Classroom Activities Preview

Upgrade in app to **Premium** and get the full version

ARTHUR'S Teacher Trouble

Originally Published by

Living Books ®

Concept by Lucinda C. Ray

Developed and Written by
Rebecca Ann Penso and Marianne Saccardi

Edited by Lucinda C. Ray

Wanderful
interactive storybooks

www.wanderfulstorybooks.com

Permissible Use of Copyrighted Material

Throughout the materials developed to enhance the usefulness of Wanderful interactive storybooks in the classroom, we suggest that you copy screens and images of the storybook characters. We know you want to work within the copyright laws and have developed these guidelines to help you obey the law while you make use of technology to the advantage of your students.

You may make use of the text and images in the Wanderful interactive storybooks so long as the use is not for profit and is used in your classroom for teaching. This includes making multiple copies of material for classroom use SO LONG AS THE MATERIAL IS NOT OF A COMMERCIAL NATURE and is not sold, NOR has effect on the potential market value of the copyrighted work.

Proper attribution of material is appreciated: © 2012 Wanderful, Inc., under license from Houghton Mifflin Harcourt Publishing Company. This helps to inform users that the materials you use and your intentions are legal.

TABLE OF CONTENTS - Preview

Reading, exploring, and playing with Wanderful interactive storybooks' *Arthur's Teacher Trouble* engages the imagination of kids of all ages. It's an experience you will want to share with each other. You may already be wondering about how you can incorporate *Arthur's Teacher Trouble* into your classroom and invite children to interact with this story.

Luckily, you don't have to reinvent the wheel. This Classroom Activities Preview offers you readymade ideas and plans for expanding your reading experience into activities in which many children can participate. This Preview includes two of the fifteen activities that are included in the complete Classroom Activities that are part of the Premium version of the Wanderful interactive storybook. These activities, along with the tips for using the program found on page 3, can get you started right away. In addition, page 9 of this Preview, called Behind the Scenes, identifies the "hot spots" on one of the book screens. Using this "insider information," you can quickly create scavenger hunts for your young readers or challenge your student writers to create clues for each other.

Wanderful interactive storybooks has a strong commitment to helping teachers use technology effectively in their classrooms. We know that the desire to integrate technology into classrooms is often easier expressed than accomplished, and we are doing all we can to make the experience easy and exciting.

The Classroom Activities for *Arthur's Teacher Trouble* have been created to help develop connections between the screen experience and the ongoing activities in your classroom. They include activity plans, reproducibles, extensions, a thematic unit, bibliographies, and additional teaching resources, as well as technical, practical, and curricular support.

Scope of Activities

The thematic unit for *Arthur's Teacher Trouble* is focused on siblings. It has strands developed for PreK and Kindergarten, for Primary, for Intermediate, and for ELL students. You will discover a wealth of suggestions and additional readings in each strand that you may well wish to incorporate for students who are younger or older than the strand in which the suggestions appear.

Invaluable resources are the annotated reading lists featuring books about siblings and books about school. You can share this list with your librarian, provide it to parents, and use it to plan further activities.

The classroom activities for *Arthur's Teacher Trouble* are grouped in five curriculum areas: Language Arts, Reading, Writing, Math, and Social Studies. Each curriculum area has activities appropriate for two or three age or reading levels, from PreKindergarten through Intermediate grades. See the curriculum matrix, page 5.

Activities are accompanied by blackline masters of program screens, character images, and student activity sheets to help you integrate the screen experience into the ongoing activities or learning centers in your classroom.

Common Core State Standards

The Classroom Activities for *Arthur's Teacher Trouble* support the areas below of the Common Core State Standards: CCSS's Reading Foundational Skills and Language Standards in Grades K–5.

- Reading Standards: Foundational Skills K-5
    - 1, 4
- Reading Standards for Literature K-5
    - 1, 2, 3, 4, 5, 6. 7, 9, 10
- Speaking and Listening Standards K-5
    - 1, 2, 3, 4, 5, 6,
- Writing Standards K-5
    - 3, 4, 6, 8, 10

A more detailed analysis of the alignment of each activity can be found in the complete Classroom Activities.

Classroom setup

Classrooms are organized in a variety of ways, with many different kinds of access to computers. Some classrooms will occasionally have access to laptops or tablets on a mobile cart, shared among several teachers. Some are scheduled to use a computer lab either regularly or occasionally. Many classrooms have one or more computers always available in the room. Some classrooms have electronic whiteboards or projection systems for whole class viewing.

