Unit 5: Digital Storytelling with graphic novels

Content Area: **Library**
Course(s): **Library 3**
Time Period: **Marking Period 3**
Length: **MP3**
Status: **Published**

Essential Questions

- How are reading and writing related?

Big Ideas

- Determine key characteristics of graphic novels
- Evaluate book trailers to determine what makes a successful story
- Analyze and synthesize a book with a purpose to persuade others to read
- Locate or create images, videos, music, and text for a story while respecting copyright
- Assemble story elements to create a storyboard for their digital story
- Brainstorm, draft, edit, and revise a script for digital story
- Collaborate with to create and present digital story

CSDT Technology Integration

8.1.5NI.2 : Describe how the Internet enables individuals to connect with others worldwide.

Activity:

Students interview classmates to create a Google Slides presentation on their favorite age appropriate books with reviews, summaries of the books, photographs and illustrations.

Diversity Integration

Black History Month

Take research notes about a chosen African American history maker and his/her role in American history and create a timeline of events in their life.

CSDT Technology Connection

8.2.5.ED.2 Collaborate to solve a simple problem, or to illustrate how to build a product using the design process.

Enduring Understandings

NJSLA-

W.IW.3.2. Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

RI.TS.3.4. Utilize and reference features of a text when writing or speaking about a text, using text features (e.g., graphics, images, captions, headings) and search tools (e.g., key words, sidebars, hyperlinks) to locate and integrate information relevant to a given topic efficiently. '

AASL-

I-Inquire-build new knowledge by inquiring, thinking critically, identifying problems, and developing strategies for solving problems.

V- Explore-discover, innovate in a growth mindset developed through experience and reflection.

IV-Curate-Make meaning for oneself and others by collecting, organizing, and sharing resources of personal relevance.

ITSE-

Knowledge Constructor- Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

Empowered Learner-Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.