Sonia's Digital World

Educator's Guide

ABOUT THE BOOK

We are all connected in so many ways! Find out how with a bird's-eye view as Sonia, her friends, and her community use digital tools to chat, create, and play together. Follow Sonia's virtual trail at home, at school, and all around the world as kids and families make discoveries and connections. Whether face to face or far away, find out how Sonia—and you!—are part of the digital world!

Created in collaboration with ISTE and authored by award-winning librarian Shannon McClintock Miller, this delightful picture book celebrates the many digital opportunities for kids and launches Capstone's ISTE Young Innovators series. Full-color illustrations and back matter supporting ISTE Standards for digital age learning provide even more for children, teachers, and parents to explore.

ABOUT THE AUTHOR

Shannon McClintock Miller, an international speaker and author, is the K–12 district teacher librarian at Van Meter Community School District in Iowa. She also serves as the Future Ready Librarians Spokesperson, working with librarians, educators, and students around the world. Shannon is the author of the award-winning The Library Voice blog, has published two children's book series on libraries and makerspaces with Capstone, and was named a Library Journal Mover and Shaker. She received the Making It Happen Award from ISTE in 2016 and was named the AASL Social Media Superstar Leadership Luminary in 2018. Shannon is the proud mom of three amazing kids and lucky wife of Eric.

ABOUT THE ILLUSTRATOR

Clara Reschke graduated as a designer at UFSC with a year of study at Cardiff Metropolitan University. Since becoming a professional illustrator, she has illustrated several children's books across Europe, Brazil, and the USA. She has also worked for the animation industry doing character design and backgrounds. She is currently living by the sea with her partner, her son, and their sweet dog.

I AM A DIGITAL EXPLORER

ISTE STANDARDS FOR STUDENTS

EMPOWERED LEARNER
Students use technology to set goals, work toward achieving them, and demonstrate learning.

INNOVATIVE DESIGNER
Students solve problems by creating new and imaginative solutions using a variety of digital tools.

KNOWLEDGE CONSTRUCTOR
Students critically select, evaluate, and synthesize digital resources into a collection that reflects learning and builds knowledge.

GLOBAL COLLABORATOR
Students strive to broaden their perspective, understand others, and work effectively in teams using digital tools.

DIGITAL CITIZEN
Students understand the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world.

CREATIVE COMMUNICATOR
Students communicate effectively and express creatively using different tools, styles, formats, and digital media.

COMPUTATIONAL THINKER
Students identify authentic problems, work with data, and use a step-by-step process to automate solutions.

To view the ISTE Standards Student Section in full, visit iste.org/standards/iste-standards-for-students

QUESTIONS TO EXPLORE TOGETHER

You can discuss these questions with students before, during, and after you read the book. These are a great way to explore several important topics that are part of *Sonia's Digital World*.

1. How do you communicate with friends and family who are far away?

2. What digital tools can you use to find answers to your questions, and how do you share knowledge about the fascinating things you learn?

3. How do you work together with others when you're not in the same place?

4. How can you use digital tools to help others in your community and beyond?

5. How do you use technology to learn and create?

MY ANIMAL RESEARCH POSTER

Students love learning about different animals just like the characters loved learning about the walking stick in *Sonia's Digital World*. In this activity, students will explore creative ways to learn about animals using analog and digital tools.

ISTE Student Standard: Creative Communicator 1.6.a

Students choose appropriate platforms and tools for meeting the desired objectives of their creation or communication.

This ISTE Standard will be met as students are creating an original digital creation from research they are doing within PebbleGo or another online resource.

Maker/Edtech Activity

1. Have students pick an animal they'd like to learn more about, and use books, eBooks, or a digital resource like Capstone's PebbleGo Animals to research the animal. See the My Animal Research template at the end of this guide as an example.

2. After students have completed the template, have them create a poster about their animal using art supplies or a digital creation tool such as PebbleGo Create or Google Slides.

3. When they have finished their project, students can share what they learned about their animal with each other.

MY ANIMAL RESEARCH

Name: _____   My Animal: _____

Here is a drawing of my animal...

