

Library Media Center, Grade 4

Content Area: **Library/Media**
Course(s): **Library/Media Gr. 4**
Time Period: **Sept-June**
Length: **180 Days**
Status: **Published**

Belleville Public Schools

Department of Curriculum and Instruction



Library Media Center, Grade 4: Curriculum Guide

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Grade 4 / Library Media Center

The library is a place that promotes a love of reading, research, and technology. Students acquire critical thinking skills that help build life-long learners.

Grade 4 students will visit the library media center every week and participate in teacher-planned lessons and activities. Programs of participation include Read Across America, Author Visits, and the Summer Reading Challenge.

Grade 4	Scope & Sequence	Pacing
Unit 1	Introduction to the Library Media Center	2 Sessions / 15 Days
Unit 2	MAKER Challenge (Hispanic Heritage): Pele, Soccer Star	7 Sessions / 50 Days
Unit 3	Literature Appreciation	7 Sessions / 50 Days
Unit 4	Computer Applications	5 Sessions / 35 Days
Unit 5	Concepts about Print / Nonprint Resources	2 Sessions / 15 Days
Unit 6	Information Literacy	2 Sessions / 15 Days

Grade 4, Unit 1: Introduction to the Library Media Center

Unit 1 Standards:

- AASL
 - III.D.1 Seeking interactions with a range of learners.
 - III.C.1 Soliciting and responding to feedback from others.
 - LA.SL.K.3 Ask and answer questions in order to seek help, get information, or clarify something that is not understood.
- Career Ready Practices
 - CRP1. Act as a responsible and contributing citizen and employee.
- 21st Century Themes & Skills
 - Collaboration
 - Communication
- NJSLS Technology
 - 8.1.2.A.1
 - 8.1.2.A.6
- Interdisciplinary Connections
 - SOC.6.1.4.A.1

Essential Questions:

- How does my understanding of library/media organization affect how I assess, evaluate, and use information?
- How does information and digital literacy help me become an independent, lifelong learner?
- How can I utilize the Books Without Boundaries initiative?

- How do I select a "just right" book?
- How do I use OPALs to find books and other resources?
- How do I use Mackin to find eBooks?

Enduring Understandings:

- Understanding of library/media organization empowers me to locate necessary materials sought.

Instructional Targets & Objectives:

- Demonstrate the importance of using the Library Media Center to satisfy the learners' research needs.

Suggested Activities:

- Consider read-alouds that introduce learners to the library, including from Scholastic Bookflix:
 - (#60: Wild About Books/Welcome to the Library)
 - (#39: The Librarian from the Black Lagoon/A Day with Librarians)
 - (#17: Do Unto Otters/We are Citizens)
 - (#19: Each Kindness/Kindness and Generosity: It Starts with Me!)
 - (#7: Chrysanthemum/We Help Out at School)
 - (#9: Crazy Hair Day/Let's Be Friends)
- Brainstorm, discuss, and stamp/create an anchor chart around how to best utilize the Library Media Center (consider The Library Lion)
- Practice/positively reinforce established library media/book care procedures
- Consider read-alouds that explain proper book care: [Mr. Wiggle](#), [What Happened to Marion's Book?](#), [The Shelf Elf](#)

Assessments:

- Formative
 - Teacher Observation Data, Teacher-created (Quizzes, Rubrics), Graphic Organizers, Exit Tickets, Maker Projects
- Summative/Benchmark
 - Teacher-created Tests, Maker Projects
- Alternative
 - Oral Presentations, Slideshow Presentations, Research Reports, Student Portfolios, Comic Strips, Timelines, Student Podcasts, Green Screen Newscasts

Differentiation:

- Students with Special Needs/504 Plans
 - Allow errors
 - Rephrase questions, directions, and explanations
 - Provide extended time to complete tasks
 - Accept even minimal participation
 - Consult with Case Managers and implement IEP/504 plans

- Consult with classroom teacher(s)/Guidance Counselor
 - Provide rewards as necessary
- English language learners
 - Assign a buddy
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- At-risk
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 - Implement appropriate modifications/accommodations per IEP, if applicable
 - Provide rewards as necessary
- Gifted & Talented
 - Access to high-level reading area
 - Provide extension activities

Core Instructional and Supplemental Materials/Technology Integration:

- Teacher-created content aligned to lesson activities
- Chromebooks, SMART TV, Google Apps
- Makerspace materials
- eBook software: Mackin, Hoopla
- OPALs circulation software
- District-funded databases

Grade 4, Unit 2: MAKER Challenge (Hispanic Heritage): Pele, Soccer Star

Summary:

After reading “Pele: King of Soccer” by Monica Brown and researching Pele on FactMonster.com, students will design a soccer stadium for Pele.

