### **Lesson Plan for "Emily & Aiden, Gaming" - Kindergarten**

**Grade Level:** Kindergarten

**Subject:** English Language Arts (ELA) / Social-Emotional Learning (SEL)

**Duration:** 1 week (5 days, 30 minutes each day)

#### **Day 1: Introduction to the Book**

**Objective:**

* Introduce students to the book "Emily & Aiden, Gaming."
* Discuss the main themes: balance, responsibility, and the joys of gaming and physical activities.

**Materials Needed:**

* Copies of "Emily & Aiden, Gaming"
* Whiteboard and markers
* Drawing materials (crayons, markers, paper)

**Activities:**

1. **Introduction (5 minutes):**
   * Show the book cover and ask students to predict what the story might be about.
   * Briefly introduce the main characters.
2. **Read Aloud (15 minutes):**
   * Read the first few pages of the book aloud to the class.
   * Pause periodically to ask questions about the characters and setting to ensure comprehension.
3. **Discussion (5 minutes):**
   * Discuss the main themes introduced in the first few pages: balance and responsibility.
   * Ask students to share what they like to do for fun and how they balance different activities.
4. **Drawing Activity (5 minutes):**
   * Have students draw their favorite scene from the pages read today and share with the class.

#### **Day 2: Characters and Settings**

**Objective:**

* Identify and describe the main characters and settings in the book.
* Develop comprehension and recall skills.

**Materials Needed:**

* Copies of "Emily & Aiden, Gaming"
* Character and setting graphic organizer
* Drawing materials

**Activities:**

1. **Review (5 minutes):**
   * Briefly review the pages read yesterday and discuss students' drawings.
2. **Read Aloud (15 minutes):**
   * Continue reading the next few pages of the book, focusing on the introduction of new characters and settings.
3. **Character and Setting Identification (5 minutes):**
   * Use the graphic organizer to list the main characters and settings introduced so far.
4. **Drawing Activity (5 minutes):**
   * Have students draw a picture of the setting where Emily and Aiden are gaming.

#### **Day 3: Key Events and Problem-Solving**

**Objective:**

* Identify key events and discuss problem-solving strategies used by the characters.
* Develop critical thinking skills.

**Materials Needed:**

* Copies of "Emily & Aiden, Gaming"
* Key events graphic organizer
* Whiteboard and markers

**Activities:**

1. **Review (5 minutes):**
   * Briefly review the characters and settings discussed yesterday.
2. **Read Aloud (15 minutes):**
   * Continue reading the next few pages of the book, focusing on key events and challenges faced by the characters.
3. **Key Events Discussion (5 minutes):**
   * Use the graphic organizer to list key events and discuss how the characters solved problems.
4. **Group Activity (5 minutes):**
   * Have students act out a key event from the book, focusing on problem-solving.

#### **Day 4: Themes and Messages**

**Objective:**

* Discuss the main themes and messages of the book.
* Relate the themes to students' own experiences.

**Materials Needed:**

* Copies of "Emily & Aiden, Gaming"
* Theme graphic organizer
* Drawing and writing materials

**Activities:**

1. **Review (5 minutes):**
   * Briefly review the key events discussed yesterday.
2. **Read Aloud (15 minutes):**
   * Continue reading the next few pages of the book, focusing on the themes and messages.
3. **Theme Discussion (5 minutes):**
   * Use the graphic organizer to identify and discuss the main themes: balance, responsibility, and the joys of gaming and physical activities.
4. **Drawing Activity (5 minutes):**
   * Have students draw a picture of themselves balancing different activities.

#### **Day 5: Conclusion and Reflection**

**Objective:**

* Conclude the book and reflect on its themes and messages.
* Encourage students to set personal goals related to the themes.

**Materials Needed:**

* Copies of "Emily & Aiden, Gaming"
* Reflection worksheet
* Drawing and writing materials

**Activities:**

1. **Review (5 minutes):**
   * Briefly review the themes and key events discussed throughout the week.
2. **Read Aloud (15 minutes):**
   * Finish reading the remaining pages of the book.
3. **Reflection Discussion (5 minutes):**
   * Discuss the ending of the book and how the characters demonstrated balance, responsibility, and the joys of gaming and physical activities.
4. **Reflection Worksheet (5 minutes):**
   * Have students draw a picture of an activity they enjoy and write about how they can balance it with other responsibilities.

### **Cross-Curricular Connections:**

**Science:**

* **Activity:** Discuss the importance of physical activities for health and how gaming can be balanced with exercise.
* **Project:** Create a chart showing different physical activities and their benefits, such as improved coordination, strength, and cardiovascular health.

**Math:**

* **Activity:** Use the book to introduce basic math problems related to time management, such as tracking gaming time and balancing it with other activities.
* **Project:** Create a daily schedule that includes time for gaming, homework, physical activities, and family time, and calculate the total time spent on each activity.

**Social Studies:**

* **Activity:** Discuss the roles and responsibilities of family members in balancing different activities and supporting each other.
* **Project:** Research and present on different types of games and physical activities enjoyed by children in various cultures around the world.

**Art:**

* **Activity:** Encourage students to draw scenes from the book or create their own gaming and physical activity posters.
* **Project:** Have students design a poster promoting the importance of balancing gaming with other activities, using elements of art and creativity learned in class.