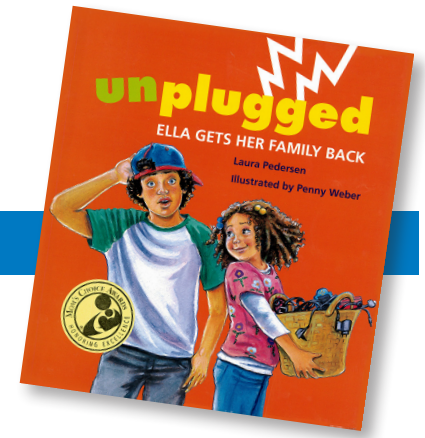


# Unplugged: Ella Gets Her Family Back



## RIF THINK-TAC-TOE ACTIVITIES FOR EDUCATORS

### THINK-TAC-TOE ACTIVITY OPTIONS

- ◆ Individual students can choose an activity to complete.
- ◆ Student pairs or cooperative groups can work together on a choice of their own.
- ◆ Educator can assign an activity for an individual, pairs, or groups.

<p><b>A CHANGE IN CHARACTER</b></p> <p>Characters often change in a story. Think of how Ella changes. Depict the changes by drawing a series of faces representing Ella at the beginning, middle, and end of the story. You will also need to write what happened to make Ella change.</p> <p><i>Language Arts, Art, Writing</i></p>	<p><b>PICTURE IT!</b></p> <p>What does your family do for fun? Draw a picture that shows your family having fun without any electronic devices. Write a brief description about the activity and why it is meaningful to <i>your</i> family.</p> <p><i>Art, Writing</i></p>	<p><b>POINT OF VIEW</b></p> <p>We know how Ella felt about her family being caught up in their technology that day. What about other family members? Write a journal entry from another family member's point of view. Be sure to cite evidence from the text to support your entry.</p> <p><i>Language Arts, Writing</i></p>
<p><b>UNPLUGGED - COMPUTER</b></p> <p>Divide a piece of paper in half like a hot dog. On one side, list 5 things you use a computer for. On the other side, list 5 different ways to do the same task without using a computer. Choose your side. Would you rather use the computer or the alternative methods?</p> <p><i>Technology, Problem Solving</i></p>	<p><b>PLUG FREE PLAYGROUND</b></p> <p>The playground is a fun place to play games. Come up with a new game for your class to play when it is time for recess. Make a list of equipment needed, rules, and directions on how to play. You should also describe how you came up with the concept of the game. Give it a catchy name so others will want to play.</p> <p><i>Engineering, Writing</i></p>	<p><b>UNPLUGGED - VIDEO GAMES</b></p> <p>Grab a deck of cards. Think about how many different games can be played with the deck. Make a list and compare with a friend. Choose one game to play. When done discuss the benefits of playing a card game instead of a video game. How many can you name?</p> <p><i>Math, Language Arts</i></p>
<p><b>PROBLEM SOLVING</b></p> <p>They say every problem has a solution! Cite evidence from the text to answer the following questions.</p> <ul style="list-style-type: none"> <li>◆ What was Ella's problem?</li> <li>◆ How do you know it was a problem?</li> <li>◆ How did Ella solve the problem?</li> <li>◆ How do you know for sure the problem is solved?</li> <li>◆ What would you have done differently?</li> </ul> <p><i>Language Arts, Writing</i></p>	<p><b>UNPLUGGED - PHONES</b></p> <p>Discover how sound travels by constructing a cup phone. Punch a hole in the bottom of 2 paper cups. Cut a 40 foot length of fishing line. Thread the line through each cup end. Use a paper clip inside the cup to secure the line. Have a friend hold one end. Gently pull the line tight. Talk into the cup. Can your friend hear you?</p> <p><i>Science, Engineering, Math</i></p>	<p><b>READING BETWEEN THE LINES</b></p> <p>Focus on the picture of Ella holding the basket of electronics. How do the text clues help you make your inference about Ella's thoughts? How does your prior experience contribute to your response? Using these tools answer this question: What is Ella thinking while she is holding the basket?</p> <p><i>Comprehension, Writing</i></p>