Curriculum Guide

Table of Contents

Table of Contents

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What is Elementari?

Elementari is an online platform where anyone, especially kids, can read, write, share, and remix interactive stories with illustrations and sounds from professional artists around the world. Stories published automatically credit and promote the artists whose art and music have been used.

OUR MISSION Elementari promotes arts and literacy in an engaging and collaborative way. We're committed to building a positive social platform where people can come together to read, write, share, and remix beautiful stories designed for the screen.

Why Elementari?

Creating beautiful interactive content requires a team: writer, illustrator, sound designer, coder, and publisher. It's something that only large publishers with money and resources can do.

Elementari enables anyone, especially teachers and students, to create and publish with a creative team of professional artists around the world.

➡ Get started for free!

Who's Behind Elementari?

Nicole Kang, MIT alum and educational researcher, and David Li, engineer, founded Elementari. Now, Elementari's team includes all-star illustrators and a growing number of contributing artists, teachers, parents, and writers.

Nicole Kang

David Li

Len Smith

Richard Walsh

This Guide

💡 Elementari for Learning

Elementari provides a motivating context for students to learn and write. By creating stories that are personally meaningful and relevant to them, students are motivated to ask questions and are more invested in their learning. Furthermore, students learn digital literacy skills, mathematical, and computational thinking concepts while collaborating with a community of creators around the world.

Elementari supports project-based learning and 21st century learning skills (see pg 30). Finally, Elementary is about building upon and sharing stories.

💡 What is this Guide?

This guide is a collection of ideas, activities, and strategies to include Elementari in a variety of learning contexts. Elementari's development is influenced by constructivist learning approach. Many of the activities focus on the following principles:

| Principle #1: Learning	Principle #2: Creating	Principle #3: Personalizing	Principle #4: Sharing
Teachers motivate students to learn with visuals, sounds, and interactions.	Learners engage in designing and making, not just passively listening and observing.	Learners create stories that are personally meaningful and relevant to them.	Learners reflect as readers or writers in a community of pro and hobbyist creators.
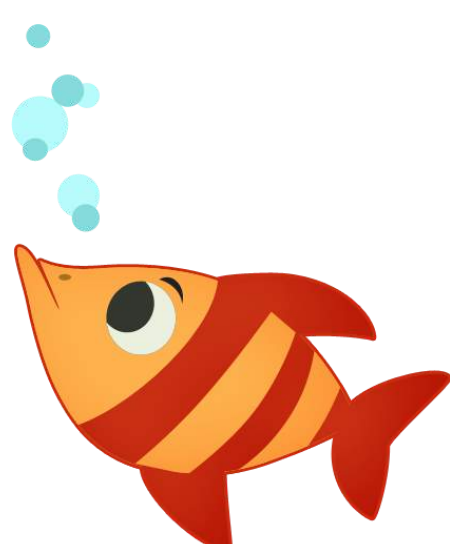
See our Resources to find more information, handouts, and more on how Elementari supports teaching and learning.

This Guide

Who is this guide for?
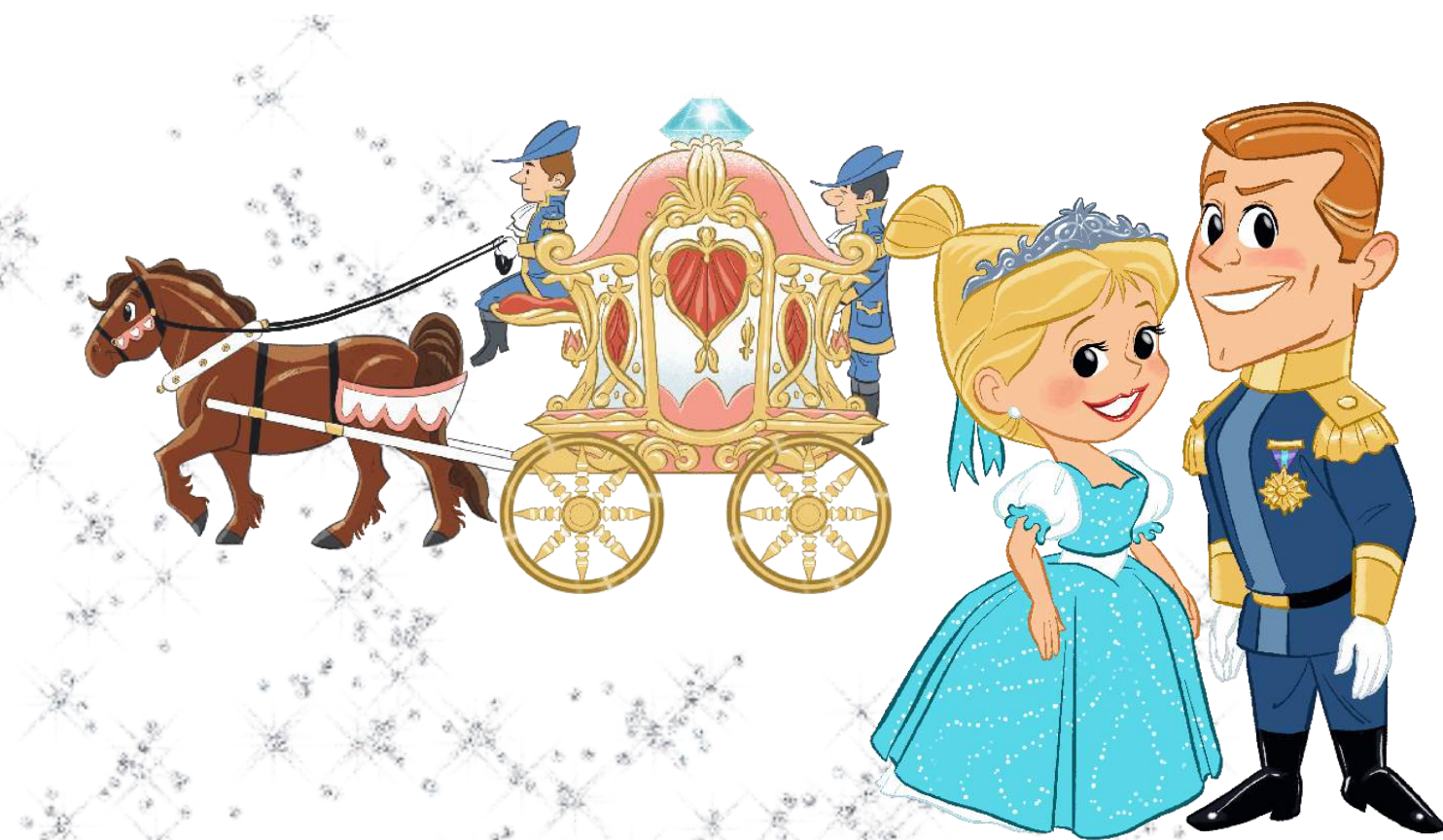
K-12 Education

Elementari can be used across the curriculum. Educators can use Elementari to teach as well as have students write stories to demonstrate their learning. Elementari works across the curriculum from Language Arts and Foreign Language to Computing.

Special Education

Elementari enables educators to create individualized and pluralize (present information in different ways) learning experiences. It also gives leaners a place to display their creativity, to practice core literacy skills, and participate in a positive social network.

Young Learners

Young learners have helped us shape our asset library and creatively used Elementari in new ways. Elementari is a place where stories are a collaboration between professional illustrators and writers. Stories are written by young learners, not just for them.

Language Learning

Teachers can easily write lessons with voiceovers, remix other lessons for their own use, or have their students utilize what they learn by creating their own stories.

Parents

Parents can use this guide to support home-school activities, story time, community events, and more. Parents are encouraged to use this guide to for ideas to read and write together with their children.

What do I need?

- Computers or tablets with microphone and speakers (phones can only read not write)
- Internet connection with modern browser (preferably Chrome)
- Projector or interactive whiteboard with speakers (optional)

This Guide

What is included in this guide?

Unit 3 - Language Learning

Learn better with vocabulary in context, audio support, and visuals for all words. Remixes allow teachers to easily adapt and modify existing lessons for other languages.

Unit 0 - Getting Started

Prepare for reading and writing on Elementari by setting up accounts, exploring the basics of creating a story, and learning about remixes.

Unit 4 - Coding

Learn logic, events, conditionals, sequences, functions, and variables by animating your name, designing your own choose-your-own-adventure story, or creating your own drum kit.

Unit 1 - Early Childhood Development

Elementari provides new ways to play and story tell for young children. Engage them in early literacy skills and creativity through guided writing activities.

Unit 5 - Resources

Explore how Elementari supports standards like the Common Core, 21st Century Learning, and other core skills for student leaning.

Unit 2 - Creative Writing

Have your students write their own fairytale ending or original picture book. Look through our activities to engage students to be creative and write their stories.

