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

**How "Emily & Aiden, Gaming" Aligns with the Curriculum for Kindergarten.**

"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 kindergarten ensuring it meets Arizona state standards in English Language Arts (ELA), social-emotional learning (SEL), and social studies.

### **Kindergarten Curriculum Alignment**

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

**Interactive Story Time:**

* **Key Ideas and Details (K.RL.1-3):** Use "Emily & Aiden, Gaming" to ask and answer questions about key details, help students retell the story, and identify characters and settings. This activity promotes comprehension and recall skills.
  + **Activity:** After reading, ask students to recall who the main characters are, what they did, and where the story took place. Follow this with a group discussion and a drawing activity where they depict their favorite scene.

**Illustration Analysis (K.RL.7):**

* **Integration of Knowledge and Ideas:** Discuss how the illustrations support the narrative, focusing on understanding the relationship between pictures and the themes of gaming and outdoor play.
  + **Activity:** Show students pictures from the book and ask them to describe what is happening in each illustration, explaining how the images help tell the story.

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

**Drawing & Dictating:**

* **Text Types and Purposes (K.W.1-2):** After reading, have students draw their favorite scene and dictate a description that explains the balance between gaming and physical activity.
  + **Activity:** Students draw a picture of their favorite part of the story and dictate a few sentences about it, focusing on why they found it interesting.

**Narrative Skills Development (K.W.3):**

* **Activity:** Encourage students to narrate a simple event from the book or their own experiences related to playing games or outdoor activities. This fosters early narrative skills and personal connection to the story.

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

**Group Discussions:**

* **Comprehension and Collaboration:** Facilitate discussions about balancing gaming and other activities, focusing on responsibility and the joys of both types of play.
  + **Activity:** In a circle time discussion, ask students to share their experiences with gaming and outdoor play and why they enjoy both. Encourage them to listen to each other and respond with their own ideas.

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

**Vocabulary and Grammar:**

* **Conventions of Standard English:** Introduce simple nouns and verbs from the book, discuss the concept of "balance" in relation to gaming and physical activities, and practice forming complete sentences.
  + **Activity:** Create a word wall with key vocabulary from the book and practice using these words in simple 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.