SHELLTERED

Instruction For

English
Language
LEARNERS
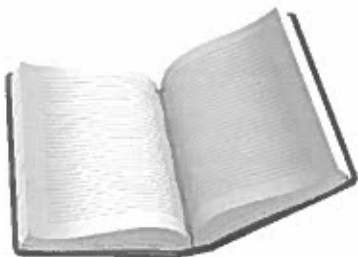

LESSON PREPARATION

- Incorporate listening, speaking, reading and writing activities
- Manipulative, props, photographs, illustrations
- Demonstration of lesson procedures
- Videos, DVDs, CD-ROMs, audio tapes,
- Adapted, taped, or highlighted text
- Teacher – prepared outlines High-interest, Low-readability texts, Trade books
- Thinking maps and other graphics organizers
- Bilingual dictionaries, native language texts

Building Background

- Question Stems to elicit and share background experiences
- Classroom charts and posters to link prior learning to new learning Advance Organizers
- Videos, DVDs, stories, articles, books pictures, or photographs
- Insert Method, Anticipation Guides
- Word sorts, Vocabulary flipbooks, Words generation activities
- Vocabulary Self-Collection Strategy (VSS), Personal dictionaries, Cloze activities
- Mnemonic strategies, Interactive word walls, Labeling, Word knowledge self-assessment, Word banks, Cognate study

Comprehensible

- Preview lesson topic; provide multiple exposures to key details
- Provide both oral and written direction for tasks
- Step by step explanation and modeling of tasks
- Display a finished product as an example
- Assess student' comprehension often ("Tell your partner what to do," Thumbs up if you can repeat the directions", etc.)
- Multitude resources (music, overhead transparencies, PowerPoint presentations, Web sites, videos/DVDs, etc.)
- Graphic organizers specific to the task
- Allow student to express understanding via alternative forms
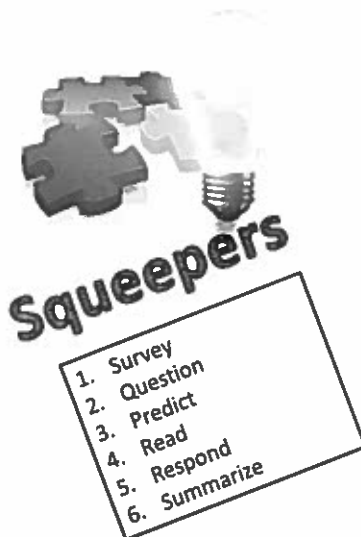
What to say instead of "*I don't know*"

- **Accountable Conversation Questions**
  - May I please have more information?
  - Will you please repeat the question?
  - May I please ask a friend for help?
  - Will you please rephrase the question?
  - May I please have some time to think?   (Seidlitz, 2009)

Strategies

- Mnemonic Strategies
- Squeepers
- Rehearsal Strategies
- Thinking Maps and other graphics organizers
- Text comprehension strategies (predicting, retelling, summarizing, etc.)
- Questioning the Author
- Anticipation/ Reaction Guides
- Think Alouds
- Note Taking (Three-Column, Cornell notes, etc.)
- Scaffold Questions/ Verbal scaffolding of student responses\
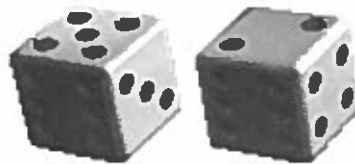- *Question stems* that promote higher-order thinking skills

Squeepers
1. Survey
2. Question
3. Predict
4. Read
5. Respond
6. Summarize

Interaction

- Cooperative Learning Strategies (Think-Pair-Share, Numbered Heads Together
- Dialogue journals
- Pen pals / email exchange
- Role play, charades, or pantomime
- Vary grouping configurations according to lesson objectives
- Incorporate sufficient wait time / avoid answering for students
- Student sharing of key words or concepts in L1
- Game based-learning

Activity:
Guided Reading Dice

Guided Reading Activity Dice
For Fiction Stories

What is the main idea of this selection?		Explain why you think the title is a good one for this story.
Why do you think the main character did that?		What is the main problem in this story?
Describe the main character's strengths and weaknesses.		What lesson does the main character learn?
What part of this story could be true in real life?		Which character in the story is most like you?
Why do you think the author wrote this story?		What is a theme in this story?
Can you think of another story that is similar to this one?		How is this story different from the last story we read?
How does the main character change during this story?		Give an example of figurative language from the story.
How did the author describe the setting?		What did two characters have in common?
How does the author describe things so you can see them?		How would you change the story if you could rewrite it?
How did the characters attempt to solve the problem?		What words are clues to the character's feelings?
How does the setting affect the Story?		

