

## English Language Learners' Lesson Plan

---

### Concept to Teach

This lesson is appropriate for intermediate and advanced ELL / ESL students. Students will build vocabulary and comprehension skills while using the Capstone Interactive Library title, *Adventures in Sound with Max Axiom, Super Scientist*.

Grade: 4-9

### Objectives

- Students will listen to modeled language and repeat new words aloud
- Students will build vocabulary by writing definitions, adding picture clues if needed and by playing Bingo

### Materials

- Capstone Interactive Library title: *Adventures in Sound with Max Axiom, Super Scientist*
- vocabulary sheet
- projector or Smart Board
- dictionaries
- props

### Procedure

#### Preparation

- 1) Copy the included *vocabulary* worksheet – 1 per student.

#### Setup

- 2) Read objectives aloud while pointing to them on the board or overhead.
- 3) Hand out copies of the vocabulary sheet – 1 for each student

#### Direct Instruction

- 4) Invite the students to use the glossary in the book and other sources to find the definitions of the terms and write them on the vocabulary sheet. Encourage students to draw a picture next to the definition if they think it will help them to remember the word.
- 5) Review the definitions as a class or group. The teacher may draw a quick picture next to a word to add meaning or have a student come up and draw one.
- 6) Have the students listen to the Capstone Interactive title, listening for the words on the vocabulary sheet. Students should signal with thumbs-up or a raised hand when a new vocabulary word is identified.
- 7) Using the smart board or projector, project the Capstone Interactive book for the entire class or group to see, ask the students to come to the board to:
  - a. p. 7:
    1. Point to the symbol for vibration
    2. Point to the molecules moving to make sound
  - b. p. 12-13:
    1. Point to the outer ear
    2. Cochlea
    3. Eardrum
    4. Ear canal
  - c. p. 16-17:
    1. Point to where sound travels faster: water or air?

- d. p. 20-21: 1. Point to sonar panel
  - e. p. 22-23: 1. Point to an animal that uses sonar or echolocation
  - f. p. 24-25: 1. Point to the healthy hair cells and identify their color
- 8) Play Bingo. Materials:
- Copies of bingo vocabulary grid
  - Small markers to mark the grid
  - Bingo cards with vocabulary words written on them
- a. Hand out a copy of the bingo grid to each student. List the words from the glossary on the board that they should use to fill the squares on the Bingo grid. As the teacher says each word *aloud*, students should then write the word on their Bingo board.
  - b. Create a set of Bingo vocabulary cards with the words from the glossary written on squares.
  - c. Hand out a different vocabulary card to each student.
  - d. Point to students who should read their vocabulary card aloud, telling the students to mark the squares as the word is read. To make this more of a reinforcement activity, have student read the definition of the word they have. Ask other students to identify the word. When the word is identified correctly, students mark it on their board.
  - e. Have the students yell “Bingo” when three squares in a row are covered.

## Assessment

After the students have listened to the interactive book and feel they know the story well enough, show the students the link from the title to the CapstoneKids quiz.

The quiz opens to check their comprehension of the story. Have students take the quiz on *Adventures in Sound with Max Axiom, Super Scientist*, and then show you their certificate on screen after completing the test.

## Extended Learning Activities

- 1) FactHound: Show the student how to access FactHound through [www.facthound.com](http://www.facthound.com). Here they are lead to a variety of websites that are kid-safe. Lead them to click on the science tab, and then ask them to write down (in their notebook) the addresses of two websites they would like to visit.
- 2) CapstoneKids Exploration: Allow the students to explore the author interviews, games and other fun activities on Capstone Kids as time allows.

## Closure/Wrap up:

Review objectives aloud with students. Ask if they were achieved. If time allows, have students' repeat new vocabulary words aloud.

# Adventures in Sound with Max Axiom, Super Scientist

## Vocabulary sheet

Cochlea \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Eardrum \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Echolocation \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Molecule \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Sonar \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Vibration \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Bingo Vocabulary Grid
