

PEDAGOGICAL FILES

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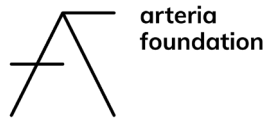
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PEDAGOGICAL FILES

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These pedagogical files have been produced by the **ABIBokks - Acquisition of Basic skills through Interactive books** project consortium, which consists of:



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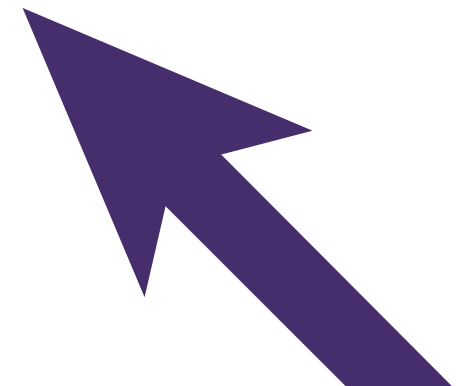
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PEDAGOGICAL FILE 1

1. GENERAL INFORMATIONS

Activity title: “Discovering the Earth’s Moon”

Subjects: Sciences, Solar System, Earth’s moon

Timing: 120 min

Resources: “First Woman” by NASA

Learning objectives:

- Develop an understanding of lunar exploration history
- Foster critical thinking and research skills
- Writing and reflection skills
- Promote teamwork and creativit

Materials needed: Tablet or computer with the App (interactive whiteboard) to access the AR add-ons, The Graphic novel (printed, online or audio file)

2. SCENARIO

Instructions:

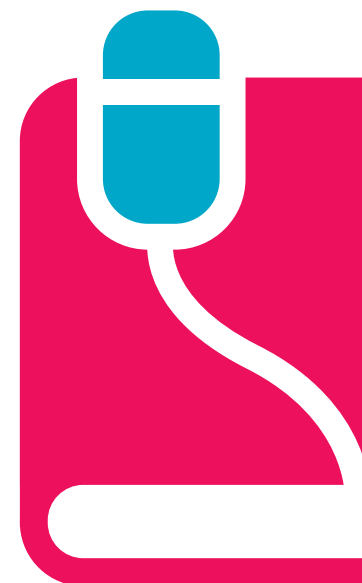
First, you will need to read the graphic novel with your class, it can be a homework to do before the activity, the graphic novel is freely accessible online.

Activity 1: Mission to the Moon Timeline

Ask students to research and create a timeline of significant milestones in lunar exploration, including the first human landing on the moon.

Encourage them to use online resources or reference books to gather information.

You can work altogether on the same timeline and divide the key events and their historical significance by groups of 3 to 4 students.



Activity 2: Moon Phases Craft

After reading the digital book, explain that the moon has different phases (e.g., full moon, crescent moon). Provide students with materials like black construction paper, chalk or pastels, and stencils. Guide them to create moon phase art, showing the different stages of the moon. Discuss the significance of the moon's phases in the context of space exploration.

Activity 3: Mission Journal

Ask students to imagine themselves as astronauts embarking on a lunar mission. Provide them with journals to write „mission logs“ detailing their thoughts, observations, and experiences during the journey. Encourage them to reflect on the challenges and excitement of space exploration through their journal entries.



PEDAGOGICAL FILE 2



1. GENERAL INFORMATIONS

Activity title: Cuckoo in the world of birds

Subjects: Colours and shapes

Timing: 2 hours

Resources: Koukouska

Learning objectives:

- Colour detection
- Visual shape recognition and naming
- Combined thinking, colours-shapes

Materials needed: tablet - smartphone, construction paper in various colours, scissors, glue

2. SCENARIO

Instructions:

- Students experiment on their own with the e-book
- Read the e-book with the students
- Follow the activities

Activity 1

The children listen to the story of the cuckoo and in each changing picture the children must identify a specific shape that has been asked of them by the teacher. They cut shapes in different colours and create their own page of the book.

Activity 2

The children are now looking in the illustration for a specific combination of colour and shape e.g., a green square. After finding the combinations asked in the digital book, they are then asked to create a double-entry board with colours and shapes.