My animal lives...

My animal eats...

Fun facts about my animal...

MERGE EDU EAGLE

On page 16 of *Sonia's Digital World*, the kids are using a Merge Cube to view an eagle using augmented reality. All students can have this experience using a Merge Cube and the Merge Object Viewer App! Have students follow these steps to hold a digital 3D eagle using the Merge Cube.

ISTE Student Standard:
Empowered Learner 1.1.d

Students understand the fundamental concepts of technology operations; demonstrate the ability to choose, use, and troubleshoot current technologies; and transfer their knowledge to explore emerging technologies.

This ISTE Standard will be met as students are using the technology of a Merge Cube and device to further their knowledge of a bald eagle and other objects through augmented reality.

Edtech Activity

1. Sign up for a free two-week trial of Merge EDU (trymerge.com). (You can still view the eagle for free after the trial ends.)

2. Install the Object Viewer app (mergeedu. com/cube) on the devices and sign in.

3. Print a free Merge Paper Cube (mergeedu. com/paper) for each student or small group. Then have students cut it out and tape or glue it together. You will have to help younger students with the Merge Cube assembly step.

4. Next, have students scan this QR code using the device's camera. If the device doesn't have a QR code reader, type this url in a browser: mergeedu.com/eagle.

5. Have students tap "Cube" on the top of the screen and hold the paper cube in front of the device's camera to hold the eagle in their hands. They can tap each label on the eagle to learn more!

CREATE A MAP TO SHOW HOW YOU ARE CONNECTED

In the book, Sonia engages with others through technology and experiences that enable her to make connections. In this activity, students will create a map to show how they are connected in their own digital world.

ISTE Student Standard: Digital Citizen 1.2.a

Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

This ISTE Standard will be met as students explore how to connect in their digital world—their school, community, or beyond—just like the characters in the book.

Maker/Edtech Activity

1. Have students draw a map of their school and community to identify the places they connect with their classmates and teacher. They can make a map key to label their map. Use the My World map template at the end of this guide as an example.

2. Students can also draw a map of their community and identify the places they connect with family and friends. They can even mark the special community helpers within their community in the map key of their map.

3. **Optional:** Have students use a robotic device or build a vehicle to travel to the different places on their school or community map.

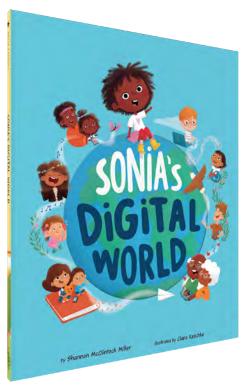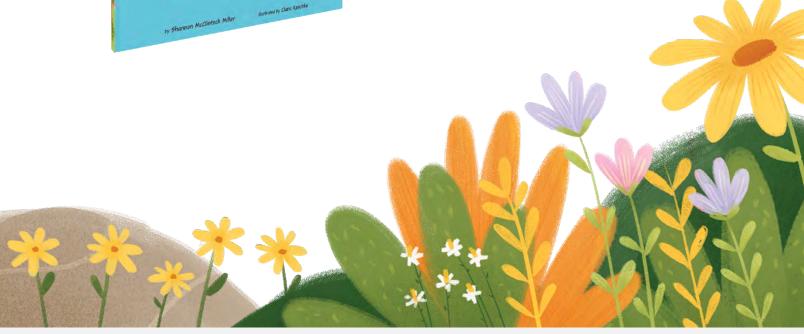4. As they travel around the map, students can tell a friend all about the people within their world.

ADDITIONAL RESOURCES

For more ideas and inspiration, visit the book's companion site at **soniasdigitalworld.com**.

Check out the **Novel Effect (noveleffect.com)** soundscape for *Sonia's Digital World* to bring your read-aloud to life with interactive music and sound effects.

MY ANIMAL RESEARCH

Name: _____ **My Animal:** _____

Here is a drawing of my animal...	My animal lives...
My animal eats...	Fun facts about my animal...

MY WORLD

MAP KEY

Location: Symbol:

Created by: _____