

# Teacher Notes

## Activity Learning Goals

1. Sequence the characters of The Mitten in the correct order of appearance in the story
2. Summarize and retell the story with a partner
3. Code Ozobot

**Online read aloud by author Jan Brett:**

<https://www.youtube.com/watch?v=d3rRWzdHv5M>

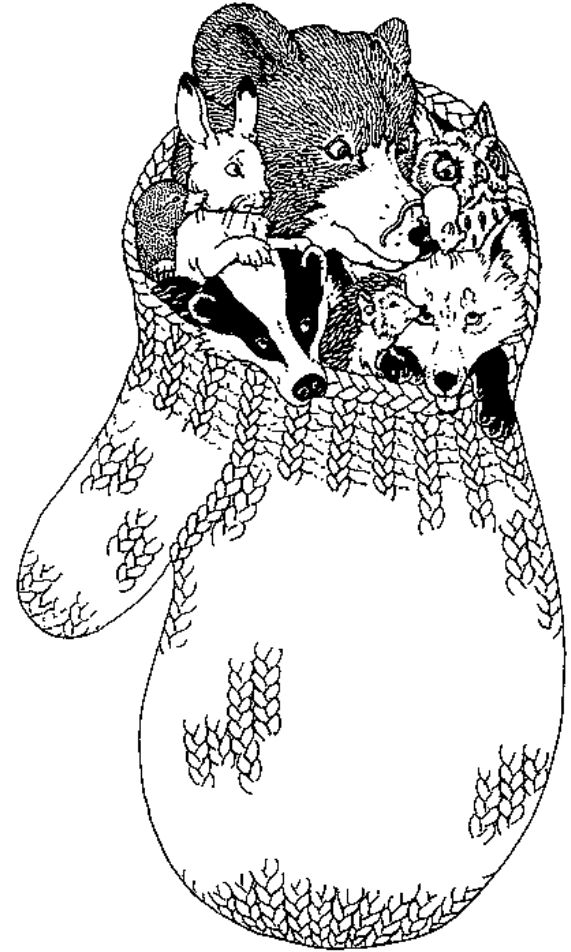
The purpose of this activity is to infuse the basic coding principles into a literacy lesson. If the codes and the characters do not match up perfectly in the recording that is completely fine. The learning objectives will still have been met.

**Hint:** Having a partner film the coding retell is optional but encouraged.

**Hint:** Students should use the sequenced animal pictures to help them retell the story but they can also take notes on an index card if they choose.

**Hint:** Decorating the Ozobot with the mitten does not have to be included if you're short on time.

**Hint:** You can have your students practice making the codes on a separate sheet of paper first if they are not familiar with programming Ozobots.



# **Ozobot Code-a-Story Retell**

## **Jan Brett's ~The Mitten**

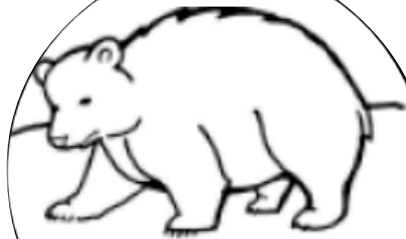


## Directions

1. Cut out the animal circles below.
  2. Put the characters in the order they appeared in The Mitten.
  3. After the teacher checks your sequence, glue the circles in order on the next page.
  4. Use the line to add Ozobot codes to help you retell the story to a partner or record your Ozobot Retell in a video.
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Hedgehog



