**Calvert County Public Schools**

**Instructional Lesson Plan**

**English Language Arts**

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| **Grade: Unit Title: Length:**  **Kindergarten Caring about myself and others 3 -4 lessons** |
| **Lesson Overview:**  **This unit builds on students’ unfolding awareness of both self and others.**   * **Literary experiences will reflect CCSS** * **A predictable chart and a Venn Diagram will be created by the class to use as a framework for the project** * **Students will participate in a technology project using Pixie 3 software.** |
| **Essential Question:**  **How do I learn about myself and others?** |
| **Essential Understanding: (Student Outcomes)**  **Student will engage in group reading experiences with purpose and understanding.**  **Student will recognize that spoken words can be represented in written language.**  **Student will work with a partner to write and illustrate a booklet about the topic using Pixie 3**  **Student will speak clearly to share their booklet with the class.**  **Student will complete a Group Assessment Rubric for their booklet.** |
| **CCSS Grade Level Standards Applicable to Lesson:** (include the strand, standard number and complete grade level descriptor; see example below)  **Reading Literature:**  **RL.K.5. Identify the front cover, back cover and title page of a book.**  **RL.K.6 Name the author and illustrator of a text and define the role of each in presenting the ideas or information in a text.**  **RL.K. 10 Actively engage in group reading activities with purpose and understanding.**  **SL.K.5 Add drawing or visual displays to descriptions as desired to provide additional detail.**  **S.L.K.6 Speak audibly and express thoughts, feelings, and ideas clearly.**  **W.K. 7 Participate in shared research and writing projects.**  **Maryland Technology Literacy Standards for Students:**  **3.0 C.b. Identify that a variety of forms of digital content (CD’s, DVD’s, websites, videos) can be used to learn information about a subject.** |
| **Materials:**  **Read Aloud texts: *I Can Show I Care* by Jenette Donovan Guntly and *Be Polite and Kind* by Cheri J. Meiners**  **Predictable chart (Smart board or whiteboard)**  **Vocabulary chart**  **Pixie 3 software**  **Venn Diagram Template**  **Discovery Education Video- *Minding your Manners at School***  **Group-Assessment Rubric for K-2**  **Give Me Three Game chart**  **ASL signs for caring** |
| **Teacher Planning and Preparation:**  **Read the entire text closely prior to teaching the lesson.**  **Read the entire lesson plan prior to teaching the lesson.**  **Create the predictable chart and the vocabulary chart needed for the lesson in advance.**  **Create a sample booklet to be used as an example for the class.**  **Create a Group-Assessment Rubric for the booklet.**   1. **Review the vocabulary terms with the class.** 2. **Read Aloud- the two titles. Discuss the vocabulary terms and answer text-dependent questions.** 3. **Use the two titles to create a Venn Diagram (templates can be found in the Smart Board Gallery)** 4. **Show and discuss the Discovery Education video** 5. **The student will work with a partner to create a booklet about caring for yourself and others using the Pixie 3 software program.** 6. **Differentiate learning by providing the following choices: The students can choose to type or write in the text in their booklet. The students will choose to draw or use stickers to provide an illustration for each page of their booklet.** 7. **Extension activities such as Politeness games; Manners Board games; Courtesy Role Play games and learning respectful words using American Sign Language are available in the title by Cheri J. Meiners.** 8. **The Discovery Education video has 11 editable segments with CC capabilities; black line masters, a teacher’s guide and links to Maryland State Standards.** |
| **Lesson Pre- Assessment:**  **Reviewing vocabulary terms about caring.**  **A Politeness Game or Courtesy Role-Playing from Cheri Meiners to assess the students’ knowledge of caring for themselves and others.** |
| **Lesson Procedure:**  **Day 1:**  **Play the Politeness game or Courtesy Role-playing to determine the class pre-assessment of this topic.**  **Review the Vocabulary terms in the two titles.**  **Read-aloud the two titles and answer questions about the topic. Cheryl Meiners’ book provides questions to ask for each page to reinforce learning.**  **Complete a Venn Diagram about caring for myself and others with information provided by the two books.**  **Closure: Teach the class three ASL signs about caring from Cheryl Meiners’ book.**  **Day 2:**  **Show the Discovery Education video and discuss ways you can care about others in school and in different settings.**  **Show the students the sample booklet created from the Pixie 3 software program. Answer any questions about how to create the booklet. Each page will provide a sentence and an illustration demonstrating caring.**  **Group the students in pairs.**  **Use the predictable chart to create pages for the booklet.**  **Closure: Teach three more ASL signs about caring.**  **Day 3:**  **Begin the project by using the Pixie 3 software template for a Booklet- the groups can decide the format and illustrations for their booklet.**  **Assist the students in creating their booklets. Provide step-by-step directions to print a booklet.**  **Print out their booklet.**  **Share their booklet with the class.**  **Students will complete a Group-Assessment Rubric for their booklet.**  **Play the Give Me Three Game to close the lesson or play a game about the ASL signs they learned throughout this unit. A student will demonstrate an American Sign Language sign about caring and see if the class can correctly identify the sign. The student who answers correctly can model the next sign.** |
| **Lesson Post-Assessment: Sharing the booklet with the class emphasizing the ways students can care for themselves and others. The students will complete a Group-Assessment Rubric for their booklet.** |
| **Lesson Closure: Give Me Three Game- Have the students pair up with a partner and discuss the following questions:**  **What did I learn about the lesson?**  **My favorite thing about the lesson?**  **A question I have about the lesson?**  **Or play the ASL game described above.** |