

Lights, Camera, Action

Grades

4-6

Created by Mary Ledford



Difficulty **2**



45 minutes



1 to 1

Tags: Literacy, English, Language Arts, Creative Writing

App/Tech Tools 57° North app, MERGE Cube, MERGE Headset (optional), device (phone/tablet)

Materials Writer's notebook or paper and pencil

Learning Objective

Writers will use knowledge of story structure (Story Arc) to create realistic fiction stories that include character, setting, problem, and solution.

Activity

1. Turn the sound off on the device to eliminate the narrator's voice.
2. Begin by engaging students in conversations about their favorite action adventure books and movies; focusing on the realistic aspects of each.
3. **Ask:** What was it that made them so memorable?
4. **Review:** The best stories and movies bring the audience in by setting the scene, creating real characters people can identify with and a gripping moment that leaves the audience on the edge of their seat wondering what will happen next.

5. **Share assignment:** Today you will be creating an action adventure piece with the help of the Merge Cube. When we open our app, we will all start at the place but our stories will look different based on the choices we make by turning the Cubes.
6. Let's look at our first scene together....What are some of the words you would use to describe the picture you are seeing? Let's take a moment and write in our writer's notebook a few sentences to set the stage of your story for your audience. When you are ready, turn the cube the direction the arrow is pointing. (Give students 2 to 3 minutes to create the setting)
7. You should see two characters appear. Stop and think: Who are these characters? What are they doing in the boat during the storm? How did they get there? Let's stop and write about our characters; maybe share who they are and why they are out during a storm. (Give several minutes for students to write)
8. This is where you now begin to take your writing into your own hands, creating a story based on your choices of how you turn your Cube. No two stories will be alike. With each turn, a new scene will appear to help direct your story but not everyone will be making the same choices. Sometimes there will be descriptions that will help you decide which way to turn the cube that would be best for you and the adventure you are writing.
9. As you turn your Cube, stop and write. Here are some tips to help you create a gripping action story:
 - Use transition words to carry you from scene to scene.
 - Use details and descriptive words to help your audience understand what is happening. This will help your reader picture the story in their head.
 - Share dialogue your characters may be thinking or saying
10. When you are ready, create an ending that will leave your audience satisfied. This may take you to the end of the adventure on the cube or you may end your story sooner.

Extension Ideas

- This app has the ability to record the pictures/scene the students chose. It may be helpful for students to record and to be able to look back on day 2 when trying to revise or edit their writing. A second alternative would be to screenshot each step. Screenshots would provide students with pictures to accompany their final writing piece.
- For some students the words that accompany some of the choices students will have to make may be helpful; for others it may be a distraction because it doesn't match their storyline. It is okay to use the words as a guide for struggling writers and allow others to ignore it when writing.

- Depending on the age of the students, some students may go through multiple scenes and not include them in their stories. The app provides many different scenarios where students can still develop a lengthy realistic piece without using every single scene.