Bear



Mouse



Fox



Mole



Rabbit



Badger



Owl

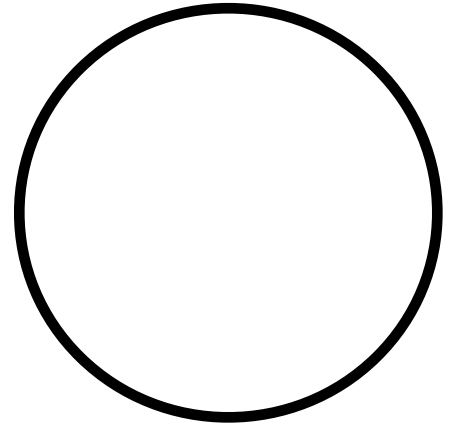
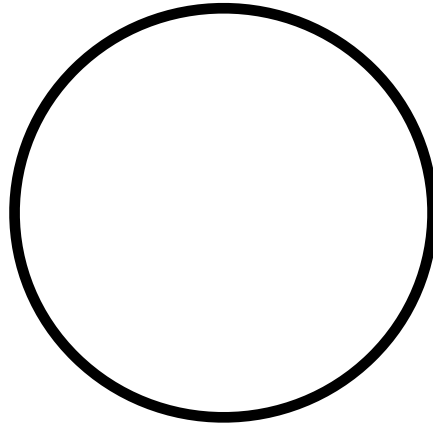
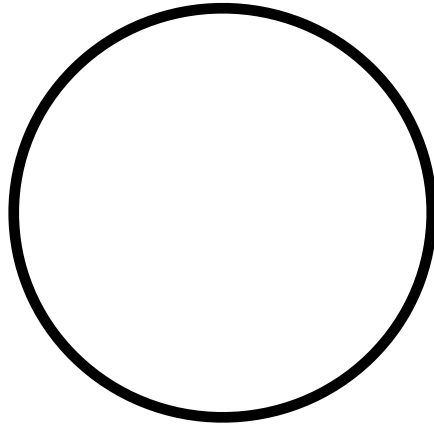
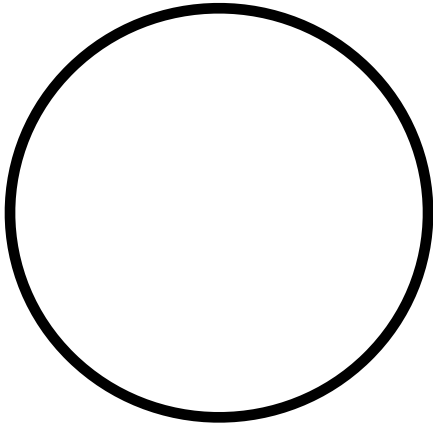
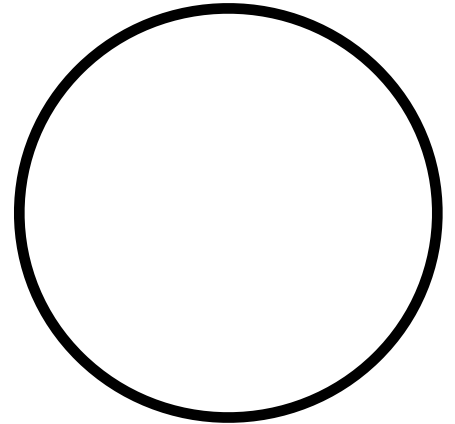
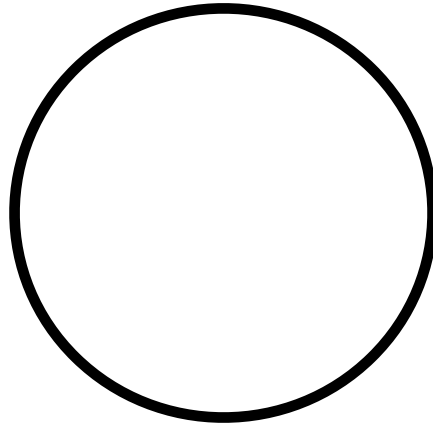
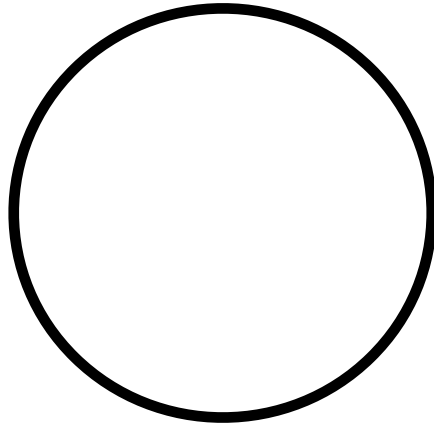
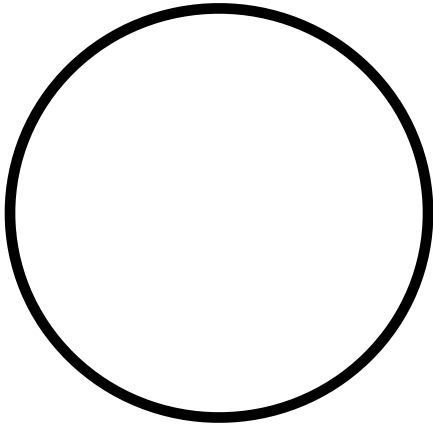
# Ozobot Code-a-Story Retell ~ Story Mat