PEDAGOGICAL FILE 3



1. GENERAL INFORMATIONS

Activity title: Reading - Everyday Items

Subjects: English (ESL)

Timing: 50 minutes

Resources: My Brother and Me (My Brother and Me (storyweaver.org.in))

Learning objectives:

After this lesson, students will be able to

- Identify specific vocabulary items in context (1st - 2nd grade level)
- Classify objects (basic school and transport vocabulary) according to context
- Illustrate their understanding of a narrative text by answering specific questions regarding the story

Materials needed: video-projector, laptop, whiteboard, smartboard

2. SCENARIO

Instructions:

- Teacher asks the students to open their notebooks and write the title of the story

Activity 1

The Teacher displays the story on the smartboard and asks the students to read each slide, ignoring the missing word-gap

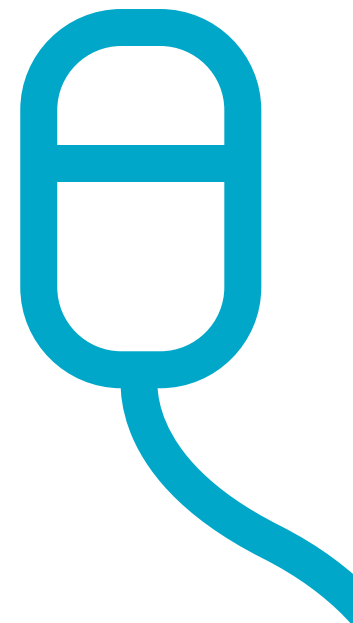
Activity 2

After reading each slide, students write the story in their notebooks, each slide in a new paragraph, filling-in the missing word and underlining it. The students then re-read (one sentence/slide each) the story with the correct word (words) filled in the gap, and check the answer with their classmates.

Activity 3

Re-reading and comprehension activities with the following guide questions:

1. Who is the older brother?
2. How do they go to school?
3. Who plays cricket with Samir?
4. In what grade is Samir?
5. What other objects can we find in a backpack?



PEDAGOGICAL FILE 4



1. GENERAL INFORMATIONS

Activity title: My neighborhood, my town, my word

Subjects: I.C.T. / math area

Timing: 6 hours + trip on the whereabouts

Resources: "A bus story" (app for android) google earth

Learning objectives:

After this lesson, students will be able to

- Observation, exploration, analysis of the surrounding environment
- Curiosity and criticism implementation
- Environmental and ecological awareness

Materials needed: tablet - smartphone

2. SCENARIO

Instructions:

- Read the story and play games
- Do the activities together

Activity 1

Guided comprehension through questions (Who is the main character?

What misadventure happens to the main character? How does he solve the problem?)

Activity 2

Trip on the field and virtual tours, to observe and analyze child's living environment and a natural environment.

Evaluation of the geographical and environmental characteristics and of the native flora and fauna.

Activity 3

How would you like to improve your neighborhood and your Town? Answer by drawings, written and illustrated descriptions.



PEDAGOGICAL FILE 5



1. GENERAL INFORMATIONS

Activity title: "Get your voice out"

Subjects: music, language

Timing: 2 hours

Resources: "Och" Hervé Tullet

Learning objectives:

After this lesson, students will be able to

- Development of the sound imagination
- Developing the ability to control one's own voice
- Stimulating the child's creativity

Materials needed: PC with projector, multimedia board, sheets of paper and coloured pencils

2. SCENARIO

Instructions:

- Reading the book together
- Doing the activities

Activity 1

Reading the book through different ways of producing sound with one's own voice.

Learning together about the graphic symbols describing music notation.

Activity 2

Divide the class into smaller working groups to draw drawings modelled on those in the book.

At the end they will perform them in front of the whole class singing their drawn compositions.



PEDAGOGICAL FILE 6

1. GENERAL INFORMATIONS

Use of the ebook „Eux et Nous” by Kouam Tawa

Objectives:

- Introduce students to cultural diversity and intercultural understanding
- Promote tolerance and respect for differences
- Stimulate critical thinking and discussion among students

Target audience: pupils aged 6 to 8

Estimated duration: +/- 250 minutes

2. SCENARIO

Activity 1: Reading (10') Read the „Them and Us” ebook as a class or in small groups, encouraging students to ask questions about words or concepts they don't understand.

Activity 2: Class discussion (20') Organise a class discussion session to explore the key themes of the book. Ask open-ended questions to stimulate critical thinking, such as: What is the theme of the book? What differences are highlighted? What does it mean to be different? Why are children told to be wary? What is mistrust? What does it feel like to be different or to meet someone different? Encourage the students to share their opinions and support their answers with examples or events they have experienced. Make sure you listen carefully.

Activity 3: The thread of similarities and differences (20') Give each student a piece of coloured string or yarn and ask them to find a classmate who looks different from them. Then each pair shares one similarity and one difference between them, while wrapping the string around their fingers to represent the connection. This creates a symbolic spider's web showing how differences can also unite people.



Activity 4: Discovering inspirational biographies (50') Show the pupils biographies of famous or lesser-known people who have made a positive contribution to the world despite their differences (e.g. Malala Yousafzai, Frida Kahlo, Hawking, etc.). Discuss how these people have overcome the obstacles associated with their difference.