Unit 0: Getting Started

Introducing Elementari

Watch
- [ ] Elementari Demo Video:
  https://youtu.be/FUKOvFBTJ3U
- [ ] Elementari YouTube Channel:
  https://www.youtube.com/c/elementariio

Read
- [ ] Vocabulary Story:
  https://www.elementari.io/stories/v2ysHVT1Vm/
- [ ] Choose Your Own Adventure:
  https://www.elementari.io/stories/BgarhVsplO/

Learn
- [ ] Tutorial posts:
  https://help.elementari.io/creating-your-story/
- [ ] Video tutorials:
  https://www.youtube.com/Elementari_io

Elementari Account

You need an email address to create an account to write stories!

You can update your profile page and follow people!
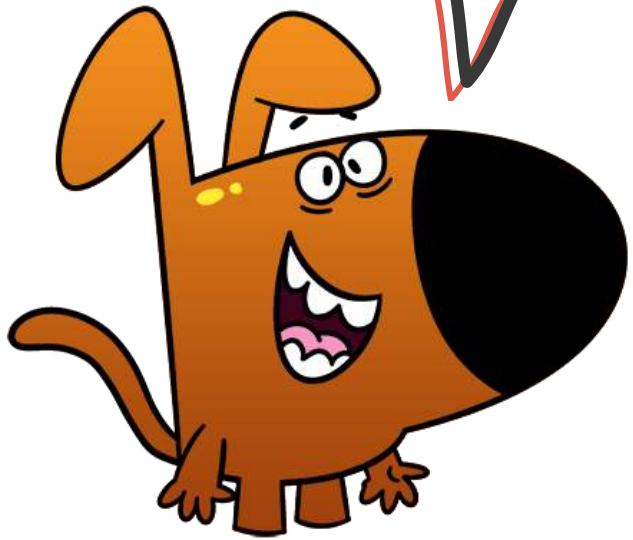
You will need an Elementari account to create, save, and share your Elementari stories.

Teacher Tip:
If students cannot provide a personal or school email address, email contact@elementari.io to create student accounts for you. You can also sign up with Google Sign In. Plan in advance if permission slips for online accounts need to be collected.

Creating an Account

Start Here:

☐ Open a web browser and go to the Elementari website: https://elementari.io

☐ Click on "Sign Up" in the top right corner or on the "Start Creating" button.

☐ Complete the four steps (email, username, password, and password confirmation) to finish creating your account!

Teacher Tip:
Follow each other's Elementari profiles to get updated on their latest stories. Create a class list of usernames and names to make this easier.

Understanding Your Profile

Profile Information

You can edit your avatar, cover image, description, and theme of your profile.

Activity Tab

Your activity feed consists of your published stories, likes, and follows.

Stories Tab

Your stories tab lists all your published stories in one place.

10
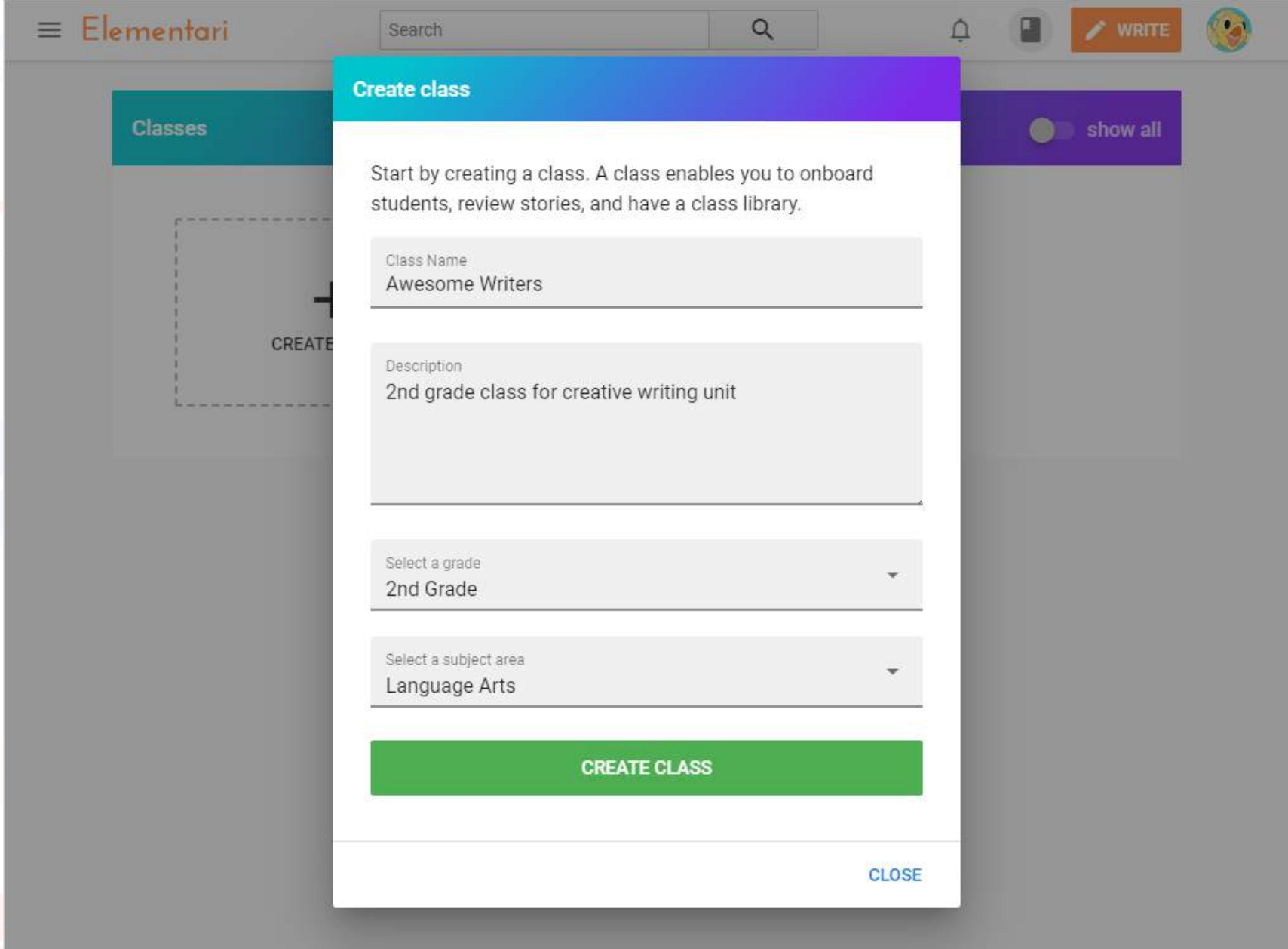
📖 Creating Your Class

Click the "Classrooms" button in the side menu or the bookmark icon in the navigation bar to go to the classroom page.

All your classrooms will live here.

Click on "Create Class" and fill out the form to create your first class.
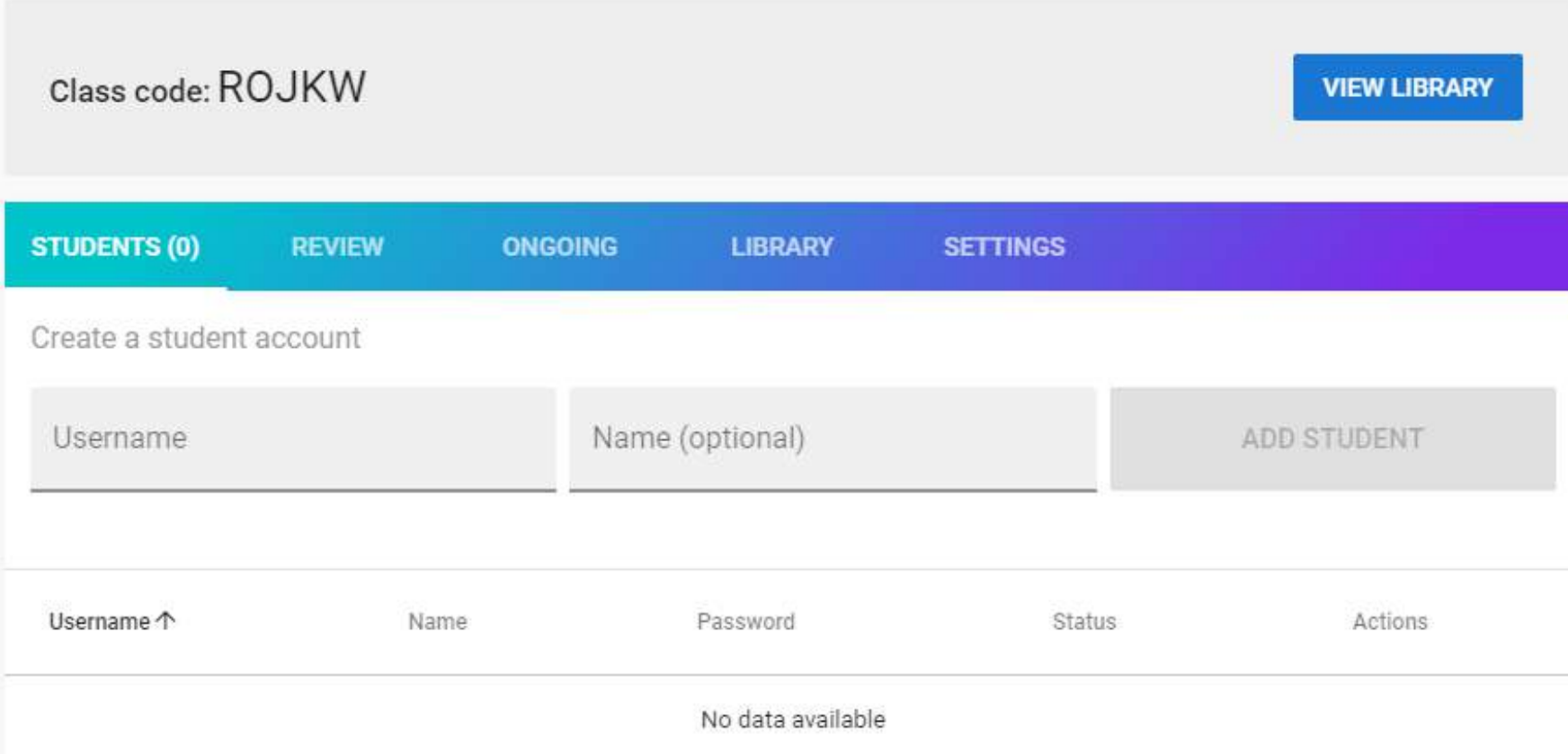
Class code: ROJKW

