help measure student learning -- the end-of-lesson quiz and the student project rubric.

- **The end-of-lesson quiz** contains multiple-choice and open response questions. Use the quiz ([answer key](#)) to help measure students' ability to recall what was covered in the lesson and demonstrate their understanding of how to use digital skills in different scenarios.
 - Note that the answer key is only available here in the teacher lesson plan.
- **The student project rubric example** includes example criteria to score and provide comments on student work. Use the template rubric (see Resources section below) to assess the projects students create for this lesson. The rubric helps measure students' understanding and their ability to apply the digital skills covered in the lesson.
- [Lesson 2 Reflection](#) and [Lesson 3 Reflection](#) to assess what students have learned throughout the activities
- [Reflection \(reflection answer key\)](#) at the end of Lesson 4 to assess what students have learned about collaborating, making decisions and communicating through the use of Docs and Slides

Tip: A lesson can be completed over the course of a few classes. Each lesson has multiple videos for students to watch and varies in duration.

Tip: Assign groups. Some videos require students to work in pairs or groups. You can save time by assigning students before the lesson begins.

Tip: Reserve 5 minutes at the beginning and end of each class. Start each class with a 5 minute introduction and end each class with a 5 minute closing based on where most students are in the lessons.

Lesson 1: Introduction to Applied Digital Skills

Overview

Students watch introduction videos that provide an overview of the curriculum and how to use lesson materials.

Learning Objectives

By the end of this lesson, students should be able to:

- Describe what these lessons are about

Terms and Concepts

By the end of the lesson, students should be familiar with the following:

- Collaboration

Skills Covered

- Learn about the lessons, in which students imagine, communicate, and collaborate on various projects.

Resources

- [Appendix](#)

Outcomes

- Students watch [Video 1](#)

Procedures

1. Introduction - Prompt students to think about how audience decisions might affect the outcome of a story (see [Appendix](#) for suggested prompts)
2. Assign students into groups of 2-4. They will work with their group members in Lesson 2
3. Students watch the introduction video that share an overview of the curriculum and how to use the lesson materials.
 - a. [Video 1: Google Apps Overview](#)



For faster finishers: Students can move ahead to Lesson 2 and get started!

Lesson 2: Brainstorm Story Ideas

Overview

Students collaborate with group members to brainstorm and select the setting, characters, and problems for an interactive story.

Learning Objectives

Simple

By the end of this lesson, students should be able to:

- Collaborate in a document
- Add comments to a document

Advanced

By the end of this lesson, students should be able to:

- Use Google Docs to write, edit, and comment on a group project
- Use Google Docs to make a decision in a group

Terms and Concepts

By the end of the lesson, students should be familiar with the following:

- Collaboration
- Settings
- Characters
- Plot
- Problems / conflicts

Skills Covered

- Digital collaboration
- Decision making
- Presentations
- Google Docs
- Google Slides

Resources

- [Starter Project](#)
- [Example Project](#)
- [Student Project Rubric](#)
- [Appendix](#)

Outcomes

- Students select a group member to create a new document, rename it, and share it with their group members.
- In groups, students brainstorm story elements in a shared document from their own computer and add comments to discuss and select elements they'll include in their story.
- Students include at least 10 ideas for each category: settings, characters, and problems.
- Students separate story ideas with bullet points.

Procedure

1. Conduct an Introduction (see [Appendix](#) for suggested prompts).

Middle and High School

2. Check in with students. Meet 1:1 or in small groups as students watch videos 1-5 (see [Appendix](#) for suggested prompts):
 - [Video 1: Introduction](#)
 - [Video 2: Introduction to Group Decision Making](#)
 - [Video 3: Brainstorm Story Elements](#)
3. Complete a Wrap-up / Discussion (see [Appendix](#) for suggested prompts).

Example Student Outcome (Create a Brainstorming Doc)

Document is titled (red arrow pointing to the title bar)

Document shared (red arrow pointing to the SHARE button)

10+ ideas brainstormed for each category (red arrow pointing to the table)

Story selections bolded (red arrows pointing to 'Rainforest', 'Vacationer', and 'Adventure')

SETTINGS	CHARACTERS	PROBLEMS
<ul style="list-style-type: none">● House● Park● School● Moon● Rainforest● Planet made of cupcakes● Hospital● College● Olympics● Alaska● Desert● Ocean	<ul style="list-style-type: none">● Ballerina● Professor● Police Officer● Space Creature● Deep Sea Explorer● Marathon Runner● Tour Guide● Vacationer● Archaeologist● Student● World Leader● Doctor	<ul style="list-style-type: none">● Adventure● Encounter animals● Scare animals● Sleep through a big test● Swim away from piranhas● Oxygen tank empty● Major surgery● Scientific discovery● Championship game tied up● In need of water● Undersea monster● Bicycle gets a flat tire

Summary with story elements (red arrow pointing to the summary box)

SUMMARY (red box around the word)

You are on vacation in the Amazon and decide to go on an adventure. You can choose to walk, drive, or paddle a canoe. As you travel, you might run into all kinds of wildlife--but the animals may not all be friendly! You might have a great vacation, or you might run into trouble... Only you can decide!

Lesson 3: Create an If/Then Adventure

Overview

Students create an interactive story using the story elements they chose in the previous lesson.

