



# Dori Duchow's Kindergarten Lesson Plan

Title of Lesson: The Gingerbread Man		Date: December	Timeframe of Lesson: 2 days
Author: Dori Duchow		School District: Wrightstown Community School Dist.	
Subject Area(s): Language Arts		Campus: Wrightstown Elementary	
State Standards <a href="http://www.dpi.state.wi.us/dpi/standards/">http://www.dpi.state.wi.us/dpi/standards/</a>  Technology Specific: <a href="http://dpi.wi.gov/imt/itlftst.html">http://dpi.wi.gov/imt/itlftst.html</a>		Subject Specific: A.4.1 Uses effective reading strategies to achieve their purposes in reading. A.4.2 Read, interpret, and critically analyze literature. A.4.4 Read to acquire information. C.4.2 Listen to and comprehend oral communications. Technology Specific: E.4.1 Use computers to acquire, organize, analyze, and communicate information. A.4.1 Use common media and technology terminology and equipment A.4.2 Identify and use common media formats A.4.3 Use a computer and productivity software to organize and create information	
Stated Objective(s)		<ol style="list-style-type: none"> <li>The students will develop oral language (listening and responding.)</li> <li>The students will summarize the story, identify the characters.</li> <li>The students will identify what happened in the beginning, middle and end of the story.</li> <li>The students will distinguish between fantasy from realism.</li> <li>The students will use the computer program Kid Pix Studio Deluxe to illustrate their favorite part of the story (beginning, middle or end.)</li> <li>The students will create their own gingerbread man on the Starfall site.</li> </ol>	
Procedures for Lesson		DAY 1: <ol style="list-style-type: none"> <li>Read <u>The Gingerbread Man</u> from Scholastic/pictures by Karen Schmidt, using the iPod audio book.</li> <li>Discuss the sequence of the story.</li> <li>List the characters in the story.</li> <li>Discuss the students' favorite part of the story and distinguish between real/fantasy in the story. (Will they ever see a real gingerbread man?)</li> <li>In the computer lab, during computer time, (all computers will be set up on the Starfall site: <a href="http://www.starfall.com/n/holiday/gingerbread/load.htm?f&amp;n=main">http://www.starfall.com/n/holiday/gingerbread/load.htm?f&amp;n=main</a>) where they will create their own gingerbread man after being given the directions and a whole class instructional.</li> </ol> DAY 2: <ol style="list-style-type: none"> <li>Reread the story <u>The Gingerbread Man</u>.</li> <li>Review the list of characters in the story.</li> <li>Summarize and retell the story (using flannel board pieces) emphasizing the <b>beginning, middle and the end</b> of the story.</li> <li>Have students share their favorite part of the story (<b>beginning, middle or end</b>.)</li> <li>In the computer lab, (during an open computer lab time) using the computer program <b>Kid Pix Studio Deluxe</b>, the students will illustrate that favorite part of the story.</li> <li>Students will try to sound out the phonetic spelling of the character that they have drawn and type that on the page along with their name.</li> <li>Students will print off picture as documentation and it will be added to their project portfolio.</li> </ol>	
Assessment or Evaluation		Observation and questioning for understanding Observation of children working with computers, creating own gingerbread man Observation of children working with computers, illustrating their favorite part on the computer ( <b>beginning, middle or end</b> ) Creation of new words as students print the name(s) of their character(s). Documentation of student work kept in student portfolios. Assess printed out project for correct use of technology	
Enrichment		Read different versions of the <u>Gingerbread Man</u> so we can compare and contrast the stories. Create a class big book version of the <u>Gingerbread Man/Boy</u> , where students would illustrate different the different characters who try to catch the <u>Gingerbread Man/Boy</u> .	
Materials		Book: <u>The Gingerbread Man</u> from Scholastic/pictures by Karen Schmidt, the iPod audio book, iPod Touch with speakers, flannel board story pieces, chart paper, markers, computers in the lab, computer site, computer software	
		<b>Technology Resources:</b> Kid Pix Studio Deluxe Three software, Starfall site: <a href="http://www.starfall.com/n/holiday/gingerbread/load.htm?f&amp;n=main">http://www.starfall.com/n/holiday/gingerbread/load.htm?f&amp;n=main</a> computer lab with printer <b>Other Resources:</b> Book: <u>The Gingerbread Man</u> from Scholastic/pictures by Karen Schmidt, the iPod audio book, iPod Touch with speakers, flannel board story pieces, chart paper, markers	