

## **Reading Adventure lesson plan**

**Grade Level & Subject Area:** \_\_\_\_\_ 1st grade/ reading \_\_\_\_\_

**Standards/Framework (State Standards, Content Standards, InTASC Standards)**

RL.1.7 Use illustrations and details in a story to describe its characters, setting, or events.

**Theme/Series of Lessons (if Not applicable, put N/A. If it is part of a series, of lessons, tell me, give a BRIEF description of the overall and tell me where this particular lesson fits):** For this lesson, the students will be reading "If you give a mouse an iPhone" on their computer. Then they will use illustrations and details in a story to describe its characters, settings, and events. Then they will be playing the Osmo reading adventure game, and use illustrations and details in a story to describe its characters, setting, or events.

**Time (is this a 1 day 50 minute lesson, 5 day 1 hour lesson, once a week over a month lesson....):** This lesson will take place over 2 days

**What do the students already know? (This could be the Intro or they have learned information before starting this lesson):**

The students already know how to identify, the main character, settings, and plot.

**Objective (What are the students' going to accomplish):**

The students will use illustrations and details in a story to describe its characters, setting, or events.

**Materials:** Reading adventure OSMO game, tablet, and Computer

**Procedure:**

- **begin by telling all students to sit in their desks and get out their computers. The students are to go to google classroom and click the link that has the video of the book" if you give a mouse an Iphone"**
- the class will read the book
- Once the students have read the book, they will take out their ipad and the osmo game reading adventure.
- The students will play the osmo game and use illustrations and details in a story to describe its setting, characters and plot.

**Assessment (How will the students' show you that the objective has been met):**

**(Note: the assessment does not have to be a paper and pencil test) The students assessment will be them playing the OSMO reading adventure game.**

**A Brief Description Of The Entire Lesson - Plus Any Additional Information to be Included: The class will be reading the book " if you give a mouse an iphone" once reading the book they will play the reading adventure osmo game and use illustrations and details in a story to describe its setting, characters, and plot.**

**(I should be able to see and understand your entire lesson by reading this. Remember, Technology is not the lesson. It enhances the lesson)**