Learning Objectives

Simple

By the end of this lesson, students should be able to:

- Create and link text boxes in a slide presentation
- Add images and other design elements to slides
- Create and add multiple slides

Advanced

By the end of this lesson, students should be able to:

- Use Google Slides to create an engaging, visually exciting if-then adventure story

Terms and Concepts

By the end of the lesson, students should be familiar with the following:

- Summary

Skills Covered

- Collaboration
- Google Slides

Resources

- [Example Project](#)
- [Student Project Rubric](#)
- [Appendix](#)

Outcomes

- Students select a group member to create a new slide presentation, rename it, and share it with their group members.
- As a group, students select a main character, setting, and problems from their brainstorm list.
- Students add descriptive text and choices to slides.

Procedure

1. Conduct an Introduction (see [Appendix](#) for suggested prompts).
2. Check in with students. Meet 1:1 or in small groups as students watch videos 1-5 (see [Appendix](#) for suggested prompts):
 - [Video 1: Introduction to If/Then Adventure Stories](#)
 - [Video 2: Set Up Your First Slides](#)
 - [Video 3: Create Choices and Links](#)
 - [Video 4: Connect and Create](#)

3. Complete a Wrap-up / Discussion (see [Appendix](#) for suggested prompts).

Example Student Outcome (Create Slides)

The screenshot shows the 'Interactive Story' interface. The main slide is titled 'Rainforest Adventure' and features a green background with a photo of a spider monkey. The text on the slide reads: 'You decide to drive. As you're driving, you see a spider monkey. Then there is another on the other side. You realize you're in the middle of the troop. What do you do?'. Below this text are two choice options: 'Make a loud noise to scare the monkeys away.' and 'Speed up to dodge the monkeys.'. A sidebar on the left shows a sequence of 7 slides, with a red arrow indicating 'Story includes 10+ slides.'. Red annotations highlight the title and subtitle on the first slide, the choice options linking to corresponding slides, and a note that the story has more than one ending.

Title and subtitle on the first slide

Story includes 10+ slides.

Choices link to the corresponding slide.

***Story has more than one ending.**

Lesson 4: Wrap-Up

Overview

Students watch a wrap-up video, and complete a reflection.

Learning Objectives

Simple

By the end of this lesson, students should be able to:

- Complete the [reflection](#)

Terms and Concepts

By the end of the lesson, students should be familiar with the following:

- Collaborate
- Brainstorm

Skills Covered

- Collaboration
- Google Slides
- Google Drive

Resources

- [Reflection](#)
- [Reflection Answer Key](#)
- [Appendix](#)

Outcomes

- Students watch video 1, then complete the [reflection](#).

Procedure

1. Conduct an Introduction - Summarize the lessons (see [Appendix](#) for suggested prompts).
2. Students watch [Video 1: Wrap-Up](#).
3. Students complete the [reflection](#) - students who finish early can check out the [Extensions](#).
4. Complete a Wrap-up / Discussion (see [Appendix](#) for suggested prompts).



Before Moving to the Next Set of Lessons: Do not have students individually move onto the next set of lessons. The whole class should move on together. Encourage students who finish early to check out the [Extensions](#), which allow students to practice more skills.

Appendix

Lesson 1 Suggestions

Introduction to Applied Digital Skills

- Say** In these lessons, your group will create its own interactive story, called an “If-Then Adventure Story.” In Lesson 1 you will watch introduction videos that share an overview of the curriculum and how to use the lesson materials. Then you will proceed to Lesson 2 where your group will brainstorm and plan a story in Google Docs. In Lesson 3, you will create the story as a group in Google Slides.
- Ask**
- How might the main character not entering an abandoned house change a scary story? (Example: Scary movies probably wouldn’t be as interesting if the main character made good decisions.)
 - What other interactive stories have you seen in the past?
- Say** To get started and join our class, go to g.co/applieddigitalskills and select “Sign In.” Click on your Google account (or create one), choose “I am a student,” and enter our class code. (Teacher note: locate your class code on your dashboard). Then proceed to Lesson 2 and watch videos 1 and 2 at your own computer before working with your group.

Lesson 2 Suggestions

Brainstorm Story Ideas

- Intro & Closing Questions**
- Was collaborating in one document easy or difficult?
 - What are some of the interesting ideas that your group came up with?
 - Did your group use a specific decision strategy?
- Engage**
- What are some possible settings you might consider for an interactive story?
 - What makes collaborating in one document, easy, difficult, etc.?
 - How did your group select the elements for your story?

Lesson 3 Suggestion

Create an Interactive Story

- Intro & Closing Questions**
- How do you plan to start your stories?
 - What was challenging about collaborating in one slide show?
 - What surprised you about collaborating with your classmates?
- Engage**
- What scenarios are you thinking of including in your story?
 - How might the audience choices change the story?
 - What are the benefits of collaborating as a group on the Adventure Story (instead of creating it individually)?
 - What challenges did you encounter while collaborating?

Lesson 4 Suggestions

Wrap-Up

Summarize the lessons and celebrate that, as a result of the skills learned, students created an exciting project. Encourage groups to share their projects with each other. Consider displaying a few in front of the whole class and/or having groups present their if-then adventure stories.

Say In these lessons, you learned that group members can work on, and make changes to, a project at the same time using Google Docs and Google Slides. As a result, groups were able to collaborate to create an if-then adventure story.

- Ask**
- Tell us about an idea someone in your group had that inspired you.
 - What did it inspire you to create?
 - How would your story have been different if you had not had this inspiration?

Quiz Answer Key ([Reflection](#))

1. A
2. A
3. C
4. D
5. C
6. C
7. C
8. D

Open-ended responses (Questions 9 and 10)

Look for responses that mention technical solutions to collaboration (e.g., sharing documents to allow others to edit, adding comments) as well as the use of decision making strategies (e.g., majority vote or consensus).