Storytelling with Brush Ninja

Monday, April 13, 2020   11:25 AM

OBJECTIVE:

SWBAT- Develop a storyboard and retell a familiar folk tale using Brush Ninja.

PERFORMANCE STANDARD:

AASL Standard(s):
2018-Learner-V.B.2
Learners construct new knowledge by:
2. Persisting through self-directed pursuits by tinkering and making.

ISTE Standard(s):
6B:
Students create original works or responsibly repurpose or remix digital resources into new creations.

CCSS Standard(s):
CCSS.ELA-LITERACY.W.2.3
Write narratives in which they recount a well-elaborated event or short sequence of events, include details to describe actions, thoughts, and feelings, use temporal words to signal event order, and provide a sense of closure.
CCSS.ELA-LITERACY.W.2.6
With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
CCSS.ELA-LITERACY.W.3.3
Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.
CCSS.ELA-LITERACY.W.3.3.C
Use temporal words and phrases to signal event order.

Materials:
"**3 Little Puppies**" Brush Ninja
Storyboard handouts
- Gr2_Unit7_GB_Generating Ideas Storyboard PtI
- Gr2_Unit7_GB_Generating Ideas Storyboard PtII
- Gr2 Revising and Editing Guide

- **Introduction/Stating the Standard:**
  - Welcome/ Intro: Today we are going to animate a story. What does it mean to animate? (ex. Dav Pilkey – Flip-o-rama, flip book, cartoons, etc...) Animation is taking a series of images and putting them together to tell a story. Brush Ninja is a simple app that allows you to create simple animations called gifs.
  - During the 2nd grade unit on folk tales (Unit 7: Got the Message: Fables and Folktales) students compare various versions of the story Cinderella. For today's example I will be using an called "The 3 Little Puppies and the big mean wild boar" which is a fractured version of the original story. A fractured fairy tale is like a new way of telling an old story with a twist. You can change the characters, setting, story details, and follow the original sequence of events with a few surprises.
  - With animation, we can tell the story details and actions with pictures, we can record dialogue with audio or use talk bubbles, and use temporal words to set up the story and show the passage of time by connecting the events of the story. Examples of temporal phrases might be: "Once upon a time..." "Later that day in a far-away castle..." "In the beginning..." "And everyone lived happily ever after..."
  - 4 steps to making a story in Brush Ninja:
    - Organize the story elements
    - Create a story board

- Edit your text to basic temporal words and short descriptions
- Animate events

- **Guided Practice, Independence Practice, and Feedback:**
  - Organize the story elements
    - [Gr2_Unit7_GB_Generating Ideas Storyboard PtI](#)
  - Create a Storyboard
    - [Gr2_Unit7_GB_Generating Ideas Storyboard PtII](#)
  - Edit your text to basic temporal words and short descriptions
    - [Gr2 Revising and Editing Guide](#)
  - Animate events
    - [Brush.ninja](#)

- **Summary, Assessment, and Closing:**
  - Book Plugs
    - *Stamped* by Jason Reynolds and Ibram X Kendi
    - *Marvelous Cornelius* by Phil Bildner, illustrated by John Parra