**First 2 Animals**

**Next 2 Animals**

**Then 2 More Animals**

**Last 2 Animals**



**First**



**Next**

**Last**

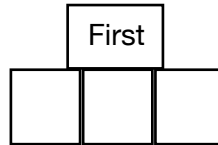


**Then**



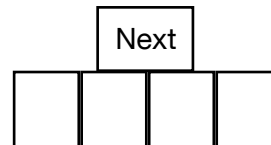
# Script Your Story Retell

Write one sentence for each code on your story mat.



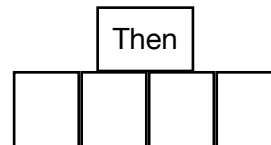
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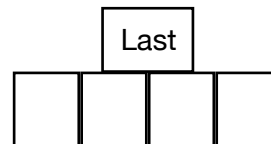
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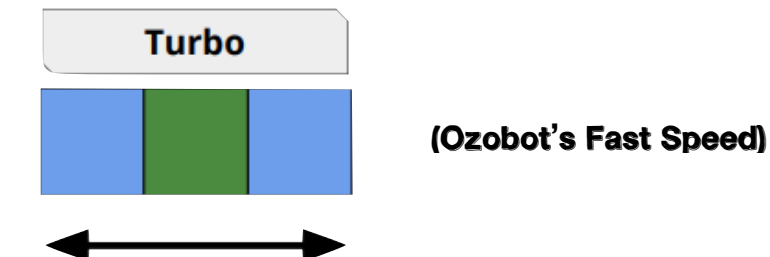
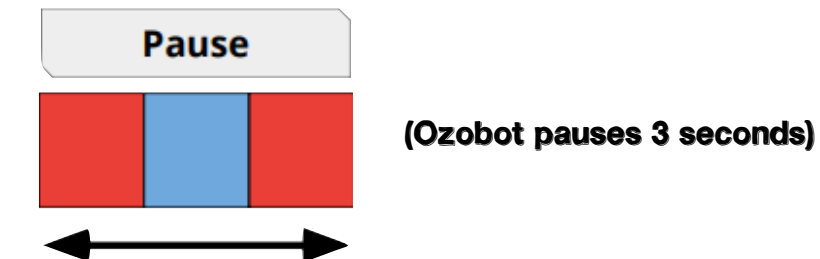
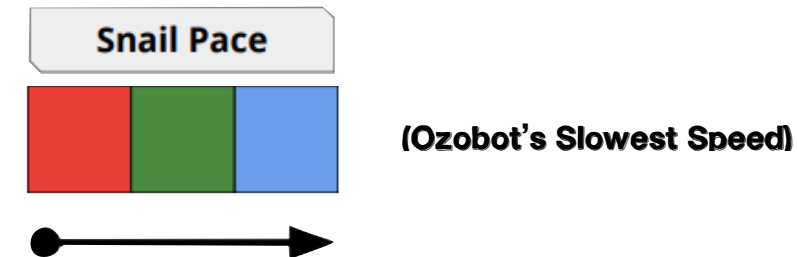
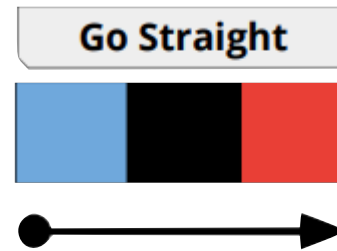
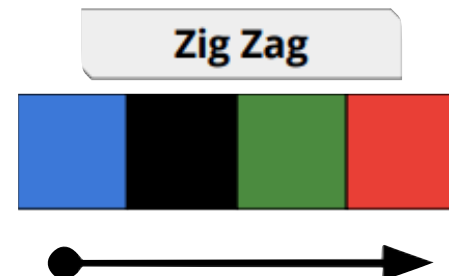
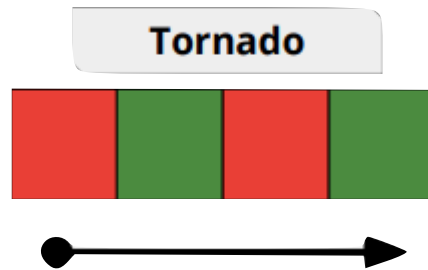
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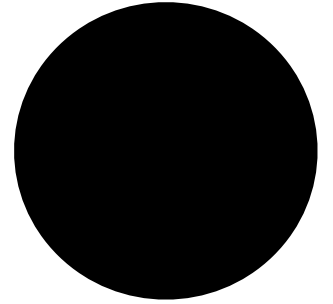
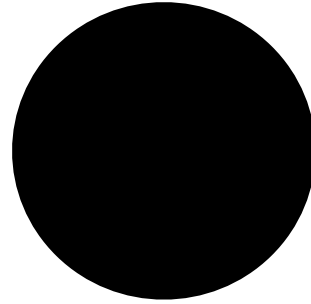
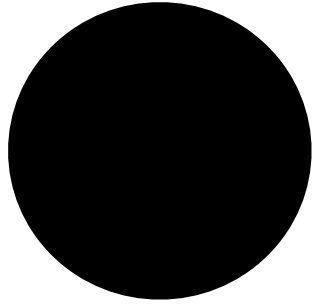
