### **Teacher Resources for "Emily & Aiden, Gaming"**

**How "Emily & Aiden, Gaming" Aligns with the Curriculum for 1st grade.**

"Emily & Aiden, Gaming" by Miss Rose is an engaging children’s book that captivates young readers while teaching essential life lessons about balance, responsibility, and the joys of both digital and physical play. This guide provides teachers and educators with detailed activities and alignments to seamlessly incorporate the book into their curriculum for 1st grade ensuring it meets Arizona state standards in English Language Arts (ELA), social-emotional learning (SEL), and social studies.

### **1st Grade Curriculum Alignment**

**Reading Standards for Literature (1.RL.1-10):**

**Deeper Questioning:**

* **Key Ideas and Details (1.RL.1-3):** Encourage deeper inquiry about how balancing activities can lead to a healthy lifestyle, focusing on details and the main idea, such as the importance of moderation in gaming.
  + **Activity:** Have students answer questions about the main events in the story and discuss how Emily and Aiden learn to balance gaming with other activities.

**Character Comparison (1.RL.9):**

* **Integration of Knowledge and Ideas:** Compare Emily and Aiden’s journey in learning to balance gaming with characters from other stories who learn about responsibility and moderation.
  + **Activity:** Read another book with a similar theme and create a Venn diagram comparing the characters' experiences and growth.

**Writing Standards (1.W.1-3):**

**Opinion Writing:**

* **Text Types and Purposes (1.W.1):** Have students write an opinion piece about what they think makes gaming fun, using Aiden’s experiences as a starting point.
  + **Activity:** Provide a writing prompt asking students why they think gaming is fun and how they can balance it with other activities, encouraging them to give examples from the book.

**Informative Writing:**

* **Text Types and Purposes (1.W.2):** Students can write about the steps to balance gaming with other activities, inspired by Emily and Aiden’s actions and guidance.
  + **Activity:** Guide students to write instructions on how to balance gaming with other responsibilities, using Emily and Aiden's journey as a reference.

**Speaking and Listening Standards (1.SL.1-6):**

**Presentation Skills:**

* **Presentation of Knowledge and Ideas (1.SL.4-6):** Students describe what they learned about balancing activities from Emily and Aiden, using details from the book to support their points.
  + **Activity:** Organize a show-and-tell where students present their favorite part of the book and explain why they liked it.

**Language Standards (1.L.1-6):**

**Grammar and Usage:**

* **Conventions of Standard English (1.L.1):** Focus on frequent nouns, verbs, and adjectives from the story. Practice these words in sentences related to gaming and physical activities.
  + **Activity:** Create sentence strips with vocabulary from the book and have students arrange them into sentences.

### **Kindergarten to 2nd Grade**

**Social-Emotional Learning (SEL):**

**Self-Awareness and Self-Management:**

* **Activity:** The book’s themes around balancing activities can help students reflect on their emotions and the way managing different activities makes them feel empowered. It aligns with SEL goals by encouraging students to identify their strengths and challenges in balancing activities, fostering resilience and a growth mindset.
  + **Activity:** After reading, have students discuss how they felt when they learned something new about balancing activities and relate it to Emily and Aiden’s experience.

**Social Awareness and Interpersonal Skills:**

* **Activity:** As Emily and Aiden help each other balance gaming and other activities, students learn about empathy, cooperation, and understanding diverse perspectives. This can be tied into discussions about kindness, patience, and how to offer constructive support to peers.
  + **Activity:** Role-play scenes from the book where characters support each other, and discuss how students can apply these behaviors in their own lives.