

INFOhio Lesson Plan: Creating a Book Trailer

Overview

Students will create book trailers based on a book taught in conjunction with a unit of instruction. Educators have the option to invite students to submit exceptional book trailers to INFOhio's Book Nook for review. If accepted, the book trailer can be added to a collection of student-created book trailers, accessible from the Book Nook website and INFOhio's library services platform.

Lesson Objectives

- Identify key details in story/text
- Identify the main idea in text using supporting details
- Use technology to produce and publish
- Use digital tools to share information and knowledge

Resources and Preparation

- Video creation tools (Note: Consult with your school librarian, technology coach, or technology director regarding the best video creation tool to use with your students.)
- Digital creation tools curated in [GO! Ask, Act, Achieve: How do I create my project?](#)
- Print or [interactive venn diagram](#)
- Print or [interactive story map](#)
- [INFOhio Book Trailer Rubric](#)
- [Digital Storytelling](#) collection in INFOhio's [Open Space](#)
- Computer
- Selected book trailers from INFOhio's [Book Nook](#) to share with students

Instructional Plan

1. Compare a movie trailer to a book trailer. Ask students to describe a recent movie trailer and brainstorm a list of characteristics of a good movie trailer.
2. Share examples of student created book trailers from INFOhio's [Book Nook](#). Discuss the similarities and differences between movie and book trailers. Ask students to record their observations or questions using a print or interactive [Venn Diagram](#).
3. Review the INFOhio [Book Trailer Rubric](#) and discuss the elements to consider when making a book trailer.
 - Text fonts, including size and color are easy to read.
 - Unique images match the feelings and emotions in the book.
 - Music selected matches the emotions in the book.
 - Key conflicts, themes, or the climax from the book are creatively presented.
4. Ask students to summarize the book they read using a print or [interactive story map](#) graphic organizer.
5. Provide students a book trailer planning graphic organizer selected from the [Digital Storytelling](#) collection. Emphasize the importance of planning a trailer before creating one.
6. Share with students digital creation tools curated in [GO! Ask, Act, Achieve: How do I create my project](#).
7. Refer to the document [Attribution vs Citation](#) and discuss the importance of providing credits for images and other materials.

8. Ask students to create a book trailer for the book they read in conjunction with an instructional unit.

Assessment

Educators can find a collection of lesson plans, graphic organizers, and sample rubrics within the [Digital Storytelling](#) collection. Educators collaborate with their students to submit student-created book trailers at [Submit a Trailer](#).

Differentiation

- Use Lexile levels to help students select a book at an appropriate readability level for the student.
- Allow students to work with a partner or small group.
- Meet in small groups and use graphic organizers to support students as they map book trailers prior to using video creation tools to produce the book trailer.
- Adjust the length of time during the editing and revising process to provide additional support or encourage extension.

Standards

[Ohio's Learning Standards for English Language Arts:](#)

- Reading. 7. Integrate and evaluate content presented in diverse media and formats, including visually and quantitatively, as well as in words.
- Writing. 6. Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.
- Speaking and Listening. 5. Make strategic use of digital media and visual displays of data to express information and enhance understanding of presentations.

[Ohio's Learning Standards for Technology:](#)

- Strand: Information and Communications Technology.
 - Topic 3. Use digital learning tools and resources to construct knowledge.
 - Topic 4. Use digital learning tools and resources to communicate and disseminate information to multiple audiences.