Unit 2 Standards:

- AASL
 - I.B.3
- Career Ready Practices
 - 9.4.2.CI.2: Demonstrate originality and inventiveness
- 21st Century Themes & Skills
 - Communication and Collaboration
 - Media Literacy
- NJSLS Technology
 - 8.2.2.C.1: Brainstorm ideas on how to solve a problem or build a product.
 - 8.2.2.ED.2: Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.
- Interdisciplinary Connections
 - ELA
 - Social Studies/History
 - Art

Essential Questions:

- How was Pele an influential Brazilian footballer (soccer player)?

Enduring Understandings:

- Understand Pele's global influence in both sports and politics.

Instructional Scope & Sequence				Assessment Strategy	
Session #	Design Process Steps:	Teacher Moves:	Student Moves:	Performance Expectation	Rubric for Measuring Achievement
1-2	ASK (Identify Problem) Link to the Lesson and Materials	<ul style="list-style-type: none"> • Read, “Pele King of Soccer” by Monica Brown. • Discuss Hispanic Heritage. • Review Spanish vocabulary cards with students. • Have students read article. • Teach research site, “fact Monster.com” and have students search for Pele. • Pass out comprehension worksheet and have students complete the comprehension questions to get some background knowledge on Pele before completing the challenge. • Introduce challenge: Students will create a soccer stadium for Pele. They will design their stadium like a foosball table so that the players can move from left to right and kick a ping 	<ul style="list-style-type: none"> • Students will record the problem they are trying to solve. • Students will research Pele on FactMonster.com. • Students will read article on Pele. • Students will complete the comprehension sheet for background knowledge. 	X	

		<p>pong ball. The soccer stadium must also include a goal on each side and a goalie.</p> <ul style="list-style-type: none"> • Ask, “What problem are you trying to solve”? 			
3	IMAGINE (Brainstorm Solutions)	<ul style="list-style-type: none"> • Explain the process of brainstorming solutions. • Provide Brainstorm sheet. 	<ul style="list-style-type: none"> • Students will have provided time to brainstorm and imagine the best way to solve the problem. • Students will think about: <ol style="list-style-type: none"> 1. How will I use my materials? 2. How will I design my football stadium so that the players can move from left to right and kick a ping pong ball? 3. What possible problems could come up during construction? 4. Students will answer questions on their Imagine worksheet. 	X	
4	PLAN (Select/Plan Solution)	<ul style="list-style-type: none"> • Provide time for students to plan individually and then time to plan as a team. • Allow students to research soccer fields and foosball tables. 	<ul style="list-style-type: none"> • Students will sketch out their plan to solve the problem with their group. • Students will sketch out their soccer stadium on provided Plan worksheet. 	X	
5-6	CREATE (Prototype)	<ul style="list-style-type: none"> • Have students gather needed materials for 	<ul style="list-style-type: none"> • Students will build their soccer stadium using provided 	X	

	Solution)	<p>challenge.</p> <ul style="list-style-type: none"> • Explain process and time limitations. 	materials.		
7	IMPROVE (Test Solution)	<ul style="list-style-type: none"> • Students will bring their final product to testing station. 	<ul style="list-style-type: none"> • Students will bring their soccer stadium to the Testing Table: <ol style="list-style-type: none"> 1. Can the soccer players move from left to right? 2. Can the soccer players kick the ping pong ball? • Students will fill out “Improve” worksheet before making improvements. • Students will make improvements to their design if it fails to meet criteria. “What could you do to improve your design”? • Students may test again after improvements are made. 		

Assessments:

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 - Teacher Observation Data
- Summative/Benchmark
 - Maker Project
- Alternative
 - Oral Presentations, Student Podcasts

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Core Instructional and Supplemental Materials/Technology Integration:

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Grade 4, Unit 3: Literature Appreciation**Unit 3 Standards:**

- AASL
 - II.D.2 Demonstrating interest in other perspectives during learning activities.