VIEW LIBRARY

STUDENTS (0)   REVIEW   ONGOING   LIBRARY   SETTINGS

Create a student account

| Username | Name (optional) | ADD STUDENT |

| Username ↑ | Name | Password | Status | Actions |

No data available

Add Your Students

Once you have created your class, you can make student accounts.

All you need to make a student account is the username.

The student can then log normally with the username provided and the temporary password which is the classcode.

Do your students already have an email?

Students can sign up with their email address and connect to your classroom using the classcode.

See Tutorial:
https://youtu.be/2y7f0G-fL0M

Starting a new story

Click the "Write" button to go to your Studio Dashboard.

All your stories (drafts and public) will live here.

Click on "Write your first story" to go to Elementari's authoring tool and begin writing your story!

Click here!

Elementari   EXPLORE ▾   FEATURES   ABOUT   Search for artists, stories, illustrations, and sounds   🔍   🔔 ⬆ ✎ WRITE

Write a new story

+

Blank

Drafts | Public

➕ Write your first story
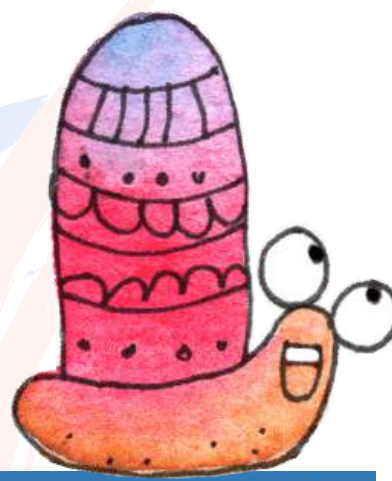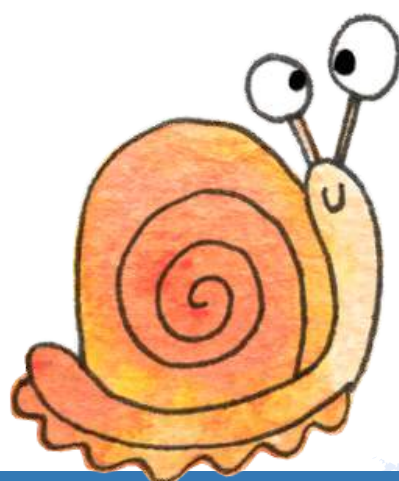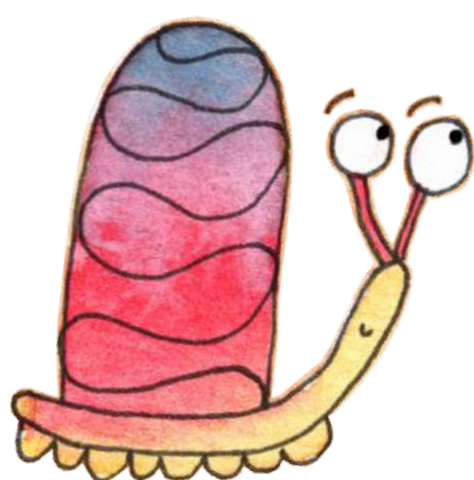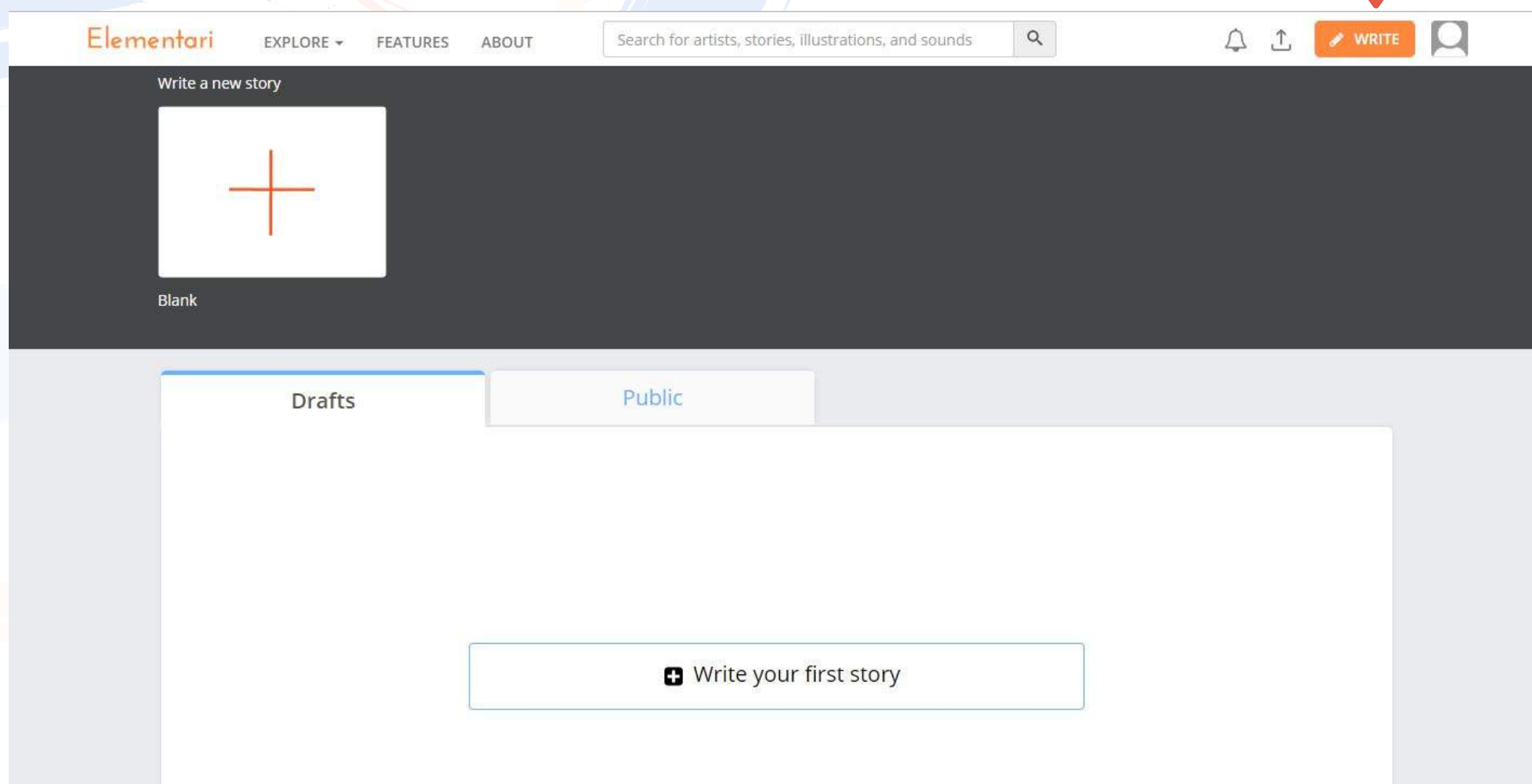
Designing Your Layout

Write your story like a PowerPoint. Drag-and-drop or click on elements to add them to your page.

