

THE COLOR MONSTER (*EL MONSTRUO DE LOS COLORES*) CLAUDIA FITZWATER, DREW CHARTER SCHOOL

GRADE LEVEL AND CONTENT: 2nd and 3rd Grade Engineering, English Language Arts, Mathematics, Spanish, and Visual Arts.

OVERVIEW

In this unit, students combine traditional story-telling with technology to create a digital storybook about a monster. Using the book, *The Color Monster: A Pop-Up Book of Feelings (El monstruo de los colores)*, students learn about emotions in Spanish and apply this knowledge to write a story of their own. Each student develops a monster character, scripts a story about it, and designs a puppet to perform in a mini-theater and feature in the culminating digital storybook. Although the plan is written to teach Spanish standards, it can easily be modified to teach English Language Arts standards.

STANDARDS ADDRESSED

Modern Languages: MLE3.IP2; MLE3.P1; MLE3.P2; MLE3.CCC1; MLE2.INT2; MLE2.INT1

Engineering: ENGR-FET6; ENGR-IED-4

Visual Arts: VA2MC.1; VA2MC.2; VA2MC.3; VA2PR.1; VA2C.2; VA2C.1

ELA: ELA2.RL.5; ELA2.SL.1

Mathematics: M4.G.2

AVAILABLE MATERIALS

- Video of Unit
- Daily Lesson Plans
- Digital Storybook Design (*Diseño de historias digitales*) PowerPoint presentation
- Elements of Digital Storytelling Activity Sheet
- Parts of the Human Body Image
- The STEAM Cart (*El carro STEAM*) Information Sheet
- Storyboard: My Color Monster (*Guión gráfico: Mi monstruo de colores*) Activity Sheet
- Digital Storytelling Planning Rubric
- Digital Storytelling Teacher Rubric



ABOUT THE TEACHER

Claudia Fitzwater is currently a kindergarten through fifth grade Spanish Teacher at Drew Charter School in Atlanta, GA. Ms. Fitzwater holds a Bachelor's in Foreign Languages from Santiago de Cali University and a Master's in Education Leadership, technology concentration from Kennesaw State University. Ms. Fitzwater enjoys teaching STEAM and believes that teaching a language should provide real situations to communicate to solve real problems. She prefers to think about her class as SSTEAM (Spanish, Science, Technology, Engineering and Math).