- LA.RL.K.10 Actively engage in group reading activities with purpose and understanding.
- LA.RL.K.3 With prompting and support, identify characters, settings, and major events in a story.
- V.C.1 Expressing curiosity about a topic of personal interest or curricular relevance
- Career Ready Practices
 - CRP2. Apply appropriate academic and technical skills.
- 21st Century Themes & Skills
 - Critical Thinking
- NJSLS Technology
 - 8.1.2.A.2
- Interdisciplinary Connections
 - WL.7.1.NM.A.C.1 - Personal identity is developed through experiences that occur within one's family, one's community, and the culture at large.
 - SOC.6.1.4.D.CS3 - Personal, family, and community history is a source of information for individuals about the people and places around them.

Essential Questions:

- How can literature help me to understand my place in the world?
- How does literature affect my personal growth?

Enduring Understandings:

- Reading for pleasure or information has life-long applications.
- Reading is a process by which we construct meaning about the information being communicated by an author.
- Understanding of text features, structures, and characteristics facilitate the learners' meaning of text.
- The Library Media Center provides access to many different kinds of literature at all reading levels.

Instructional Targets & Objectives:

- Identify the characteristics of fiction and nonfiction
- Differentiate and formulate the difference between various genres
- Distinguish and detect books by the same author/illustrator through author/illustrator studies
- Determine qualities of Newbery Medal winners
- Appraise informational texts and how they create new understandings

Suggested Activities:

- Listen to stories with attentive and purposeful listening and viewing skills.
- Be able to identify the title, author, illustrator, publisher, and copyright date of books.
- Using various techniques to help students identify and classify the various characteristics of both

fiction and nonfiction books.

- Be able to analyze the characters, setting, and plot of various stories.
- Indicate the characteristics of folktales and tall tales and how to identify them.
- Reveal how to identify the Parts of a Book (title/copyright page/dedication page/Table of Contents/Glossary/Index, etc.) and their uses.
- Demonstration on where and how to find biography books for various classroom research projects.
- Identify the various artistic styles used in creating illustrations for Caldecott Medal winning books.
- Demonstration on where and how to find information texts for classroom research projects.
- Present book talks and show how to recognize books of favorite authors

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Core Instructional and Supplemental Materials/Technology Integration:

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- eBook software: Mackin, Hoopla

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- District-funded databases

Grade 4, Unit 4: Computer Applications

Unit 4 Standards:

- AASL
 - VI.A.2 Understanding the ethical use of information, technology, and media.
 - LA.SL.2.2 Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.
 - VI.A.1 Responsibly applying information, technology, and media to learning.
- Career Ready Practices
 - CRP11. Use technology to enhance productivity
- 21st Century Themes & Skills
 - Technology Literacy
- NJSLS Technology
 - 8.1.P.C.1
 - 8.1.2.C.1
- Interdisciplinary Connections
 - SOC.6.3.4.CS4 Make informed and reasoned decisions by seeking and assessing information, asking questions, and evaluating alternate solutions.

Essential Questions:

- How can the use of technology enhance understanding?
- In what ways can technology enhance expression and communication? In what ways might technology hinder it?
- What do you have to remember vs. what can you just look up?
- What makes information "true"?
- Is some information better than other information on the same topic? How do we judge?
- How can key words affect the number of results you get in a search?
- How do I use technology properly?
- How do I choose which technological tools to use and when it is appropriate to use them?
- What are my responsibilities as a user of information?
- In a world of constant technological changes, what skills should we learn?
- We must determine that not all information found in a book or online is accurate information.
- How can the computer be used as a tool?

Enduring Understandings:

- It is necessary to know the correct terminology in order to use technology properly.
- Technology may be used to enhance the acquisition of information.
- Selection of technology should be based on personal needs.
- It is important to be able to sift through massive amounts of information to locate what you need.

Instructional Targets & Objectives:

- Distinguish and construct safe, ethical, and responsible use of technological resources.
- Formulate an understanding of digital citizenship, safety on the Internet, the evaluation of digital information, cyberbullying, online privacy, etc.
- Investigate that Digital Citizens responsibly locate, evaluate, and ethically use information from a variety of digital sources.