Elementari   Help   EVENT GRAPH   PREVIEW   PUBLISH

delete

Search...   T Text

All Illustrations   🖼 Images

Bkgrounds

CLICK TO ADD A

This is your story cover

Sounds

Animations

Shapes

Widgets
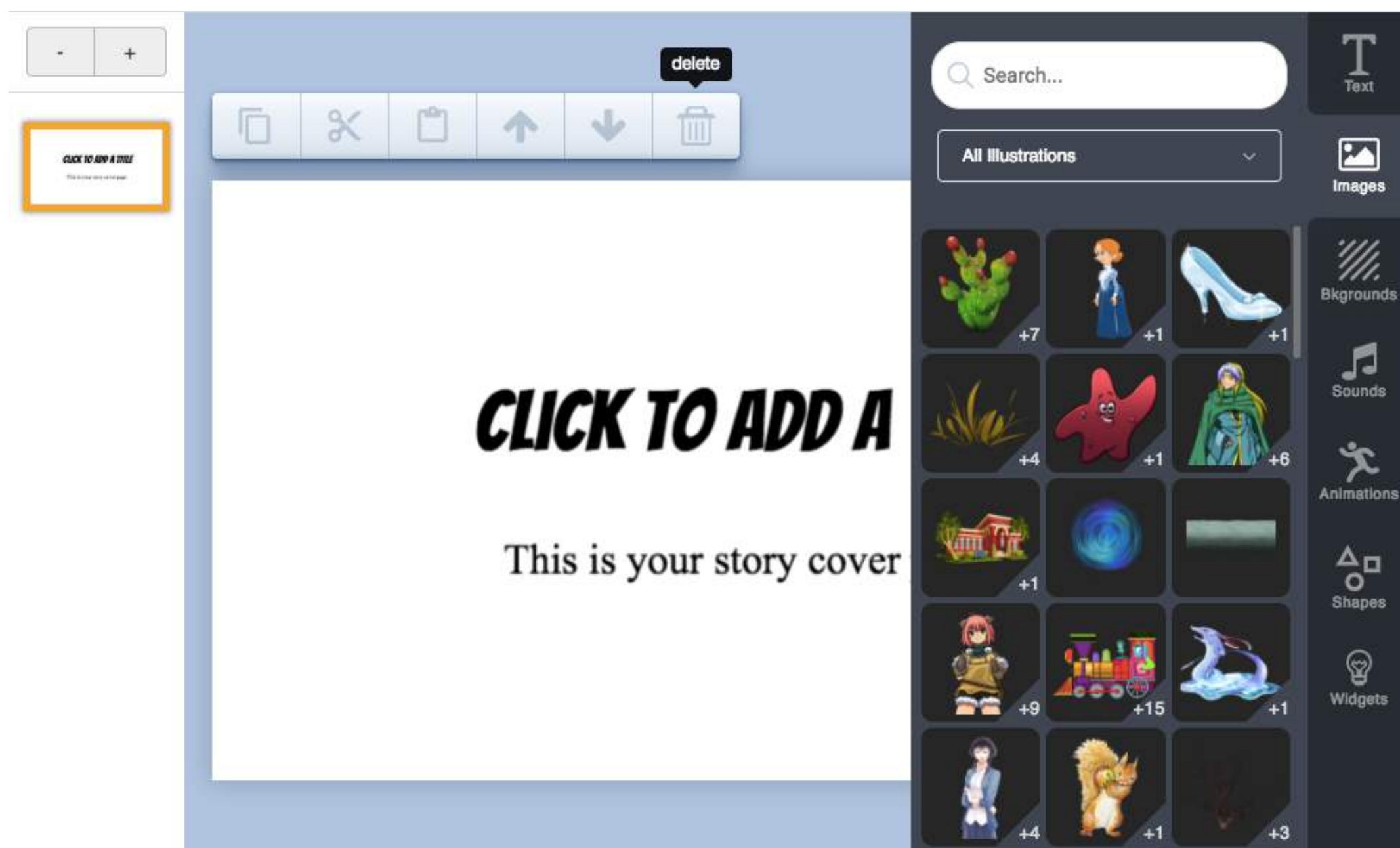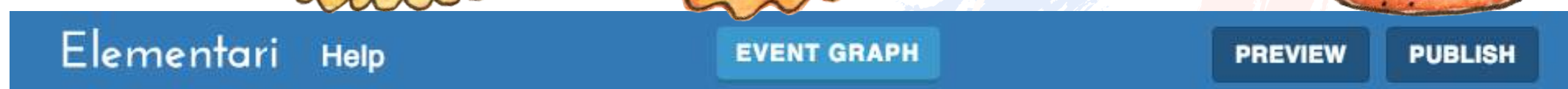
✓ Add text

✓ Add images

✓ Add backgrounds

12

Adding Interactivity

Elementari's Event Graph allows for visual coding. You can "code" interactions to create app like stories by dragging and connecting blocks. Some ways you can make your story interactive are:

✓ Play sounds

✓ Animate

✓ Make different endings
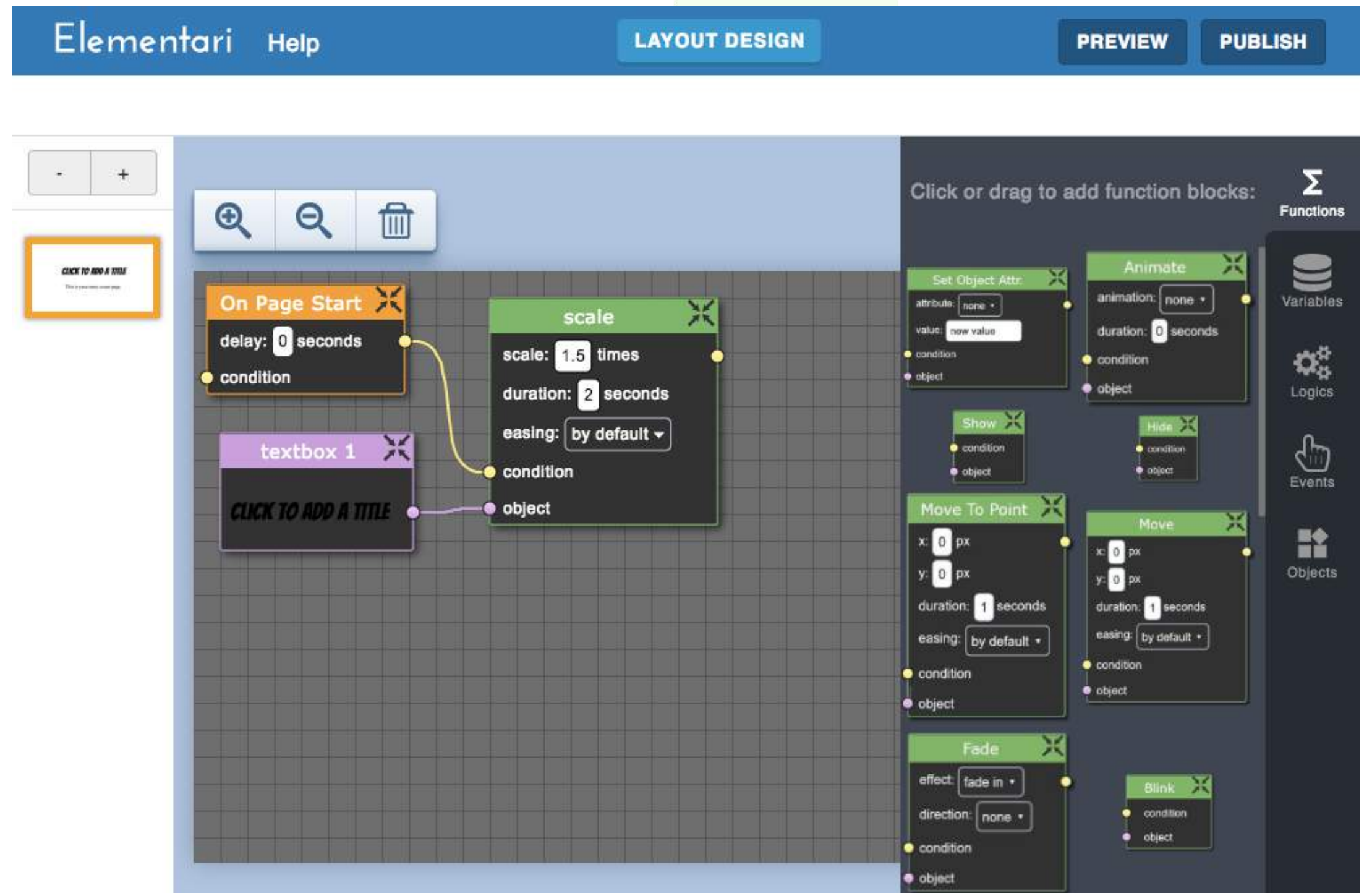
This code says: On page start, scale the textbox 'Click to add title' to 1.5 times bigger over 2 seconds.

