

Core Knowledge Digital Engagements, Science Literacy

Grade 2, Engagement 3

For the Teacher

Overview of Grade 2, Engagement 3

A series of interactive screens provides students with opportunities to choose words to complete a short story with nonsensical rebus pictures and then remedy the silly version of the story by identifying correct terms.

What You Need

The means to project this interactive for whole-class viewing

Advance Preparation

Plan a way to keep track of which students have already answered and which students are still eligible for a turn. Collectively, the screens include sixty word choices, so each student should get at least two turns.

How to Facilitate

- Beginning with the screen following this one, project the engagement in the largest format possible for whole-class viewing.
- Go over expectations with students before beginning.
- Call on students to participate one at a time.
- Have each student navigate as you drag and drop a term. You can allow students to make multiple attempts for incorrect answers. (If the word is not correct, it will not snap into the story.) Words in the word bank can be used only once.
- Choose Next to continue from one screen to the next.