Practice and Application

- Manipulative / models
- Kinesthetic activities
- Thinking Maps and other graphic organizers
- Debate
- Discussion
- Role play
- Letter writing Interviews
- " Report out" information, orally or in writing
- Inquiry-based project

Lesson Delivery

- State, post, and explain "student-friendly" objectives
- Explicitly address lesson objective during instruction
- Think-Pair-Share
- Chunk and Chew technique
- Response cards
- Take a Stand
- Differentiate instruction based on student language levels

Depth of Knowledge/Bloom's Taxonomy Forms

Review and Assessment

- Act out key vocabulary
- Draw / Write the answer on individual white boards
- Non-verbal responses (thumbs-up, thumbs-down)
- Journal entries
- Student-GENERATED RUBRICS
- Portfolios
- On –going, informal assessment
- Teacher observation

Differentiating by Language Level
Instructional Planning Guide

Advanced/Advanced High	Intermediate	Beginners

Shadow Puppet Edu

By Seesaw Learning Inc.

Open ITunes to buy and download apps.

Description

Easily create videos in the classroom! Students as young as five can make videos to tell stories, explain ideas, or document their learning. 30– lesson ideas supporting Common Core make it easy to get started!

Seesaw Learning Inc. Web Site ▸   Shadow Puppet Edu Support ▸   ...More

What's New in Version 2.8.3

iOS 9 Support

Aurasma

By Aurasma

Open ITunes to buy and download apps.

Description

HP Aurasma is changing the way we interact with the world. Discover augmented reality experiences, create your own Auras, and share with friends.

Aurasma Web Site ▸   Aurasma Support ▸   Application License Agreement ▸   ...More

What's New in Version 5.1.1

New in 5.1.1
* Aurasma and all its great features are now ready for iOS 10!

Epic! – Unlimited Books for Kids

By Epic! Creations Inc

Open ITunes to buy and download apps.

Description

Epic! is the leading all-you-can-read eBook library for kids 12 and under offering unlimited access to over 15,000 high-quality children's books, now including thousands of read-to-me and Audio books.

Epic! Creations Inc Web Site ▸   Epic! – Unlimited Books for Kids Support ▸   ...More

What's New in Version 2.08

- Now with Sesame Street books and videos!
- Collections now appear in "Search". When you search for any topic, collections will appear in the results. If you're looking for a specific collection, you can search for it by name and easily find it.

This app is designed for both iPhone and iPad   ...More

Free

Explain Everything™ Classic

By Explain Everything sp. z o.o.

Open iTunes to buy and download apps.

Description

"If you cannot do it with Explain Everything, it probably can't be done!"

This is the original "classic" version of Explain Everything, used by over 3 million people all over the world who are

Explain Everything sp. z o.o. Web Site ▸   Explain Everything™ Classic Support ▸   ...More

What's New in Version 3.33

iOS 10 compatibility
Web search enabled in address bar of inserted web browser
Bug fixes

Presentation Planning

Instructions: Pick a character from a book you are reading and fill out the information for each slide.

Slide 1: Introduce yourself and your topic
Character Analysis: Character of choice

_____

_____

_____

_____

Slide 2: Display a drawing of your character and add specific details that identify him or her. Write your narration of your drawing.

_____

_____

_____

_____

Slide 3: Describe some of the character's actions throughout the story

_____

_____

_____

_____

Slide 4: Describe some of the character's actions Create a graphic organizer describing important character traits and add a narration

_____

_____

_____

_____

Slide 5: Conclude the presentation

_____

_____

_____

_____

Rules for Apps Smashing:

#1 Limit to 3 Apps
Too many apps can be frustrating to students. I limit my students to just using 3 apps (still allowing them choice). Make sure you have plenty of apps that save to the camera roll. If not, you can always have them take a screenshot and then crop the photo.