Suggested Activities:

- Enlighten students through discussion about the Computer Rules, Responsibilities, and Internet Safety through a variety of videos, e-books, etc. at <http://www.netsmartzkids.org>
- Cyber Five explains various Internet Safety Rules
- abcya.com http://www.abcya.com/cyber_five_internet_safety.htm
- Students will be able to identify and use components of the computer:
 - CPU, monitor, keyboard, mouse, speakers, printer, USB port
- How to open, type, copy, paste, save an image, and how to save a document on student's drive, Desktop, My Document, or USB drive.
- Use of calculator, Paint, Google Docs (or Microsoft Word), Google Slides (or PowerPoint), and Google Sheets (or Excel) activities.
- To familiarize the learner with navigating through a website the learner will practice using abcya.com ; typing.com ; sumdog.com; The Mysteries of Internet Research /The Mysteries of Research, Upstart Books.
- Daily Comprehension, Remedia Publications monthly from Sept-June "On This Date in History....." Practice keyboarding skills for a 5-6 paragraph essay.
- Introduce the student to the computer keyboard's letters and numbers by navigating several virtual environments
- abcya.com Technology vocabulary puzzle
http://www.abcya.com/kids_technology_vocabulary.htm
- abcya.com Find the Technology http://www.abcya.com/computer_vocabulary.htm
- Typing.com Keyboarding Curriculum <https://typing.com/>
- abcya.com Alpha Munchies http://www.abcya.com/kids_typing_game.htm
- abcya.com Cup Stacking http://www.abcya.com/cup_stack_typing_game.htm
- abcya.com Typing Rocket http://www.abcya.com/typing_rocket.htm
- abcya.com Keyboard Invasion http://www.abcya.com/keyboard_invasion.htm
- abcya.com Keyboarding Challenge <http://www.abcya.com/keyboard.htm>
- abcya.com Typing Race http://www.abcya.com/typing_race_cars.htm
- Participate in "The Hour of Code" during Computer Science Education Week(First week in December) <https://code.org/educate/curriculum/elementary-school>
- Practice writing a story using Scholastic Story Starters website
<http://www.scholastic.com/teachers/story-starters/>
- Familiarize and/or Review with students the NJSLA-ELA/M and NJSLA-S Assessments or the replacement test. <https://nj.mypearsonsupport.com/practice-tests/>
- American Library Association - Great Technology and Mathematics Websites for Kids
<http://gws.ala.org/category/mathematics-computers>

Sumdog.com (Mathematics-free, ELA-Reading-Writing-Spelling-subscription)
<https://www.sumdog.com/>

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Grade 4, Unit 5: Concepts about Print / Nonprint Resources

Unit 5 Standards:

- AASL
 - IV.A.2 Identifying possible sources of information.
 - LA.RL.1.5 Explain major differences between books that tell stories and books that give information, drawing on a wide reading of a range of text types.
- Career Ready Practices

- CRP4. Communicate clearly and effectively and with reason.
- 21st Century Themes & Skills
 - Information Literacy
- NJSLS Technology
 - 8.1.5.A.1
- Interdisciplinary Connections
 - ELA

Essential Questions:

- How do you recognize parts of a book?
 - Why is it important to understand how to use the resources in a book and online?
 - What features of a book help you decide if you would like to read it or if it has the information you are seeking?
 - Who is responsible for producing a book?
 - What are some of the reasons for choosing to read a fiction book?
 - What are some of the reasons for choosing to read a nonfiction book?
 - How can you determine which sources have the best information for your specific needs?
 - How can you use the organizational structure of a source to access information?

Enduring Understandings:

- Understanding of a text's features, structures, and characteristics facilitate the reader's ability to make meaning of the text.
 - Designing and creating from the appropriate types of media for a specific purpose enhances learning.
 - Acquisition, evaluation, and use of materials should meet a specific need.
 - Skills learned and mastered at the school library can be used at the public library.
 - Exploring a variety of print material will help students learn how the physical features of books and other resources contribute to meaning.
- Essential Questions

Instructional Targets & Objectives:

- Identify and Utilize the parts of a book (cover, title page, spine, spine label, table of contents, publisher, glossary and Index).
 - Develop and Produce the work of an author and illustrator.
 - Compare and Select Print and Nonprint resources.

Suggested Activities:

- Introduce and continually review Parts of a Book when reading a story or nonfiction book. Students complete Parts of a Book activities to reinforce instruction.
 - Familiarize the learner with the roles of the author/illustrator.
 - Practice writing a story using Scholastic Story Starters website <http://www.scholastic.com/teachers/story-starters/>
 - Students view popular author/illustrator video clips on the process of writing/illustrating a

book.