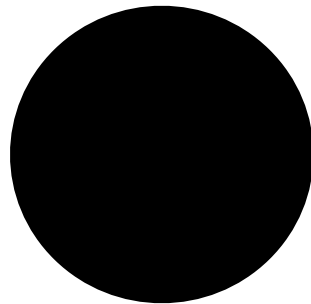
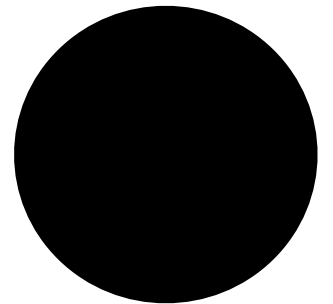
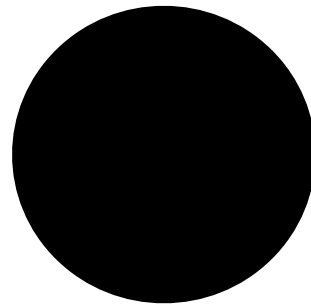
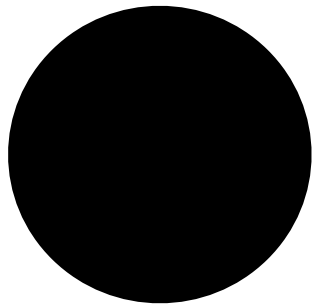
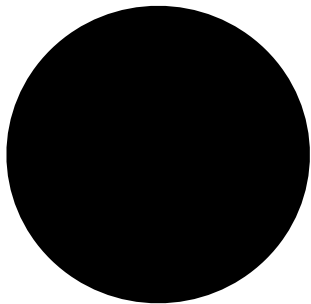
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**Try out some of these codes in your retell. Fill in code blocks using only one color for a 3 second color change in Ozobot's lights.**



## Use these circles to **CALIBRATE** Ozobot before students run their code.

1. Hold down the power button on Ozobot for 2 seconds until the LED light flashes white.
2. Quickly Place Ozobot in the middle of the black calibration dot.
3. Ozobot will move forward and blink green, which means it has successfully calibrated. Start over if Ozobot blinks red.



**Cut out and decorate Nicki's mitten. Tape it to the top of your Ozobot if you would like to use it in your story retell.**

