

Final Project

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Title: What Lives in a Shell?

Subjects: Reading, Writing, Science and Technology

Grade Level: 2nd

Description: After reading the story "What Lives in a Shell?" from their reading anthology, children will select a brown bag that has a shell in it. They will describe the shell and try to identify the animal to which it once belonged. The students will use the attached worksheet as a draft before entering their describing words into an Inspiration graphic organizer document. To aid in shell identification students will use the website, <http://www.gallery.yahoo.com>, to find a picture of their shell animal and <http://www.enchantedlearning.com> to see a simplified, labeled picture of their shell animal. The students will take a digital picture of the shell they found inside their brown bag. Then each student will create a KidPix slide show.

Note: In a follow-up lesson students will also use their Inspiration graphic organizers to write descriptive paragraphs about their shells.

Curriculum Benchmarks: NETS standards

Standard 1: Basic operations and concepts

- Ø Students demonstrate a sound understanding of the nature and operation of technology systems

- Ø Students are proficient in the use of technology.

Standard 2: Social, ethical, and human issues

- Ø Students practice responsible use of technology systems, information and software.

Standard 3: Technology productivity tools

- Ø Students use technology to enhance learning, increase productivity, and promote creativity.

Standard 5: Technology research tools

- Ø Students use technology tools to locate, evaluate, and collect information from a variety of sources.

Materials/Hardware/Software:

Student anthologies with the story "What Lives in a Shell?"  
Shells of various animals  
Lunch-sized brown bags  
Digital Camera  
Floppy Disks  
Student computers  
Internet Access  
Inspiration Software by Inspiration Software, Inc.  
KidPix Deluxe 3 Software by Broderbund  
Worksheet for graphic organizer draft

#### Teacher Preparation:

Create Bookmarks on student computers to: <http://www.enchantedlearning.com>  
and <http://www.gallery.yahoo.com>  
Prepare and make copies of graphic organizer worksheet  
Put an animal shell in each of 25 bags (this allows for extra bags so every child has a choice)  
Sign out digital camera  
Put labels on student floppy disks

#### Student Preparation:

The students will need to know basic use of the computer, mouse and computer keyboard

They will need to be able to turn on the computer, log in, locate programs, use shift, return, delete and arrow keys, save work, print, close programs and log off.

The students will need to know how to navigate in the Inspiration program.

- They must be able to open the program, insert words, create a new bubble, select a graphic, select a background color, select a border color, name and save their work to the H drive, and print their work.

The students will need to know how to use the KidPix Deluxe 3 program.

- They must be able to open the program, insert a floppy disk, import an image from a saved location, create a text box, type a caption, name and save a picture, go to the slide show, create a slide show using appropriate sounds and transitions, name and save a slide show

The students need to be able to use the internet:

- They need to be able to access Bookmarks, gather information from the internet site, copy an image and save it to a retrievable location

- They need to know that internet pictures are copyrighted material and they must follow copyright laws by only using sites that are designated as copyable.

The students need to be able to take a digital picture.

- They need to insert a floppy disk, put the camera strap around their necks, hold the camera steady, aim at the object, wait for the automatic focus and then take the picture.

### Activities/Procedures:

1. Students will read the story, "What Lives in a Shell?" and become familiar with it through multiple readings and class discussion.
2. Students will select a brown bag with an animal shell inside.
3. Students will describe their shells using the graphic organizer worksheet to record their adjectives.
4. Students will use Inspiration software to input their graphic organizer draft, add a graphic to the main idea, select background and border colors and print their Inspiration web.
5. Students will take digital pictures of their shells
6. Students will identify their shells by using information from <http://www.enchantedlearning.com> and <http://www.gallery.yahoo.com>
7. Students will create a slide show in KidPix Deluxe 3. Students will create and label the following slides for their shell animal:
  - a. A title slide with a name of their slide show and a student created picture of their shell animal
  - b. One slide with the imported picture from the digital camera.
  - c. One slide with the imported picture from the Yahoo Picture GalleryStudents will use a textbox to label the imported pictures using at least one adjective.
8. Students will add appropriate sounds and transitions to their slide shows.
9. Students will save their slide show to the H drive for later viewing.

### Assessment/Evaluation

- See attached rubric
- Students will present their slide shows to the class

### Follow-up Activities

- Students will present their slide shows to parents at an after school Open House.
- Students will use Inspiration webs to write descriptive paragraphs about their shells. These writings will also be available for viewing at the Open House.

### Mind Web Draft

Name \_\_\_\_\_

Directions: Write four describing words for your shell. Be sure to use words that tell about color, texture, size, shape or interesting details. You may add more words if you choose to.