Activity 5: Sharing circle (30') Organise a sharing circle where students can talk about their family background, cultural traditions or any other aspect of their identity that makes them different. Encourage respect and attentive listening during sharing.

Activity 6: Reading traditional stories (50') Choose a few traditional tales from different cultures and read them to the class. Discuss the similarities and differences with the tales they know.

Activity 7: The tree of difference (30') Draw a large tree on a board or on paper. Ask the students to write their names on sheets of paper and attach them to the branches of the tree. On each piece of paper, they should write one thing that makes them different from the other students.

Activity 8: Creating a „We're all different" poster (30') Organise a group activity where students work together to create a large poster with drawings and messages showing that diversity is something to celebrate.

Conclusion (10') End the lesson by reminding students that we are all different in one way or another, but that this makes no difference to our ability to be friends. Encourage them to be open-minded and respect each other's differences.



PEDAGOGICAL FILE 7

1. GENERAL INFORMATIONS

Activity title: “Shapes and colours for storytelling”

Subjects: language, creativity, artistic expression

Timing: 2 hours

Resources: “OH! THE MAGIC DRAWING APP” by Anouck Boisrobert & Louis Rigaud

Learning objectives:

- Discover shapes and colors
- Understanding the horizon line
- Imagining an object from a shape
- Tell a story using selected elements

Materials needed: Tablet or computer with the App (interactive whiteboard)

2. SCENARIO

Instructions:

Play with shapes, colours, and positioning: the initial white screen gives free rein to the imagination, allowing creativity to express itself.

Activity 1

Use different shapes, describe them and their colours.

Move them in relation to the horizon to discover that the same shape can represent different objects.

Ask students to look around them to identify shapes in the real world.

Activity 2

Imagine and create a scene using the different shapes. When ready, tell a short story associated with this universe.

Then turn the tablet to change the horizon line, and a new scene is revealed, allowing students to invent a new story.



PEDAGOGICAL FILE 8

1. GENERAL INFORMATIONS

Activity title: Opposites

Subjects: English (ESL)

Timing: 50 minutes

Resources: "Opposites" by Larissa Honsek (Vooks - Opposites)

Learning objectives:

After this lesson, students will be able to

- Identify pairs of opposites (1st - 2nd grade level)
- Illustrate the meaning of opposite-adjectives in context

Materials needed: video-projector, laptop, speakers, whiteboard, smartboard, playing cards

2. SCENARIO

Instructions:

Teacher projects the video on Vooks to the whole class. Teacher writes the title 'Opposites' on the board and asks students to write it in their notebooks

Activity 1

Students watch the video and write the pairs of opposites in their notebooks, like this:

hot-cold, big-small, spiky-smooth, long-short, black and white, together-by my self, in the back-in the front, full-empty, square-round, sad-happy.



Activity 2

The teacher plays the video a second time, asking students to check if they have everything written down and also asking them to say the words out loud when they hear them.

Then, the teacher displays a set of specially prepared pictures and asks the students to create sentences on the spot with the appropriate adjectives from any given pair of opposites, always keeping the pictures in pairs.

E.g. (as seen bellow):

'The cat is full' (followed immediately by 'The glass is empty').

'The rock is heavy'

'The snail is small'

Activity 3: Game - Black Peter style (Little Donkey for Italy)

After every student has created at least one sentence with one adjective from a pair of opposites, the teacher hands out PLAYING CARDS to students with pictures that illustrate these opposites.

Students can look at the card but ARE NOT SUPPOSED to show their card to any other student.

There is one card that DOES NOT FIT ANY PAIR. The student owning this card is a Black Peter.



PEDAGOGICAL FILE 9

1. GENERAL INFORMATIONS

Activity title: If you are with me I don't lose myself

Subjects: linguistic and emotional-affective area

Timing: 4 hours

Resources: "Story of an Alien" (Android app)

Learning objectives:

- Improve reading, listening and understanding skills
- Analyze situations about emotional and relational area
- Improve and recognize their own emotions

Materials needed: tablet - smartphone

2. SCENARIO

Instructions:

- Read the story and then play games
- Do the activities together

Activity 1

Guided comprehension through questions (Who is the main character?

What misadventure happens to the main character? How does he feel? How does he solve the problem?)

Activity 2

Conversation about the emotional aspect (Have you ever been lost in a very unknown place? How did you feel?

Did you ask for help? How did people close to you react? What do you suggest to your friend in the same situation?)



