Retelling Stories with Ozobots

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Grades: **1**
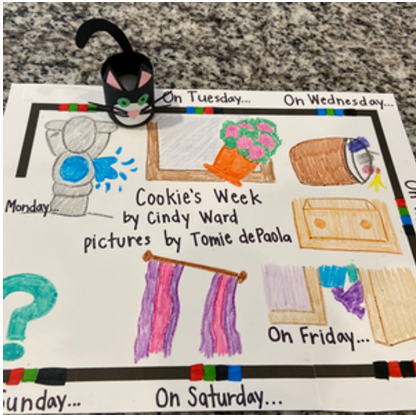
Coding Methods: **Color Codes**

Subjects: **ELA, Computer Science**

Robots: **Bit**

Brief Summary

Retelling stories with Ozobots is a lot of fun. Students will learn to include the characters, setting, and most important events in sequence.

Pre-Reader/ESL: **No**

Required Materials

- 1 Evo or Bit per student
- 1 Color Code Reference Sheet per student
- 1 Blank Retelling Mat or White Paper per student
- 1 Cookie's Week by Cindy Ward per class
- 1 Crayons, Markers, or Colored Pencils per student
- 1 Assortment of Construction Paper per class
- 1 Scissors per student
- 1 Glue Stick per student
- 1 Assortment of Grade Level Texts per student

Lesson Objectives

- Students will be able to describe characters, settings, and major events in a story using key details.

Preparation

Background Knowledge

(None)

Lesson Tips

- Don't draw illustrations too close to your color codes. They might impact the Ozobot's ability to read your codes correctly.

Direct Instruction (Teacher Facing Instructions):

1   Read aloud Cookie's Week by Cindy Ward. Model how to retell the story by asking students the following questions:
    *Who is the main character in the story? Answer: Cookie the cat
    *What is the setting of the story? Answer: in a house (place), throughout a week (time)
    *What are the major events in the story?
    Answer:
    On Monday, Cookie fell into the toilet and caused water to go everywhere.
    On Tuesday, Cookie knocked a plant off the windowsill and caused dirt to go everywhere.
    On Wednesday, Cookie knocked over a trash can and caused garbage to go everywhere.
    On Thursday, Cookie climbed into a kitchen drawer and caused pots, pans, and dishes to go everywhere.
    On Friday, Cookie went into a closet and caused clothes to go everywhere.
    On Saturday, Cookie climbed the curtains and fell down.
    On Sunday, Cookie might rest.

2   Display a copy of the retelling mat. Model how to sketch a picture beside each set of blank boxes. Refer to the Color Code Reference Sheet and discuss how students might select codes to represent important events from the story. Students might select the "Tornado" color code to show how Cookie caused water to go everywhere when it fell into the toilet. Color in the boxes with the color codes selected by your students.

3   Explain that students can use construction paper, scissors, and glue to create costumes for their Ozobots. They might form a circle that fits tightly around the Ozobot before adding the characters face or body parts to the circle.
    *This step is optional, but it provides students with an outlet to express their creativity. It also gives them the opportunity to think about a character's physical traits.

4   Model how to calibrate the Ozobot by holding down the power button until it flashes white. Place the Ozobot in the middle of a black circle. The Ozobot should blink green if it is ready. If it blinks red, begin the calibration process again.

5   Place the Ozobot's costume on it before setting it on the beginning of the black line. Students can collaboratively retell the story as the Ozobot reads the color codes.
    *It might be helpful to record a video of the Ozobot in action and project the video for the entire class to clearly see. You can pause the video as it reaches each color code so that students will have the time they need to help you retell the events with the appropriate level of detail.

Lesson Closure (Optional)

(None)

Student Practice (Student Facing Instructions):

1   Choose a "just right" book to read.
    Goals: I can read a book that is not too challenging or too boring.

2   Who is the main character in the story? Create a costume for your Ozobot so that it will look like the character.
    Goals: I can identify the main character in a story.

3   What happened in the story? Sketch pictures on the retelling mat so that you will remember the events from the story in order.
    Goals: I can retell the most important events from a story in order.

4   Look at the "Color Code Reference Sheet." Color the boxes beside your pictures using the codes.
    Goals: I can create an algorithm for an Ozobot using color codes.

5   Hold down the power button on the side of the Ozobot until it flashes white. Place the Ozobot on a black circle. It is ready when it flashes green. If it flashes red, hold down the power button and place it on the black circle again.
    Goals: I can calibrate an Ozobot.

6   Place the Ozobot on the black line and run the code. Retell the story as your Ozobot moves from picture to picture.
    Goals: I can describe the characters, setting, and major events in a story using key details.

Supplements

Additional Attachments

- Retelling Mat.pdf
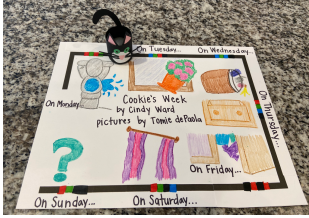
Academic Standards

- CCSS.ELA-LITERACY.RL.1.3
- ISTE.6.c