The activities suggested here use the computer or tablet as a stimulus to begin a lesson. They expand on the screen experience, rather than assuming that children are using their own computers or tablets.

Most activities encourage cooperative learning groups in which students explore and learn together, sharing the on-screen exploration and the associated classroom activities. The Wanderful interactive storybook *Overview* provides more discussion of classroom set up and cooperative learning.

Dynamic Page Selection

Click on or touch the top right corner of the screen and select the page you want from a menu.

Dynamic Language Changing

Click on or touch the top left corner of the screen and select the language you want. The language will change on the page immediately.

Settings and Keyboard Commands

There are several settings and keyboard commands that can simplify your use of Wanderful interactive storybooks in the classroom.

1. If you tap the screen or click while the text that begins each screen is reading, the reading will be interrupted and you will advance the action on the screen to the interactive portion.
2. Selecting the page number at the bottom of each screen will take you back to the Home page, where you can click **Options** to change **Settings**.
3. On a keyboard, selecting the numbers **1 or 2** will immediately switch the language version of the page that is currently displayed. 1 is the English version.
4. On a keyboard, the letters **R** and **P** allow you to switch between the Read To Me and the Let Me Play options.

Duplicating Pages and Images

Pages and images from Wanderful interactive storybooks have been included with the classroom activities, as samples to get you started and as inspiration for you to create your own custom materials.

You can duplicate and enlarge the materials included in these classroom activities, or create your own.

On an iPad or iPhone, you can create screen captures by simultaneously pressing the on/off switch and the center Home or Menu button. The screen capture will be stored in Photos. From there you can email the image to yourself.

On a Macintosh computer, you can print screens or create screen captures (on a Macintosh, use [Command+Shift+3] or [Command+Shift+4]).

By importing screen captures into drawing, painting, or presentation programs like *Kid Pix, Hyperstudio*, or *Powerpoint*, you and your students can place screen images from Wanderful interactive storybooks in slide shows and presentations.

CURRICULUM MATRIX - PREVIEW

ACTIVITY	Grade Level					Curriculum Area							
	Pre-Kindergarten	Kindergarten	Primary	Intermediate		Language	Reading	Writing	Drama	Math	Social Studies	Art	
And Then What Happened?	●	●				●		●				●	
Everybody in Position		●	●			●							
Cross Words from Mr. Ratburn's Class				●		●		●					
Once Upon A Time	●	●	●				●						
Questions, Questions			●	●			●	●					
Shifting Viewpoints				●			●	●	●				
Arthur's Journal	●	●	●					●					
More Adventures for Arthur			●	●				●				●	
The Mysterious Airplane: Get a Clue!			●	●				●					
The Line Up	●	●								●			
Study Time			●							●			
What's For Lunch?				●						●			
That's What Friends Are For	●	●	●	●					●		●		
Arthur Around The World				●			●	●			●		

AND THEN WHAT HAPPENED?

LANGUAGE ARTS / Art / Writing

Age/Grade
PreKindergarten—Kindergarten, Special Education

General Description
An interactive story like the Wanderful interactive storybooks version of *Arthur's Teacher Trouble* enables children to see the effects of actions they take. In this activity, children observe, draw, and describe orally the sequence of actions that result from their taps or mouse clicks.

NOTE: Consult the Behind the Scenes section of these Classroom Activities, beginning on page 41, for your "insider" access to the interactive "hot spots" on each page.

Objectives
- Strengthen observation skills and understanding of cause and effect.
- Record a sequence of events through drawing or writing or both.
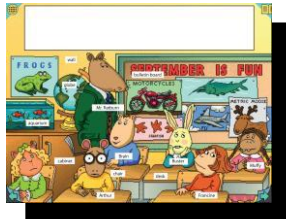- Describe a sequence of events orally.