Publish and Share!
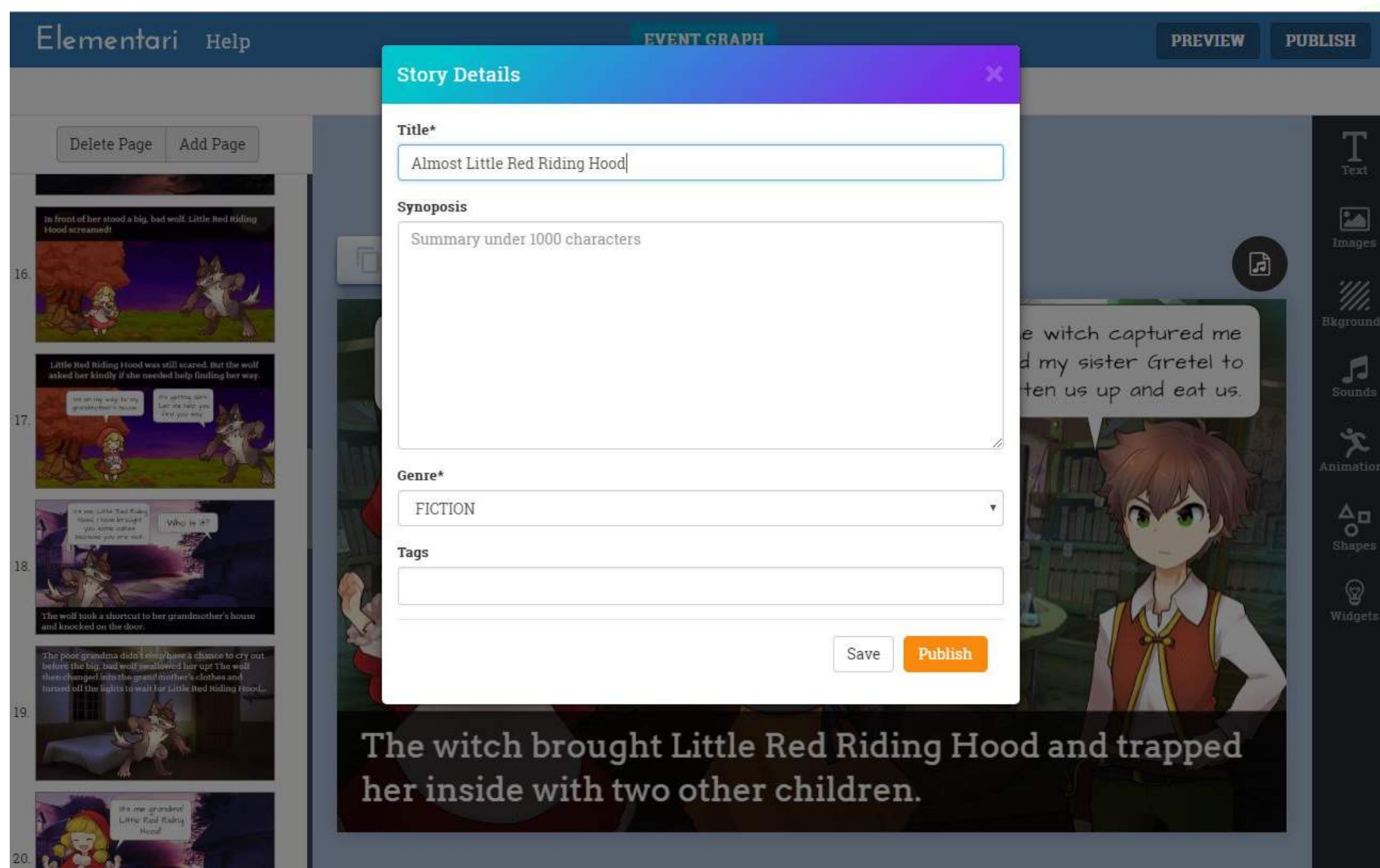
Once you are done, you can publish your story to be shared and read on all devices (desktop, tablet, and mobile). Invite others to read and remix your story. Publish with the following steps:

1 Click publish

2 Fill out your story details

3 Confirm publish and share!

Need Help? View our Help Center Tutorials:
https://help.elementari.io/creating-your-story/

⟳ What is a Remix?

A remix is a modified and shared version of an existing published story. Remixes published automatically credit and notify the original story!
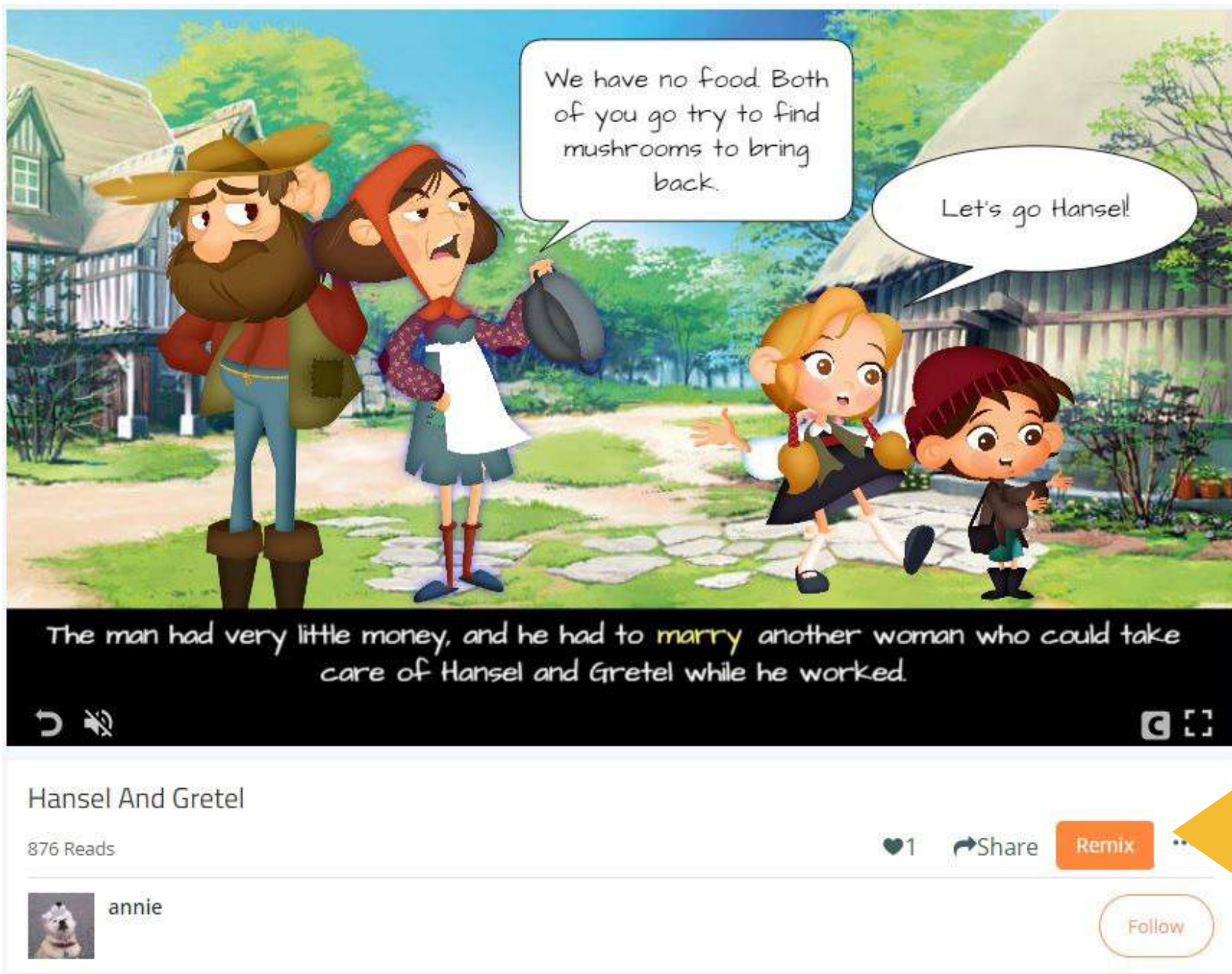
How do I remix a story?

On the story's page, click on the "Remix" button.

You will be redirected to the authoring tool to edit your own version of the story.

Note: you must have created an Elementari account before you can remix the story.

Hansel And Gretel
876 Reads

We have no food. Both of you go try to find mushrooms to bring back.

Let's go Hansel!

The man had very little money, and he had to marry another woman who could take care of Hansel and Gretel while he worked.

♥1 ↱Share Remix

annie   Follow

What can you do with a remix?

Change the Ending

Add a voice-over

Translate

...And much more!

⟳ Automatic Crediting

When a story is published, Elementari automatically credits and notifies everyone who has contributed to a story!

🎨 **Illustrators** 🎵 **Composers** ✏️ **Writers**

How do I see the credits?

Have you seen a witch and a girl?

I saw the _adjective_ witch fly into the forest!

__(Your name)__ heard from the forest animals that the witch was hiding in a cave in a deep, dark forest nearby.

Click Here

On the story's page, click "C" on the story's bottom bar.

You can then see the story's full credits. The credits are separated into backgrounds, illustrations, background music, and sound effects!

