

Scavenger Hunt
Amanda Beumel Patterson
Lesson Plan
February 12, 2022

Third Grade

Length of Lesson: One Day

CCSS Standards: RL.3.1, RL.3.2, RL.3.3, RL.3.6, RL.3.7

1. Read: After the Fall: How Humpty Dumpty Got Back Up Again by Dan Santat. Before reading, introduce other stories by Dan Santat in our Library Media Center.
2. Ask the students what the MORAL of the story is or the lesson learned from the story. (May use and anchor chart)
3. Discuss the fear that grew in Humpty Dumpty after his fall. -Give an example of fear you have felt and why. Ask a few students for examples as well. -Why is it important to face fears and push forward?
4. Allow students time to think through and write about their fears.
5. Allow students to share, if they want to share their thoughts.
6. Display classroom poster so that you can remind students throughout the year when they face obstacles to push through and not give up

*Lesson plan resource from Jessica of *Structured Play* found on Teachers Pay Teachers.

I would like to modify this one day lesson to a five day lesson including engineering and technology infused activities to have a STEAM lesson in the Media Center. The engineering portion of the lesson would include brainstorming, construction, testing, and revising a plan for an egg drop challenge. The technology portion of the lesson would include learning to code with Scratch, Jr. I would challenge students to retell the story with a three slide Scratch project. The three pages would include: Page 1-recreating Humpty falling off of the wall Page 2-The impact of Humpty falling and his shell cracking Page 3-Humpty as a bird emerging from the egg shells into a Scratch character design that students digitally create on their own and directed to not look exactly like the bird character from the story. I also want to offer an assortment of supplies in our new "Scrap Art" MakerSpace area. Students will construct a beautiful bird that is a replica of the character they created and drew for Page 3 of their Scratch slides. Including the following engineering and technology activities and art standards listed below into this lesson will transform this beautiful story read aloud into memories made that students will always remember.

I would modify my lesson plan to include the following Art Standards.

Art Anchor Standard 3 MA:Cr3.1.2.a-Construct and order various content into unified, purposeful media arts productions, describing and applying a defined set of principles, such as movement and force.

Art Anchor Standard 5 MA:Pr5.1.3.a.-Exhibit developing ability in a variety of artistic, design, technical, and organizational roles, such as making compositional decisions, manipulating tools, and group planning in media arts productions.

MA:Pr5.1.3.b-Exhibit basic creative skills to invent new content and solutions within and through media arts productions.