#2 Limit Time to 10 Minutes/App
This is the hardest part about App Smashing. You can get really carried away with all the different things your brain is coming up with while you are creating. I usually give my students about 30 minutes total to create something. This divides out to be about 10 minutes per app. Every ten minutes, give a warning so students can gauge their work.

#3 Allow Student Choice
Students are going to be comfortable with a variety of different apps. By allowing student choice, you are giving your students the ability to work with what they know to really "wow" you with their skills. You could list various apps on the whiteboard so they know what their choices are. Another way you could regulate what apps students use is by making a tic-tac-toe board with 9 different apps. Students must choose three apps that form a line during their app smash project.

#4 Allow Creativity to Shine
What you think "looks good" and what students think "looks good" are two totally different things! You have to be willing to accept if something is not centered or easily readable (they like the funky fonts). The more they practice using different apps, the better they will get at them.

Make sure you have examples of finished projects on hand for your students to reference. You will find that students will gravitate towards apps that they know the best. Sometimes you will need to help them get out of their comfort zone by assigning one of the three apps so they get familiar with it.

#5 Require Audio and Images
This is an optional rule. I always like to hear my students' voices. There are so many apps that will allow them to record themselves. I tend to require both audio and images (and even video from time to time) on each App Smash project.

Make sure you discuss with students about good recording practices. Things like slowing down when they are reading, taking a breath before they run out of oxygen, practicing before recording, being quiet while someone around them is recording, etc. are important things to discuss. My students have found different nooks around my room that they like to "hide" in while they are recording.

App Smashing in the ELA Classroom

By Denise Gallegos
& Pat Segura

EPIC!

What is APP Smashing?

- App Smashing is the process of using multiple apps to create projects or complete tasks. App Smashing can provide your students with creative and inspired ways to showcase their learning and allow you to assess their understanding and skills.

Today's objectives

- Upon completion of this training, participants will be able to create a video, which includes photos, images, or maps. Through the addition of text, music, and audio, participants will be able to create a polished video. Teachers will be using the APP SMASHING technique to complete this assignment.

Content Creation Apps

- Content creation apps promote:
- Higher-order thinking
- Collaboration
- Connections to real world learning
- Student engagement

These types of applications turn your students into creators with a purpose.

Popplet

- Popplet is a tool for the iPad and web to capture and organize your ideas.
- Create a graphic organizer that identifies some important character traits about your character.

Challenge:

- Think of a book that you are reading in your class or that you plan to read. Choose a character to analyze.
- Target Skill: Character Analysis

Drawing Desk

- Drawing Desk will transform your device into a drawing pad.
- Challenge: Draw a picture of the character and add specific details that will help identify him or her. Add a speech bubble to your character.

Shadow Puppet EDU

- Users can create easy to share videos with Shadow Puppet EDU by combining photos, videos, narration, text, and drawing into the video. Students can create videos to share what they've learned, publish a story, explain a concept, or advertise a new product.
- Challenge: Create a video presentation following the presentation planning page provided by your teacher.

App Smashing Links

- http://sandbox.sebco.car.teachers.load/apps/ma shing
- http://eetechteacher.org/unleashing-creativity-oreg-kulowiec-app-smashing-from-beth-holland/
- https://www.smore.com/9gr1x-elementary-ipads

Share Your Project!

- Any questions?

Language of the Discipline

What terminology is specific to each type of literature?

With the right tools & the right attitude, there is not a thing you cannot do!

