



LESSON PLAN

Date:

Grade: K to 5

Subject: Language Arts / SEL

Topic: Frosty the Snowman

Chapter: Day 10

Story Badge | Quest Skill Badge | Quest Style Badge | IRL Badge

Curiosity | Adaptability | Kinesthetic | IRL

Lesson Focus and Goals:

Students explore where the Frosty the Snowman character and song came from, then practice adapting to something unplanned, first by adding to a snowman drawing they didn't start, then by continuing a story someone else began.

Materials Needed:

Paper, pencils or crayons, printed snowman name generator and drawing worksheet (provided), one die per pair or small group

Learning Objectives:

Students will be able to identify the origin of a well known holiday character. Students will practice building on someone else's idea without restarting or taking over. Students will demonstrate cooperative storytelling by contributing one sentence at a time to a shared narrative.

Structure / Activity:

- 1 - Read or discuss Day 10 of Martin's Adventures.
- 2 - Each student uses the Snowman Name Generator worksheet to determine their own snowman name.
- 3 - Each student rolls a die to determine and draw the pieces of their own snowman (head, body, hat, scarf, arms, hobby).
- 4 - Pair students or form small groups. Using one shared snowman shape, students take turns adding details, eyes, hat, scarf, and so on, building on what the previous person drew rather than changing it.
- 5 - Play Rock-Paper-Scissors to decide who goes first.
- 6 - With the same group, write a short story about the snowman they just created together.
- 7 - Play Rock-Paper-Scissors again to decide who writes the first sentence, then take turns adding one sentence at a time.

Assessment: *What will show you the child understood the value or skill?*

Look for whether the student builds on a partner's contribution (drawing or sentence) rather than ignoring it, redoing it, or taking control of the activity. A student who works with what's already there, rather than starting over, has demonstrated Adaptability.