

Lesson Plan for Camp Hope Assignment

1. Topic- e-books
2. E-books- Students will create their own versions of There Was an Old Lady Who Swallowed a Crab using PowerPoint, preselected pictures, and sounds.
3. Timeframe-
 - a. The length of the assignment could vary depending on what else you wanted to fit into the day, and how long the book is. Students could chose pictures, sound, and animation (older groups) for their story. Most groups could achieve this within 30 minutes.
4. Group/Age Level-
 - a. All ages would do well with this activity with the older groups adding more characters and plot
5. Student Volunteers-
 - a. UMW students should chose pictures of potential characters, settings, backgrounds, sounds, and videos and place in folders so the students can chose their version of the story.
6. Introduction & target audience-
 - a. An introduction for this lesson would be to read a version of There Was an Old Lady Who Swallowed a Crab to the students for story time. They then could share ideas on variations they could use when creating their own version. This could be done prior to the students entering the computer lab to create their own.

- b. Target audience for this activity would be any camper at Camp Hope. Older campers would have more intricate details and plot, while the younger campers would have a simpler story.

7. Activity Name-

- a. The Old Lady Goes Electronic

8. Activity Goals-

- a. Students will create a PowerPoint e-book of There Was an Old Lady Who Swallowed a Crab. Using preselected photos, sounds, animation, and even videos, the students will create their own version and be able to tell the story.

9. Steps to be Completed BEFORE Activity-

- a. Have a version of There Was an Old Lady Who Swallowed a Crab available to read
- b. Select photos of characters, backgrounds and place into easily accessible folder on each computer
- c. Save sounds and any videos to a separate folder for use by campers
- d. Create teacher example
- e. Prepare each computer for use

10. Activity Steps (include tutorials, worksheets, etc. as separate files... attached)-

- a. Share a book version with the group
- b. Have students talk about ways they could vary the story-
 - i. Change characters, endings, settings, etc
- c. Once in computer lab have students open PowerPoint and save to their own file

- d. They can then chose pictures introducing characters, settings, and plot
- e. Each e-book should be about 10 slides
- f. If they have time and are able campers can add sound to their slides from a preselected folder.

11. Materials Needed (check items needed to be purchased). Estimate cost beside each item.-

- a. A storybook version of There Was an Old Lady Who Swallowed a Crab (or a fly whichever version)-check out from library
- b. Laptops-free on loan
- c. Computer folders with photos, sounds, any videos-free downloads

12. Modifications/Adaptations Needed –

- a. The ages of the kids should be taken into consideration when working with the project. Younger campers may have simpler plot lines. Campers with motor skill delays may need extra attention in the workings of the computer, mouse, selecting from files. A counselor nearby should be able to address any of the issues.

13. How will you know this has been a successful activity?-

- a. This is a guaranteed successful activity. All children love stories and love to tell stories. This will be their opportunity to create their own and tell their peers.

14. How will you transition to the next activity from here? –

- a. Considering that there will be a daily theme, the book can tie easily into the theme of the day. For example...she eats a crab on the beach day, or a fly on the bug day.