- Students practice being an author/illustrator with completion of worksheet activities.
- Acquaint the learner with Print/Nonprint Resources (Dictionary, Almanac, Encyclopedia, Thesaurus, Atlases) available in the school library/public library and online.
- Suggest various factors readers use when choosing a nonfiction book for their research needs.

Assessments:

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- Summative/Benchmark
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Unit 6 Standards:

- AASL
 - IV.A.2 Identifying possible sources of information.
 - V.A.1 Reading widely and deeply in multiple formats and write and create for a variety of purposes
 - IV.C.1 Accessing and evaluating collaboratively constructed information sites.
 - I.D.2 Engaging in sustained inquiry.
 - LA.RI.1.1 Ask and answer questions about key details in a text.
 - IV.D.1 Performing ongoing analysis of and reflection on the quality, usefulness, and accuracy of curated resources.
 - I.D.1 Continually seeking knowledge.
 - LA.RI.1.5 Know and use various text features (e.g., headings, tables of contents, glossaries, electronic menus, icons) to locate key facts or information in a text.
 - LA.SL.1.2 Ask and answer questions about key details in a text read aloud or information presented orally or through other media.

- Career Ready Practices
 - CRP7. Employ valid and reliable research strategies.
 - CRP8. Utilize critical thinking to make sense of problems and persevere in solving them

- 21st Century Themes & Skills
 - Information Literacy
 - Media Literacy

- NJSL Technology
 - 8.1.5.A.3

- Interdisciplinary Connections
 - ELA
 - Social Studies
 - Science

Essential Questions:

- What are the learning skills and strategies that students need to successfully find information?
 - Where can students find relevant and authoritative information?
 - What is the research process?
 - How does the research process differ depending on my need (personal vs. school)?
 - What is the information and understanding needed to successfully and independently locate a specific resource, in an elementary school library media center, or using OPAC (Online Public Access Catalog) from the public library?
 - How can the skills you use to search the OPAC be used to search other databases?
 - Where is information that I plan to use located?
 - How do I find books related to my personal interests and curriculum?
 - How does my understanding of library organization affect how I access, evaluate, and use information?
 - How do I find information in the library?
 - How does understanding a text's structure help me better understand its meaning?

Enduring Understandings:

- Reading for information has lifelong applications.
 - Information from various resources must be analyzed and applied appropriately.
 - Acquisition, evaluation, and use of materials should meet a specific need.
 - Library materials are arranged in a logical manner and may be retrieved using knowledge of that arrangement.
 - Researchers gather and critique information on a topic from a variety of sources for specific purposes.
 - Researchers synthesize information from a variety of sources to answer a question.
 - Understanding a text's features, structures, and characteristics facilitate the reader's ability to make meaning of the text.

Instructional Targets & Objectives:

- Select appropriate resources based on age, reading level, and personal interest.
 - Determine reference materials and research skills to support their classroom units of study.
 - Identify features of a nonfiction book.
 - Select a nonfiction book and illustrate some facts.
 - Recognize the purpose of a dictionary and begin to learn dictionary skills.
 - Navigate print and nonprint dictionaries and encyclopedias.
 - Compare and Select Print and Nonprint resources.
 - Recognize that websites can provide information for research.

Suggested Activities

Suggested Activities:

- □ Introduce and continually review Parts of a Book when reading a story or a nonfiction book.
- Students complete Parts of a Book activities to reinforce instruction.
- Familiarize the learner with the roles of the author/illustrator.
- Students view popular author/illustrator video clips on the process of writing/illustrating a book.
- Students practice being an author/illustrator with completion of worksheet activities.
- Acquaint the learner with Print/Nonprint Resources (Dictionary, Encyclopedia, Thesaurus, Atlases) available in the school library/public library and online.
- Suggest various factors readers use when choosing a nonfiction book for their research needs.
- Introduce the Big 6 Approach to Research https://www.slideshare.net/camdenwjenkins/big6-overvieweisenberg-2011?qid=189d0bcb-fde6-41dd-8d00-a4ba1097b38a&v=&b=&from_search=6
- Citing text Evidence and Making Inferences
- Introduce Citing Sources-MLA (Modern Language Association) Works Cited

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