PEDAGOGICAL FILE 10

1. GENERAL INFORMATIONS

Activity title: The magical world of a hungry caterpillar - Interactive story

Subjects:

- Health education - Nutrition
- Environmental study-Marine life

Timing: 2 hours

Resources: The Very Hungry Caterpillar - Play & Explore

Learning objectives:

- Familiarity with marine life
- Perceptual ability to locate the object in the e-book space
- Development of mathematical thinking-similarities and differences
- Oral communication-description of the story

Materials needed: tablet - smartphone, cards with healthy and non-healthy foods, pictures of sea creatures.

2. SCENARIO

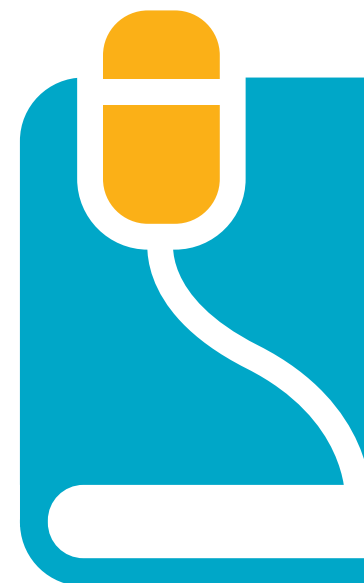
Instructions:

- Students experiment on their own with the e-book
- Read the e-book with the students
- Follow the activities

Activity 1

The children listen to the narration of the fairy tale and are asked to answer a series of quizzes.

The first concerns the separation of healthy from non-healthy foods. In a conventional way, students separate pictures of healthy and non-healthy foods, consolidating what they have learned.



Activity 2

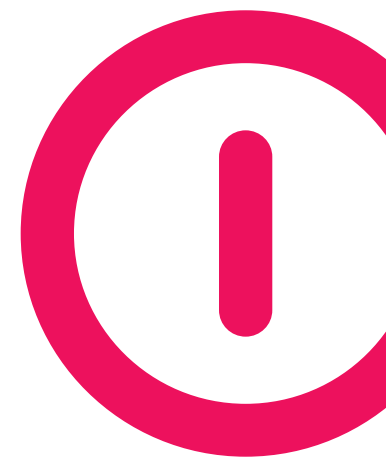
Children continue the story by moving on to the second quiz which is about identifying sea creatures based on their characteristics. Accordingly, students play with sea creatures in a conventional way in the classroom.

Activity 3

In the „spot the difference” game, the children are asked to identify the differences between two seemingly identical pages of the book. The teacher helps the children to count, compare and spot the differences. In addition, children try to find what is missing by performing mental additions and subtractions.

Activity 4

In the next game, the children put stickers in the digital book of the heroes of the story. The teacher with the use of appropriate questions, creates the climate for the child to express a story with these heroes-stickers that he has used.



PEDAGOGICAL FILE 11

1. GENERAL INFORMATIONS

Use of the « Romeo and Juliet » (collection “Quelle histoire”)

Objectives:

- To familiarize pupils aged 6 to 8 with the story of Romeo and Juliet in a simplified and fun way
- To explore the concept of family, love and friendship
- Introduce pupils to the theater text

Duration: 140 minutes

2. SCENARIO

Introduction (10 minutes)

Start by explaining to the students that you are going to tell them a special story today.

Then, ask them if they have ever heard of Romeo and Juliet. Write their answers on the board or on a piece of paper.

Activity 1: Reading and discussion (15 minutes)

- Read the simplified ebook of Romeo and Juliet to the students.
- After reading, discuss the story with the students. Ask them simple questions, for example:
 - Who are the main characters in the story?
 - Where does the story take place?
 - Why can't Romeo and Juliet be together?

Activity 2: Discussion of Themes (5 minutes)

Discuss the important themes in the story, such as love, family and friendship. Ask questions such as: Why do Romeo and Juliet love each other so much? Why do their families fight? What would you do if you were friends with Romeo or Juliet?



Activity 3: Creating the masks (40 minutes)

Ask the students to choose a character from the story. Hand out sheets of paper and encourage them to draw and colour their character's mask.

Once the masks are finished, help them cut out the eyes and attach a rubber band or ribbon to hold the mask.

Mask Parade (10 minutes): Organise a parade where students wear their masks and walk to music.

Activity 4: Theatre (20 minutes)

Invite a few students to act out a short scene from the story. You can give them simple dialogues adapted to their age, for example, Romeo and Juliet's first meeting.

Activity 5: Creating an alternative ending (50 minutes)

Explain to the students that you are going to create a new version of the story of Romeo and Juliet, but with a different ending. Ask them to imagine an alternative ending.

- Divide the students into small groups.
- Each group must write and illustrate a different ending for the story.
- They can invent new characters, obstacles or adventures for Romeo and Juliet.

