

Act: 2R1		
Grade: 2	Strand: Reading	Concept: Students will use thought bubbles to make character inferences.
Description of Task:	<b>Bubble Thinking</b> Students will explore characters by using graphic organizers to record what characters might be thinking and saying.	
Expectations:	2e30• express clear responses to written materials, relating the ideas in them (thoughts, feelings, experiences) to their own knowledge and experience; 2e37– express their thoughts and feelings about ideas in a piece of writing;	
Software Type:	Desktop Publishing Microsoft Publisher 2002	
Computer Skills Prerequisite	Students must be able to: <ul style="list-style-type: none"> <li>• Access and run the program</li> <li>• Use graphic organizers</li> <li>• Use mouse to click and enter information</li> <li>• Save and print</li> </ul>	
Student Instructions: (for teacher)	To create your own bubble template: <ol style="list-style-type: none"> <li>1. Choose the Auto Shaper on the left hand menu</li> <li>2. Select the Callout button</li> <li>3. Double click</li> <li>4. Hover over with the mouse until the moving truck appears</li> <li>5. Click and drag into place</li> <li>6. Ideas can be written in text boxes</li> </ol> To complete this activity a ready made template is also available	
Teacher Notes:	<ol style="list-style-type: none"> <li>1. Download bubbles template.</li> <li>2. Students select each bubble and type their responses</li> </ol> Related offline activities: Oral discussion of how a character is feeling and what their thoughts are.	
	Activity Template File: Y <input checked="" type="checkbox"/> N <input type="checkbox"/> Student Instruction BLM: Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	
Assessment:	Does the student draw inferences from what is occurring in the story or from what the characters are saying? (Curriculum) Does the student use graphic organizers to show work? (Technology)	