Clicking on the page tab (on the right) will bring up the detailed credits for the page you are on.

Click and hold to see the illustration details!

Pick an image or background you'd like to see the details. Click/tap and hold for 3 seconds. A popup with the art details will appear. You can then click on the artist username to go to his/her profile page.

Playing Girl by ZokiArt
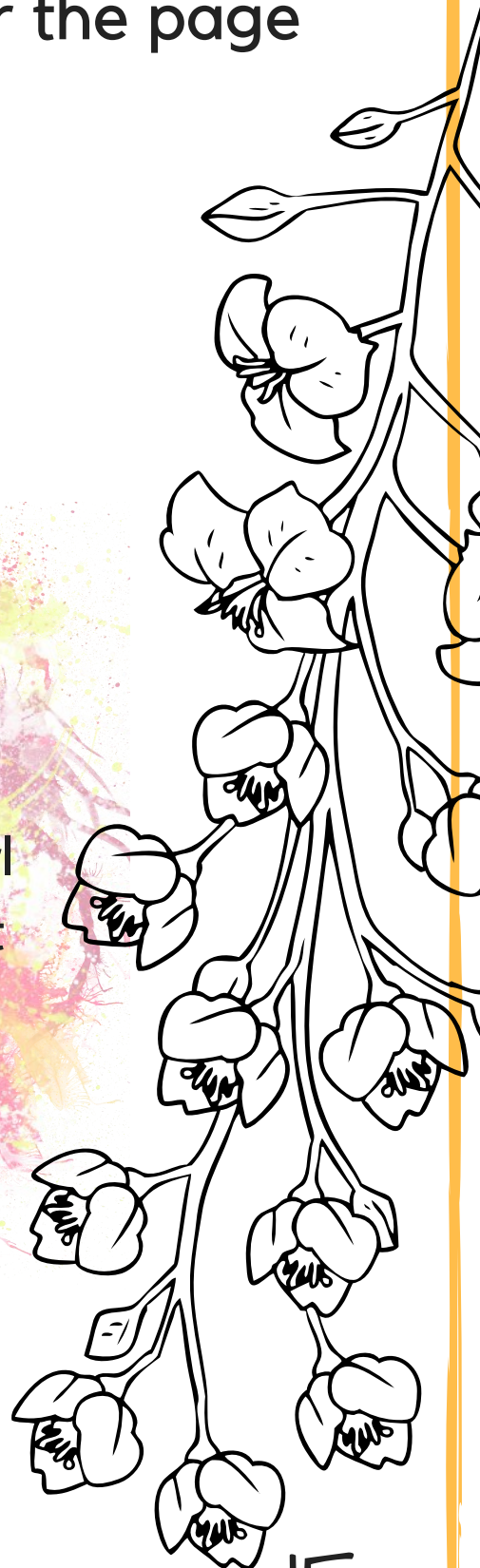
Unit 1: Early Childhood Development

Writing Together

Engaging Young Writers

- Make story time special by writing with your children and then reading those stories together.
- Encourage your children to speak out their stories and help you lay out the pictures on each page.

Reading Together

Personalized Stories

- Create personalized stories for your children from fairy tales to important lessons.
- Add voice overs to your story so your children can read the story and follow along with your voice.

Lesson Plan Examples

Write an ABC Book Page

Read *ABC Time* and practice reading and phonics. Young writers can make their own own page in the ABC book.

Adventure Mad Libs

Write an interactive story together using the *Adventure Quest* mad lib to start.

Write an ABC Book Page

Objectives - Students will...

- Design their own page in the ABC book "Alphabet Time".
- Experience building upon an existing story.

Suggested Time: 30-45 minutes

Activity Description

Read through "Alphabet Time" together.

Help students sign in to their Elementari accounts. Make sure they are on the page for "Alphabet Time" and click on the Remix button.

Have students choose a page in the "Alphabet Time" to change and make their own.

Encourage students to click on the event graph of the page to see the "code" for the page.

Let students share their alphabet page with one another. Optionally, help students publish their story.

Ask students to think back on the design process by responding to the reflection prompts as a group discussion.

Notes

Alternatively, you can also have students work together to create their own ABC book from a blank project.

Resources

Alphabet Time:
www.elementari.io/stories/mbiuhIK5Yo/

Reflection Prompts

- Why did you choose your letter?
- How is your page different from the original page?
- What was surprising about the activity?

Reviewing Student Work

- Were students able to remix the story?
- Were students able to create their own letter page?
- Were students able to share their story?

Adventure Mad Libs

Objectives - Students will...

- Publish their own story by remixing a fill-in-the-blank template story.
- Understand the importance of crediting when working on a collaborative project.

Suggested Time: 45-60 mins

Activity Description

Have students log in and remix "Adventure Quest" as a template for their stoy.

Students can choose to pick one of the two characters (boy or girl) or add their own character.

Have students turn to the Event Graph to see how the story was coded.

Let students share their adventure story with one another. Optionally, help students publish their story.

Encourage students to review their story's credits, both for the assets and the original source story.

Ask students to think back on the design process by responding to the reflection prompts as a group discussion.

Resources

- Adventure Quest: www.elementari.io/stories/9KQ0ogqEJS/

Reflection Prompts

- How did it feel to remix and build on others' work? Would your work to be remixed?
- Where else in your life have you seen or experienced reusing and remixing?

Reviewing Student Work

- What parts of the story were contributed by the student? Fill in the blank words? Characters? Sounds?
- Do students feel comfortable with reusing and crediting other people's work?

Notes

Alternatively, you can have students create their own fill in the blank stories and have their classmates remix them. This will be ideal for a larger project.

Unit 2: Creative Writing

Creativity

An Outlet for Imagination

- Thousands of illustrations engage even reluctant writers to start writing.
- Remixes allow students to start from another story to change it and make it their own.
- Write anything from a static picture book to an interactive adventure.

Literacy

Learning through Creating

- The best way to learn is to create.
- Students take ownership over their writing projects and practice key literacy skills such as reading, writing, building vocabulary, and practicing grammar.

Storytelling

Performing and Sharing

- Stories are meant to be shared.
- Students can add voice acting to their stories, add them to their own websites, and share their interactive stories to the world.

Lesson Plan Examples

Picture Starter

Compose a picture and write a story that goes along with it.

Audio Book

Add narration to the story. Be creative with different sounds, music, and voices.

Picture Starter

Objectives - Students will...

- Write their own creative story from an image they created.

Suggested Time: 30 - 45 mins

Activity Description

Have students compose a scene using Elementari's images and backgrounds.

Have students spend 20 minutes to write their own story.

Have students present and share their stories.

Tip: Have your students publish with the same tag so your class can more easily find their classroom stories. Example: "2ndGradeWriters"

Resources

Writing Prompts
- http://www.writersdigest.com/prompts
- https://thinkwritten.com/365-creative-writing-prompts/
- https://thewritersacademy.co.uk/writing-101/writing-prompts/
- https://www.journalbuddies.com/

Reflection Prompts

- How did you choose your images?
- How did you come up with your story?

Reviewing Student Work

- Were students able to create a coherent story?
- Did students use proper punctuation and grammar?

Notes

Alternatively, you can provide a writing prompt and have students create their scene and story from it. See resources for writing prompts.

Audio Book

Objectives - Students will...

- Create an audio book with their own voice overs and sounds.

Suggested Time: 45 - 60 mins

Activity Description

Have students write a short story or build upon an existing one (such as the one written from the picture starter).

Encourage students to reflect about the different voices for their characters and the type of music and sounds are needed to build a certain mood.

Give students time to narrate and add voice acting. Encourage students to help do voices for their classmates stories.

Have students present and share their stories when they are completed.

Resources

- Hansel and Gretel: www.elementari.io/stories/v2y

- Tutorials: help.elementari.io

Reflection Prompts

- Does anyone listen to audio books? Or know of anyone?
- What is the importance of audio in the way we interact with content?
- How does audio impact the way a story can be told?

Reviewing Student Work

- Were students able to create an audio book?
- Did students add additional background music and sounds to their story?
- Was there voice acting done?

Unit 3: Language Learning

Reading

Contextualized Vocabulary

- Higher language retention is achieved when vocabulary words are integrated into stories.
- Thousands of illustrations are available to match vocabulary words and create stories that make drawing language connections easier for students.

Writing

Fun Creative Writing

- Writing paragraph-format essays is daunting for language learning students.
- Have students write visual stories that are more enjoyable to create as well as to share in a classroom.

Speaking

Reading Aloud

- Speaking and applying a language is necessary to fluency.
- Elementari's record feature allows students to easily record voiceovers, hear themselves speak, and provide evidence of their progress.

Lesson Plan Examples

Contextualized Vocabulary

Students will create their own story with key vocabulary words and practice telling it to an audience.

Practicing Conversation

Students will listen to an English conversation story and then record their own narration.

Contextualized Vocabulary

Objectives - Students will...