Class Organization
Large group introduction, team activity, large group follow up

Materials
Blackline masters pp. 30-33

Procedure
1. Introduce or review the **Let Me Play** option with page one of the program.
2. Choose one child to give directions, a second child to tap the tablet or move and click the mouse following those directions, and a third child to describe the result of the tap or mouse click. Repeat several times, allowing as many children as possible to participate.
3. Divide the class into pairs or teams. Distribute copies of pp. 30-33, assigning each team to page one, five, seven or eight of the computer program, depending on which blackline master the team received.
4. Schedule each team for about ten minutes at the computer. For this activity, restrict teams to the page that correlates with their printed copy.
5. Direct teams to explore their page and select one action resulting from their taps or mouse clicks that they want to record and share with the whole class.
6. Have students circle the place on the page that corresponds to the place on the screen where they tapped or clicked the mouse.
7. Then have them draw a series of small pictures (or words, or a sentence) in the space provided on the page, recording the sequence of actions that took place after the mouse click.
8. Gather the whole class together to allow each team to report their discoveries to the rest of the students.

Extension
- This activity can be repeated on any other page. See page four for directions for making screen captures of other pages of the program.
- Construct a paper booklet for these explanations of the actions on various pages. Keep the booklet near the computer to help other teams find special effects and events.
- Have children write sentences describing their screen explorations.

ONCE UPON A TIME
READING / Art

Age/Grade Level
PreKindergarten—Primary

General Description
Meaningful reading is more than decoding. It includes observing, remembering, predicting, retelling. It involves understanding a sequence of events and anticipating their ultimate outcome. Most of all, learning to read includes experiencing the joy of ideas available in printed words. This activity encourages students to develop story comprehension through retelling.

Objectives
- Identify key events and characters in a story.
- Develop a sequence of pictures to support a retelling.

Classroom Organization
Whole group or small group introduction with the computer; guided small group practice; team storytelling

Materials
Props or puppets to support retelling

Procedure
1. Using the **Read To Me** option, have students view *Arthur's Teacher Trouble* from start to finish, perhaps several times. Between viewings, ask students to recall their favorite characters and the important events in the story.

2. During the moments when the pages are changing, invite students to recall or predict what will happen next.

3. During second or third readings, invite students to read along with the text.

4. Turn the sound off. Using just the pictures on the screens as a prompt, invite students to retell the story. You might also use puppets or props to support this oral retelling.

5. Have students identify between four and ten important scenes/events in the story.

6. Divide class into teams of two or three students each. Each team will be responsible for creating one picture page to support an event in the story. Have each team identify what they will include in their drawing and dictate a caption to describe their page.

7. Have children use pencils or black markers to create their drawings so that the class book can be duplicated and then individually colored by each child.

8. As pages are completed, enlist children to put the book together in order. Have the whole group evaluate: have they included all the important moments in the story? Is the sequence of pages correct? Are there any major sections that need to be added?

9. Have students read their version of Arthur together and give each child a copy to keep.

Extension
- Use the additional Wanderful interactive storybooks, or other class favorites, to repeat the process. Grouping students in teams of two or three keeps the work required of each child manageable and allows students to share and improve their ideas.

PUPPETS
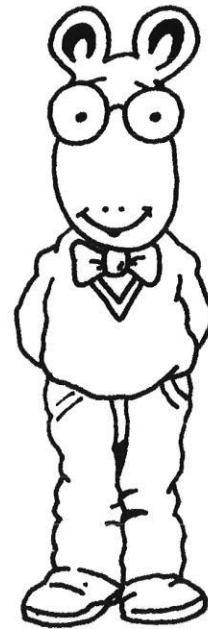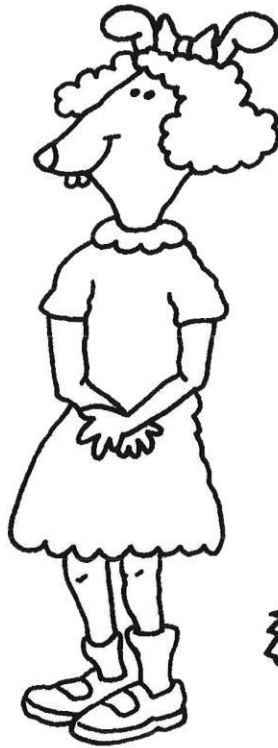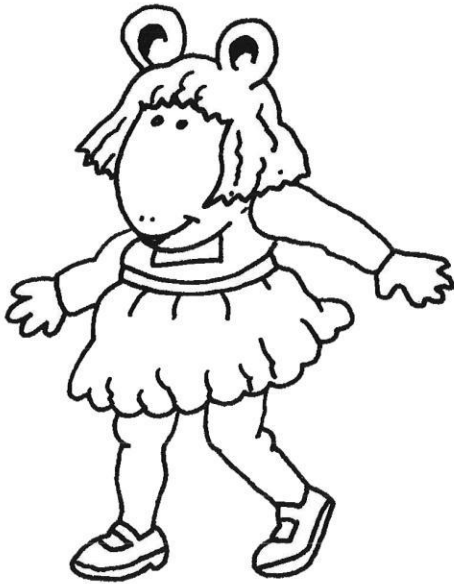
fire alarm