Roots

Astro	Aqua	Aud	Auto
Bene	Biblio	Derm	Dict
Dorm	Frig	Geo	Heml
Hemo	Herb	Hydra	Lumen
Mania	Mid	Mega	Morph
Multi	Neg	Nocto	Oculus
Osteo	Paleo	Ped/pod	Phobia
Phone	Photo	Phys	Phyto
Port	Post	Rupt	Saurus
Scope	Sect	Sphere	Struct
Super	Tele	Terra	Thermo
Trans	visio		

Prefixes & Suffixes

Mono-	Bi-	Tri-	Quadra
Penta-	Hexa	Septa-	Octo-
Deca	centi	mili	
De-	Mis-	Micro-	Dis-non-
Hyper-	Sub-	Over-	Un-
Poly-	Anti-	Inter-	Ex-
Pre-	Im-	Ir-	Il-
In-	Re-	-en	-s
-es	-gram	-graph	-er
-or	-ology	-less	-ed
-ful	-ous	-able	-ible
-est	Co-		

Other Noteworthy Vocabulary

Strategies	Main Idea	Topic	Ingredients/Materials	Dialogue	Guide words
Perspective	Message	Context	Conclusion	Selection	Expert Opinion
Guess	Passage	Clues	Statistics / #	Title	Pictures with captions
Infer	Purpose	Trickster	Text Evidence	Narrative	Symbolism
Implicit	Techniques	Synonym	Details	Procedural	Opinion
Explicit	Genre	Text	Intention	Encyclopedia	Syllable
Foreshadow/Flashback	Antonym	Fact	Multiple Meaning	Atlas	Chronological order
Behavior/Trait	Eyewitness account	Clues	Dictionary	Thesaurus	Protagonist
	Alike	Summary	Online internet	Chronological order	Antagonist
		Irony	Different		

Literary Texts

- Plot
- Introduction/exposition
- Characters
- Setting
- Problem/Conflict
- Rising Action
- Climax
- Falling Action
- Denouement/Resolution
- Conclusion
- Message/theme/lesson
- Mood
- Pictures: no captions

Informational Texts

- Numbers
- Dates
- First and Last Names
- Pictures with captions
- Subtitles/sub-headings
- Details / Facts
- Tables
- Charts
- maps

Drama

- Cast of Characters
- Stage Directions
- Narrator
- Scenes
- Acts
- Props
- Dialogue
- Script
- Audience

Dictionary Skills

- The definition of a word as it used in the passage...
- # of Syllables (bi-fo-cal)
- What word rhymes with the first syllable in (bi-fo-cal)?
  A. bow   B. sky   C. fall
- Part of Speech
- Multiple meanings
- Origin

Genres

- Informational Texts
- Mystery
- Realistic Fiction
- Science Fiction
- Folk Literature
- Fantasy
- Historical Fiction
- Biography
- Poetry
- Drama

Point of View

- 1st Person (I, me, we, us, our, my) Not in Quotes
- 2nd Person (Commands, Recipes, or instructions..you or understood you..not tested in 3rd/4th)
- 3rd Person Omniscient (knows the thoughts of all characters)
- 3rd person Limited (knows the thoughts of 1 character)

Authors Organization

- Seq.
- C/E
- P/S
- C/C
- D
- Cat.

Poetry

- Lines
- Stanzas
- Line Breaks
- Rhyme Scheme
- Free Verse
- Lyrical
- Meter
- Rhythm
- Poet
- Internal Rhyme
- Sensory Language
- Simile
- Hyperbole
- Alliteration
- Metaphor
- Personification
- Onomatopoeia
- Idioms
- Concrete
- Limerick
- Cinquain
- Haiku

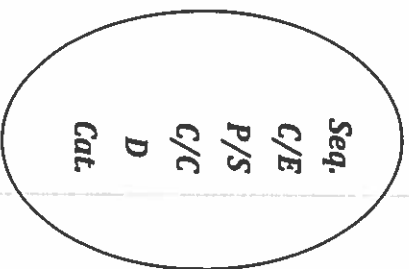| L	S	LB	RS

2R/W	FL
MI	

Text Features

- Guide Words
- Diagrams
- Types of Print
- Ingredients
- Subheadings
- Speech Bubbles
- Graphs (pie, bar, line, picture)
- Maps
- Captions
- Timelines
- Table of contents
- Glossary
- Cartoon
- Bullets
- index

Author's Purpose

- P....persuade
- I....inform
- E....entertain
- Ex..express
- D....describe

Words in Context

- Read Around
- Break it Down
- Base word
- Prefix / Suffix
- Roots
- Substitute
- Prior Knowledge
- Does it mean more than one?
- Does it mean something else?