- Create and publish their own story with key vocabulary words.
- Practice telling their story to an audience.

Suggested Time: 45 mins

Activity Description

Provide a list of key vocabulary for students.

Have students choose at least 10 words from the list to create their own story using the vocabulary words.

Once they are done, students should practice sharing and telling their story.

Resources

- Hansel and Gretel (B1 vocabulary): www.elementari.io/stories/v2ysHVT1Vm/

Reflection Prompts

- What vocabulary words were difficult to use in a sentence or a story?
- How did you feel about writing and adding pictures?

Reviewing Student Work

- Did students use the vocabulary words in sentences properly?
- Were students able to write a coherent story?

Notes

As a teacher you can also create your own story for students to practice reading. See Hansel and Gretel for an example of such a story.

If you would like to have a voice over done by a native speaker, you can publish your story and email contact@elementari.io to do a voice over for you.

Practicing Conversation

Objectives - Students will...

- Read, listen, and practice speaking a typical conversation.
- Write and record their own version of the conversation.

Suggested Time: 30 -45 mins

Activity Description

Have students read and listen to "Ordering Fast Food."

Students should also practice speaking with the narration.

Have students remix the story and modify the conversation. Students should also use the voice over function to record and play their own voice.

Have students share their completed conversation story with one another.

Resources

Ordering Fast Food:
www.elementari.io/stories/5dDBhvg7Nd/

Reflection Prompts

- What did it feel like to hear yourself speak?
- Was it difficult to try to record your own conversation? Why?

Reviewing Student Work

- Were students able to create their own conversation?
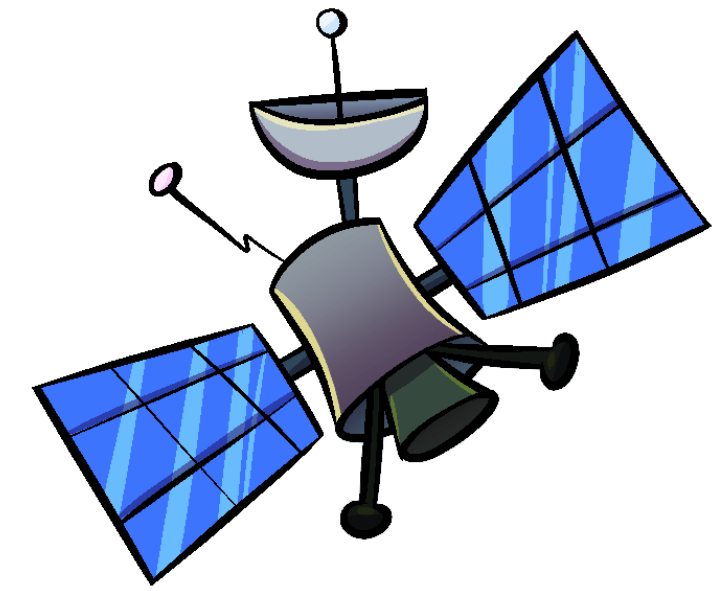- Were they able to record and share their own voice overs?

Notes

Students should have access to a microphone to record. Laptops and tablets should have a built in microphone.

Unit 4: Coding

Project Based Analytical Thinking

- logical reasoning
- developing and iterating ideas from initial conception to completed project
- project planning and sustained focus

Key Concepts

Core Mathematical and Computational Ideas

- sequence
- functions
- conditional statements

- variables
- event handling
- threads (parallel execution)
- boolean logic

Lesson Plan Examples

1. Build a Band

Introducing events and functions. Students will create their own band where different images, when clicked, will play different sound effects.

2. Change the Face

Students will be able to use the "Set Object Attribute" function to change a character's costume or a textbox's displayed text.

3. Open the Treasure Chest

Introducing variables and conditionals. Students will create their own condition to open up a treasure chest.

4. Choose Your Own Adventure

Students will put what they have learned together into a choose-your-own-adventure story of their own.

Build a Band

Objectives - Students will...

- Publish their own interactive story featuring sound effects

Suggested Time: 30 -45 mins

Activity Description

Have students read or watch the tutorial: Adding Sounds and Music.

Students should build their own band and choose what images and sounds they would like. Have students use the "On Click" block to trigger events when the images are clicked. For example, when you click on the lion it will play a sound effect "Roar."

Encourage students to experiment with the different blocks and then share their projects when they are completed.

Resources

Build a Band:
www.elementari.io/stories/qeBVGZwr5Q/

Adding Sounds Tutorial:
http://bit.ly/2ng1B6R

Reflection Prompts

- What did you do first?
- What did you do next?
- What kind of band did you build?

Reviewing Student Work

- Does the project make creative use of sounds?
- Are the images interactive?

Notes

Students can also record their own sounds to use!

Change the Face

Objectives - Students will...

- Develop a better understand about object attributes.
- Create their own expression generator.

Suggested Time: 30 -45 mins

Activity Description

See Change the Face example project.

Have students play with the Set Object Attribute block.

Have students choose a character with multiple expressions to change costumes when something is clicked.

Optionally students can also change the text with the Set Object Attribute block when something is clicked.

Resources

Change the Face Lesson:
www.elementari.io/stories/UY46GaQMJE/

Reflection Prompts

- What kind of attributes does text have? image?
- If you were an object in a program, then what kind of attributes might you have?
- What is interesting about the object attribute block?

Reviewing Student Work

- Were students able to have an interactive costume change?
- Were students able to understand the Set Object Attribute block?

Notes

In object oriented programming languages, attributes are key to organizing code. For example in a game, your character can have the attributes: name, hair color, eye color, level, health, etc.

Open the Treasure Chest

Objectives:

- Learn about variables
- Develop their own condition for opening up the treasure chest

Suggested Time: 30 -45 mins

Activity Description

Have students read through "Open the Treasure Chest." Students should discuss examples of variables.

Have students remix the story or start a new story and design their own condition for opening up the treasure chest.

Have students design their own condition for opening up the treasure chest in their story.

Resources

Open the Treasure Chest:
www.elementari.io/stories/60U4zEfyeI/

Reflection Prompts

- Why do you think variables are important?
- What can we use variables for?

Reviewing Student Work

- Were students able to create a variable?
- Did the variable have an event that trigger it to to change?
- Were students able to create a condition to open up the treasure chest?

Notes

Make the connection to math! In math, you use the variables x and y to represent numbers we don't know yet.

For example: $y = 3 + 2 \Rightarrow y = 5$

Choose Your Own Adventure

Objectives - Students will...

- Design their own choose your own adventure story
- Develop greater fluency with computational concepts (conditionals and variables).

Suggested Time: 45-60 mins

Activity Description

Ask students if they have previously read or played any stories/games that had different endings depending on their choices.

Have students individually read Almost Little Red Riding Hood. Ask students what ending they had.

Have students write their own choose your own adventure story.

Remind students to identify what needs to be "remembered." These should be stored as variables. For example, if picking up a key is important for the story later.

Once students are finished, have them share their stories and discuss the reflection questions.

Resources

Almost Little Red Riding Hood:
www.elementari.io/stories/BgarhVsplO/

Reflection Prompts

- What was easy and difficult about writing their choose your own adventure story?
- Was there anything surprising when they were creating their story? How about when they were reading other people's stories?

Reviewing Student Work

- Were students able to create a coherent story?
- Was the story interactive? Different endings? Conditionals?

Notes

Students can use Post It notes to design the different branches of the story.

You can also have students expand on this project by adding sound design and voice overs to make the story more complete.

Coding through Storytelling

Computational thinking is "thinking (or problem solving) like a computer scientist." It is analyzing a problem and expressing a solutions in a way that a computer can understand. Computational thinking is fundamentally about using mathematical and computational concepts closely related to computer science. These concepts include: sequences, logic, variables, conditionals, events, and functions.

While computational thinking is usually paired with learning a programming language, Elementari fosters computational thinking in a creative way through language arts. Learners can analyze what kind of interactions they want and design the story using the event graph "code" blocks.

What are interactive stories?

Interactive stories are innovative reading experiences. Some can be like games with scores, a choose-your-own-adventure, or a story with animations and sounds. For a story to be interactive, it needs to be designed to "interact" with the reader in some way. That is, the reader will influence (usually through clicking on objects) the way the book is read. You can take a look at Almost Little Red Riding Hood for what you can create on Elementari.

How do I get started creating an interactive story?