door knob

bulletin board

poster

TRASH
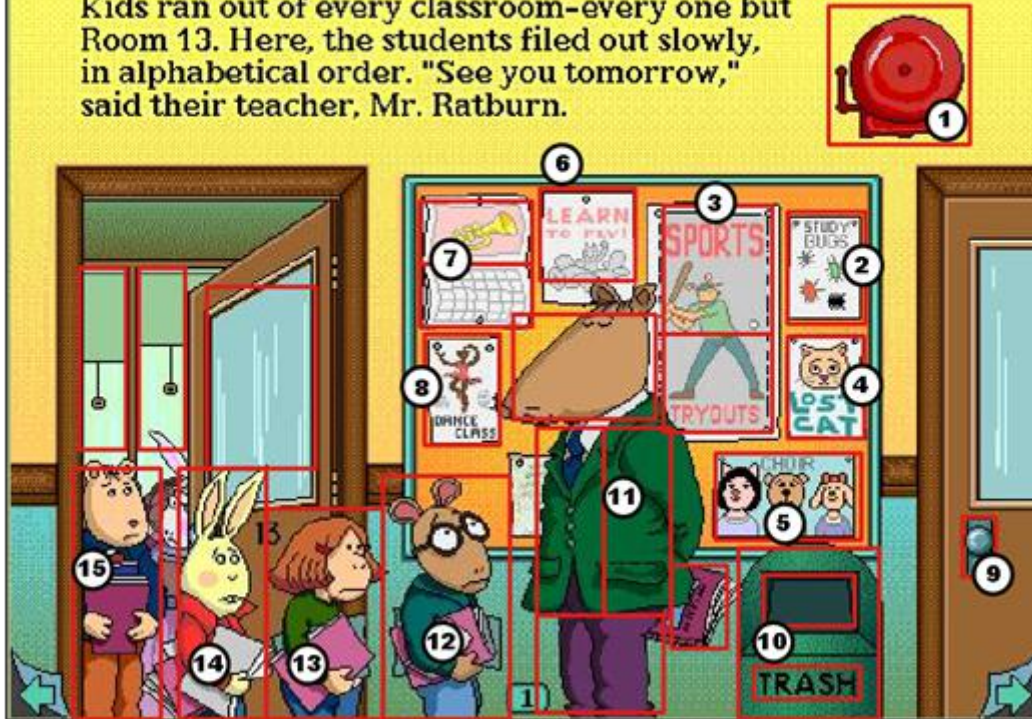
Mr. Ratburn

calendar

Arthur

Francine

window

Buster

13

BEHIND THE SCENES

The pages that follow detail all of the interactive or "hot" spots on each page of the book. Each interactive spot on a page is numbered and surrounded on the picture below by a bounding box. Touching or clicking anywhere inside a bounding box causes the specific interaction. The hot spots are annotated below for your convenience. Using this "insider information," you can develop scavenger hunts for young readers or challenge your student writers to create clues for each other.

Note, only the first page of the book is included in the Classroom Activities Preview.

The bell rang. The first day of school was over. Kids ran out of every classroom—every one but Room 13. Here, the students filed out slowly, in alphabetical order. "See you tomorrow," said their teacher, Mr. Ratburn.

Intro

- Mr. Ratburn and children walk out of class.

Ambient

- Arthur blinks
- sound of school children

Gags

1. Red Bell
2. Bugs Sign
3. Sports Sign Upper, Lower
4. Lost Cat Sign
5. Choir Sign
6. Learn To Fly Sign
7. Trumpet Calendar Upper, Lower
8. Dance Class Sign
9. Door Knob
10. Trash Bin Opening, Sign
11. Mr Ratburn Book, Pants, Jacket Left, Jacket Right, Head
12. Arthur
13. Buffy
14. Buster
15. Brain

Exit

- Children exit Screen Right
-