

# SPOT EDUCATOR GUIDE

Five fantastical worlds intertwine in this wordless masterpiece that could only have been devised by David Wiesner, three-time Caldecott medalist.

Wiesner has created fully realized worlds with characters, settings, and history that allow students to weave countless stories. Wiesner's luminous art provides settings and props to inspire storytellers. Students can explore various worlds and characters, using their discoveries as the jumping-off place for creating their own imaginative stories.

You may also use this app to discuss dialogue and elements of a story. Your students may even be inspired to invent new worlds of their own!

This multifaceted app is uniquely designed to support developmentally focused learning areas, including:



*The following Educator Guide is divided into three sections for classroom use: Discussion Questions, Writing Prompts, and Classroom Activities.*

## DISCUSSION QUESTIONS



### **Hotspots.**

In the app, certain objects act as portals to transport you from one world to another. Have students discuss what would occur if they encountered a “hotspot” in real life. How would they transport to another world? What is this new world like?



**Pinch-and-Zoom.** Discuss the technology of the app. Pinch-and-zoom technology allows for 3D, horizontal, and vertical movement. Have students seen this technology before? Where have they seen it? What ideas can they come up with for application of this unique design and technology? How is this different from reading a book?



**Point of View.** Instruct students to find the dog on the leash in cat world. Use this scene to discuss point of view. What's the story here? How did a dog find his or her way into cat world? Is the dog plotting escape?



**Compare and Contrast.** Encourage students to compare and contrast the two or more worlds. What is similar about each world and what is different? Use the stark contrast of environment in each world to discuss how setting affects stories. How does each setting change the story that the student is telling? Then have students compare and contrast the worlds within the app with our own world.



**High-Tech Society.** Have students imagine the structure of this robot society. Who lives where? Do robots have families? Are there rules? How does this society work?



**Don't Touch That.** In the underwater world some rebellious starfish seem to be about to pull the plug in the ocean. Have students discuss what would happen if someone or something pulled the ocean's plug.

## WRITING PROMPTS



**Zoom In, Zoom Out.** As in many of David Wiesner’s books, things are not always what they seem: what looks like a cookie or a pencil is actually a portal to another world! Ask students to choose an ordinary object to think and write about in this extraordinary way. What if the basketball is a planet populated by creatures too tiny to see? What if the school bus is actually the toy of a giant?



**Tell a Story.** Using the five elements of a story—setting, characters, problem, actions (beginning/middle/end), solution—ask students to pick one of the five worlds and create a short story using the five elements. Instruct students to underline each of the elements when they are finished.



**A Picture Is Worth a Thousand Words.** Ask students to design, plan, and create their own comic or graphic novel. How do the pictures tell the story? If they choose to add dialogue, how does the dialogue move the story along?



**Tiny World, Big Story.** Spot shows us the world under a chair. Have your students imagine another “tiny world” under their own couch or bed. Who lives there? What do they do? Do they interact with humans? What do you think they would do after school? Have students write a story addressing these questions.



**On the Scene.** Ask students to write a news story about the cat parade for *Meow Magazine*. Tell who, what, where, when, why!

## CLASSROOM ACTIVITIES



**Popcorn Story.** Have five students “popcorn” story-tell. Start with one student in the first world. After one minute, have the first student pass the iPad to another student, who will enter another world, continuing the story. Allow one minute for a continued story, and then have the current student pass on to the next student. Continue until students have included all five worlds.



**Story by Twos.** Have students work in groups of two (technology allowing). Have the pairs create a story together within one world. Then, after 15 minutes, have each group of two join with another group of two from a different world. Have the groups of four merge their two stories together. After 10 minutes, have the groups present their stories.



**Ring, Ring Telephone.** Have one student select one world and create a one-sentence story; for example, “Today Mr. Meow went out to work in his magazine cart during the cat parade.” Then have students quietly whisper this story to one another, one at a time, playing “Telephone.” Have the last student recite what he or she heard and discuss how the story changed!



**Alien Encounters.** To encourage classroom participation and critical thinking skills, have students focus on the group of aliens appearing in all five worlds. Ask volunteers to come to the front of the classroom to navigate through the app and continue the story of these aliens as they travel from world to world.



**New Worlds.** David Wiesner included five vastly different worlds in Spot, covering animals, outer space, under the sea, microscopic beings, and technological beings. Ask students to think of a sixth world that could exist within the app. Have students draw, paint, or sketch a sixth world that these aliens might like to visit.



**Picture Clues.** Discuss with students what we can learn from the clues in the photographic portraits of the aliens. Have them take photographic portraits of someone at home (using a shared disposable camera), then trade pictures and discuss what they learn about the subject from the clues in the picture.



**Travel Brochure.** Spot travel is a common theme throughout the app. Ask students to create a travel brochure for one of the five worlds. Include the main attractions in each world, reasons why tourists might want to visit, and a drawing that will entice people to visit.