Follow Unit 4: Coding in this guide for activities to introduce computational thinking. Additional tutorials can be found in our Help Center: help.elementari.io
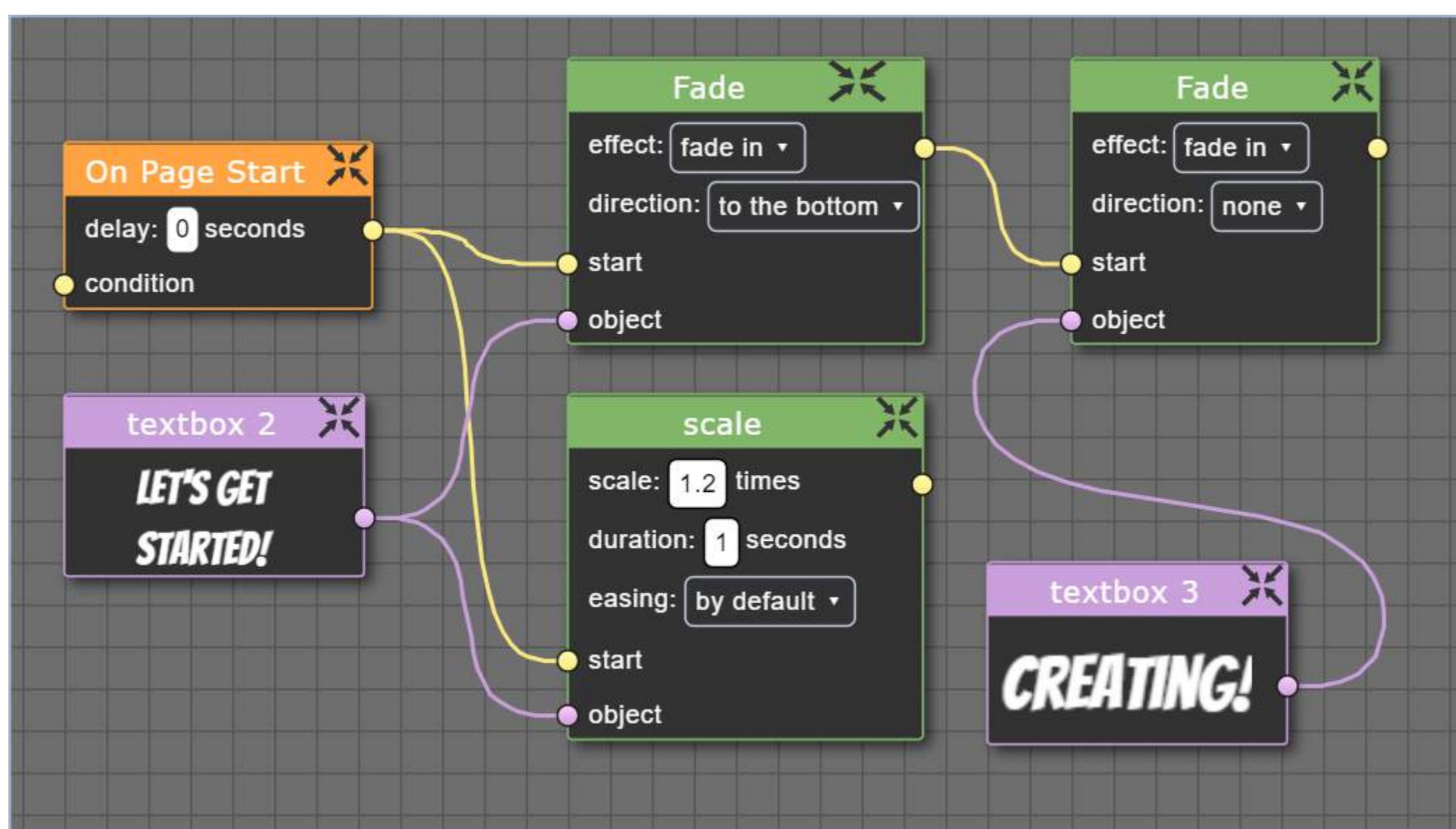
The above code says: On page start, fade in the textbox "Let's get started" and make it bigger 1.2 times. After it fades in, then fade in "Creating." Try it out yourself!

21st Century Learning Skills

Elementari supports the development of 21st Century Learning Skills, as described by the Partnership for the 21st Century (http://www.p21.org/our-work/p21-framework). The 21st Century Learning Skills identifies key types of learning skills, divided into three key areas.

Learning and Innovation Skills

Creativity and Innovation

Elementari encourages creative thinking, an increasingly important skill, in not just writing but also pushing the boundaries of digital storytelling. Elementari engages students to not just learn how to write or solve a predefined problem, but being prepared to come up with new solutions.

Critical Thinking and Problem Solving

In order to design an interactive story, students need to formulate the timing and interactions between the story and the reader. Students will need to analyze the different possibilities open to a reader, and build solutions to create a cohesive story.

Communication

Effective communication is more than just reading and writing text. Elementari provides opportunities for young people to use different media to express themselves creatively and persuasively

Collaboration

Collaboration is built into Elementari. From the contributing artists whose art and music you can use to craft your stories to the remix feature. Every story celebrates collaboration with automated crediting and notifications.

Information, Media and Technology Skills

Media Literacy

Elementari's unique multimodal platform allows any combination of text, graphics, interactions, animations, sounds, and coding to create and publish unique stories. As students create, they become more perceptive andcritical in analyzing the media they see in the world around them.

ICT Literacy

When a story is published, students have the opportunity to share their story on social networks or even integrate their story on their own website,blog, or portfolio.

Life and Career Skills

Initiative and Self Direction

Creating an interactive story requires persistence. Stories that are personally meaningful engage writers to overcome challenges and frustrations in the design and storytelling process.

Accountability and Adaptability

Students write stories with an audience in mind. They need to think about how other people will interact and react to their stories. They can then revise their stories easily based on feedback.

Leadership and Responsibility

Each story is a collaboration with different artists. Educators can use Elementari to discuss important topics such as copyright and the responsible, appropriate ways to use other's work.

Curriculum Standards

Elementari connects to many K-12 curriculum standards including the Common Core State Standard and CSTA K-12 Computer Science Standards. Elementari's unique multi modal platform can be utilized in both group and individual learning.

We have included some connections to Common Core Standards as an example.

Common Core State Standards for Mathematics 2010

http://www.corestandards.org/wp-content/uploads/Math_Standards.pdf

- Make sense of problems and persevere in solving them — The coding activities engage students in solving challenges, which encourage students to discover different ways of finding and solving problems. Example activity: Open the Treasure Chest!
- Reason Abstractly and Quantitatively — Students can express abstract concepts and demonstrate their understandings of quantitative relationships such as variables and input/output through visual . Example activity: Open the Treasure Chest
- Attend to precision — Interactive stories involve students to carefully design the sequence of code intended from playing sound effects, musics, voicovers, animations, and interactions. Example activity: Audio Book
- Look for and Make Use of Structure — By remixing others' stories and review their own work, student can discern repeated patterns or structures for common features in interactive stories. They can then use these to build up more complex stories. Example activity: Choose Your Own Adventure

Common Core State Standards for English Language Arts/Literacy 2010

http://www.corestandards.org/wp-content/uploads/ELA_Standards.pdf

- They demonstrate independence. — Most activities are designed to be self-directed, although collaborative projects and group work are encouraged. Example activity: Alphabet Time
- They respond to the varying demands of audience, task, purpose, and discipline. — Students are made aware of varying types of audience, task, purpose, and discipline when publishing stories and sharing them online.
- They comprehend as well as critique. — All activities include reflection questions designed to promote in-class discussion. Furthermore, students are encouraged to share their in-progress stories and exchange constructive critique.
- They use technology and digital media strategically and capably. — During self-directed activities, students learn to navigate to different parts of the Elementari website for personal learning, inspiration, and connecting with others.
- They come to understand other perspectives and cultures. — When students remix others' stories, they need to read, understand, and interpret the code and story of something not their own. Example activity: Adventure Mad Lib.

Community Lesson Plans

Our mission is to promote arts and literacy, but we can't do that without the help of educators! Join us by creating and sharing your lesson plans.

Creating a Lesson Plan with Elementari

To assist both content creators and educators, Elementari offers a lesson plan template highlighting Common Core standards. The template is designed with existing best practices in mind to allow quick transfer of knowledge between templates and ease in sharing.

Elementari also offers sample lesson plans to accompany many of the Common Core Standards. If stuck on implementing a given standard, educators may capitalize on these pre-existing plans, modifying as needed.

Lesson Plan Template

Link: http://bit.ly/2PgVITU
Excel template following the
Understanding By Design Framework

Example Lesson Plan

Link: http://bit.ly/2MP30g1
Writing Children's Books: Grades 11-12
Topic: Using Objective Tone

Accessing and Sharing Knowledge

When publishing content, educators are encouraged to submit lesson plans to accompany their Elementari creations.

Just as students can remix and modify stories, so too can educators in designing lessons. By sharing material, other educators can replicate lesson success, improve upon them, or modify content/ideas to match their own circumstances. Each publication may have a multitude of lessons to draw from.

Through collaborative content, we can benefit from the creative force of a global educator and artistic community!

Submit Lesson Plans and Lesson Ideas at contact@elementari.io

Contributors

⟳ Our Illustrators

All illustrations found in this guide can be used to create your own stories on Elementari. Check out and follow these amazing illustrators whose art is featured in this guide.

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Jhun Reyes

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