

Title: Characters

Audience: Second Grade

Purpose:

The purpose of this activity is for students to learn that characters are people or animals who say and do things in fiction and nonfiction. Students will gather information about characters in a story created using the Comic life application. The information that they gather will help the reader learn about the characters' feelings and actions.

Learning Objectives:

Essential Question: How can the reader learn about the characters?

ELAGSE2RL3: Describe how characters in a story respond to major events and challenges.

ELAGSE2RL7: Use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot.

Procedures:

Introduce the big idea of the lesson by using an anchor chart. The anchor chart will serve as a visual that explains who characters are and how good readers learn about characters by reading what they say and do.

Next, I will present my comic strip, *When Turtle Met Bear*. I will read the story aloud and encourage the students to read it to themselves. As I am reading, I will stop periodically to discuss the character traits off each character. I will also engage the students in a discussion about how the characters react and respond to different events the occur throughout the plot.

After completing *When Turtle Met Bear*, the students and I will fill in a comparison chart, or venn diagram, to show how the turtle and bear are alike and different. Comparing and contrasting the turtle and bear will show the students how to read and learn about characters on a deeper level by analyzing their traits, actions, dialogue, and feelings.

Finally, we will discuss the main idea of the story and review what we learned about the characters.

Extension Activity= Students will work in pairs to develop their own comic strip using the Comic Life application. They must have at least two characters who share common traits and differences. Their story should also have a setting and an easy to follow plot.

Reflections:

From my experience with this assignment, I learned something new about myself as an educator and online learner. I learned that I enjoy using technology in the classroom. Creating more technology-based instructional materials would save me tons of time year after year. It is so much easier to create digital activities and materials because once you create it, you have it forever. You can also easily modify it to fit the needs of your students from year to year. As a teacher who has only been teaching professionally for four years, I have had a hard time organizing and compiling paper-based resources that I use in class. Therefore, from now on, I plan to incorporate more digital materials in my curriculum ,such as PowerPoint presentations, movie maker videos, digital photography, and now, comics. My online learning experiences in this course have proven to be beneficial already as I am creating digital materials that I can implement into my profession today.