

## Dueling Stories

## Language Arts Kit for All Grades

## Dueling Stories

The purpose of this kit is to generate enthusiasm for reading among students in your after-school program. This activity can take place over a week or an extended period of six weeks. The longer the time frame, the more books or stories the teams can prepare and the more in depth the performance.

## Groupings

You may wish to divide students by grade level. The advantage is that the stories/books the students could support the grade level reading list and could also focus on a second read of the school day stories.

You may wish to divide students across age groups, for example K-1, 2-3, 4-5, or K-2 and 3-5. If using this in middle school, this would be a preferred option so that students who would like to participate in this club activity could be grouped together.

Give each team member a name tag with a colored dot so the team can be identified.
The first order of business for the team will be to name themselves the Green Gargantuans (or something that has the color and then a team name.)

## Preparation

If you are doing a one day activity, teams will need 2 hours to "prepare for the duel" and then the duel will last for 1 hour.

If you are going to run the activity over a longer period, teams will need 2 hours to "prepare each book/story for the duel".

During each session, give teams 3 books/stories to choose from (age appropriate); selections can be informational text as well as narrative text. The school library is a great place to find books. You can also check with the school to get copies of text books (current or old). Another great source is a subscription to Reading A-Z which has many leveled books that you could choose from. You may find additional information about the subscription at www.readinga-z.com .

Teams should preview the books (perhaps small teams of students can read and then share with the remainder of the team), and then select the one that they are most interested in.

When reviewing the stories/books for selection, team should consider how interesting the story is, whether or not there is interesting and exciting vocabulary in the book, and the ease with which the story/book can be summarized.

Once the team has selected the book/story, everyone should read the book so everyone can access the text (echo read, partner read, grades K-2 PL can read aloud. Helping each student access the material is essential. Every student in the group needs to understand what the story is about.

Group then prepares for each story/book for the "duel". (This can be one or more than one depending on the time you will spend on the "duel".

## Challenge \#1

## *Advertise Your Book-Choose 1

Project 1: Book Poster (Using 22" X 28" poster board, markers, crayolas, or paint, create a poster that illustrates the book, a key scene from the book, or the most exciting part.

Project 2: Story Board (Using 22" x 28" poster board, divided into 6-8 sections, represent the key scenes of the book in chronological order retelling the story.)

Project 3: Book "Coat of Arms" ( A "Coat of Arms" can take any shape, and then be divided into 4 quadrants. In one quadrant place the title of the story/book, and in the other quadrants scenes from the story/book.)

This Project will be shared with the other groups in the "dueling stories" culminating event. Students on each team will present the Advertisement, and a brief (25-50 word) summary of the story (K-2 can retell)

## Challenge \#2

## *Freeze Frame

Students in the group select a "scene" from the book that they believe is exciting and important for the understanding of the story. Students will prepare a living enactment of this piece, and freeze frame "on stage" while one of the group reads the passage in the book that reflects the freeze frame. It is important that all members of the group participate either as a performer or as a reader. The performers do not move around, they are frozen in place.

## Challenge \#3

## Champion Your Story/Book-Select 1

## Book Cheer

Team creates a cheer to celebrate the book they have chosen. This cheer could be the author's name, the title of the book, the theme from the book, etc. The cheer is to be led in a dynamic way in front of all of the teams.

## Vocabulary Shout Out

Team selects 3 words from the story that they believe are "cool". The team creates a "menu" board for each word and then presents it to the entire team in the form of a "shout out"

## Book Accolade

Team creates a "new" accolade to celebrate their book. They teach the accolade to the entire team, then shout out the title of the book, and the entire team gives the book the accolade. (An accolade celebrates a book. An example of an accolade would be "The Wave", or "Hip Hip Hooray". An accolade for Charlotte's Web might be something involving a "spinning oink". An accolade for The Three Bear's might be something like "That's J—U—S—T—Right!"


#### Abstract

Awards If you conduct this activity as a 6 week club, you can have the teams come together one time a week and share as they go, once every-other week, or at the end of the club in a culminating event-each team sharing 2 or 3 of their favorite stories/books. If you do this as a culminating event, invite parents and other stakeholders to attend and celebrate the great work of the student teams.

Give students a certificate for participation and consider giving ribbons for First, Second and Third place. You may have the audience be part of the scoring by selecting the three stories/books they would be most like to read based on the presentation of the teams.




For more information, contact
Consult 4 Kids at
www.consultfourkids.com

