

Miss Lindsay Anderson
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Fifth Grade Reading Lesson Plan

Lesson Title: Escape Camp Green Lake: An immersive *Holes* -themed experience

Standards:

- RL.5.1 - Quote accurately from a text when explaining what the text says explicitly and when drawing inferences from the text.
- RL.5.3 - Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).
- RL.5.4 - Determine the meaning of words and phrases as they are used in a text, including figurative language such as metaphors and similes.
- RL.5.5 - Explain how a series of chapters, scenes, or stanzas fits together to provide the overall structure of a particular story, drama, or poem.
- RL.5.6 - Describe how a narrator's or speaker's point of view influences how events are described.
- L.5.5.A - Interpret figurative language, including similes and metaphors, in context.
- SL.5.1 - Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly.

Essential Skills/Questions: What is the significance of Stanley's name being a palindrome, a word that is spelled the same way forward and backward? How do the three stories of *Holes* fit together within the larger story of *Holes*?

Learning Outcomes: As a result of today's lesson, Students will be able to...

- Summarize the major characters, plot events, and settings in the novel *Holes*.
- Demonstrate an understanding of similes by successfully solving a cipher.

Vocabulary: characters * conflict * setting * events * simile * palindrome * plot

Prior Knowledge: Students have just completed a whole-class shared reading of the novel *Holes* by Louis Sachar. Our activity today will serve as an alternative assessment of their knowledge and experiences reading the novel.

Holes is really three stories tied together. One is about Camp Green Lake. The second is the tale of Stanley's great-great-grandfather and the "curse" put on him by Madame

Zeroni. The third story is of Kissin' Kate Barlow, the outlaw who robbed Stanley's great-grandfather.

Resources Needed:

- Escape from Camp Green Lake Materials: 5 days of tasks
- File folders
- Nametags
- Sharpies
- Pens
- Pencils
- Scissors
- Construction paper
- Index cards
- Individual copies of Holes by Louis Sachar
- Smart Board with timer

Teaching Strategies:

- Active Learning
- Gamification
- Experiential Learning
- Cooperative Learning

Instructional Sequence:

- Day Prior to the Lesson: The teacher will distribute
- The Warden will introduce herself and welcome all the campers to "Camp Green Lake".
- Campers will create Camp Nicknames and create name tags.
- Campers will be assigned tents and team members and be given bandanas.
- The Warden will introduce the activity and distribute the Day 1 folders.
- Groups will work through Days 1-5, following directions in their task folders.
 - Day 1: Dig a Hole
 - kinesthetic/group work activity
 - Day 2: Mystery Artifact Decoding
 - Simile task with cipher for the mystery artifact's code
 - Day 3: Don't Be Buzzard Food
 - Book quote search to decode a message
 - Day 4: God's Thumb (Plot Tower)
 - Major characters, major settings, major conflicts, 2 beginning, 2 middle, and 2 end events
 - Day 5: Palindromes
 - Palindrome challenge to earn your freedom!

- The Warden will supervise the campers work, answering questions, checking completed work, and providing hints when needed.
- Each team is competing to escape (complete all 5 tasks successfully), as opposed to only having one team escape. The time limit is 1 hour.
- There is no penalty for not escaping.
- There is a small prize for being successful. "Snacks on movie day"
- With any remaining time, the campers and the Warden will share their thoughts on the learning activity for the day.

Classroom Resources: Common Core State Standards are posted on the bulletin to show students what the learning focus is for the week/unit.

Technology Integration: Teacher will use the projector to display a countdown timer for the Escape Room.