

3rd Grade Lesson Plan

Teacher Name: Tirré Logston

Subject: STEM (ELA, Technology, Art) Date: Oct 6th-10th

LESSON: Pumpkin Jack-o'-Lantern in Augmented Reality

State Standards:

ELA - CCSS.ELA-LITERACY.W.3.3

Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.

Technology - ISTE Standard 1.6 Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

Art - National Core Art Standard: VA:Cr2.1.3a

Create personally satisfying artwork using a variety of artistic processes and materials.

I can/Learning Target:

- I can write a short, creative story about my pumpkin using complete sentences.
- I can design and color a jack-o'-lantern using QuiverVision paper.
- I can use technology to bring my drawing to life in augmented reality.

Lesson structure:

Warm Up:

Students are introduced to the concept of augmented reality. The teacher explains that augmented reality uses technology to add digital elements to real life and provides a quick demonstration with the QuiverVision app.

Students are told they will bring pumpkins to life in the STEM lab. The connection is made to authors and illustrators, noting that authors write their story first and then illustrate. Students are instructed that they will follow the same process.

I do:

The teacher models writing three to four sentences about a pumpkin character, such as "This is Spooky Sam. He loves candy corn. He does not like cats. At night, he glows bright orange." A quick design is sketched on the QuiverVision paper to show the illustration step. The teacher then demonstrates how to use the QuiverVision app, showing how to line up the camera, scan the page, and view the pumpkin in augmented reality.

We do:

As a class, students brainstorm silly and creative pumpkin ideas. Examples are recorded, including names, likes or dislikes, and activities the pumpkins might do.

You do:

Students write their own three to four sentence story on the back of the QuiverVision page. Once their writing is complete, they illustrate and color their pumpkin design on the front. Each student must bring the page to the teacher for pre-approval before using a tablet. After approval, students use the QuiverVision app to scan their drawing and view it in augmented reality.

Learner Readiness: (I know/I need to know - including vocab)

Students should know how to write complete sentences, add descriptive details, and use tablets responsibly.

- Augmented Reality
- Scan
- Character
- Setting
- Verb
- Adjective
- Dialogue

Materials:

- QuiverVision "Dot Day" coloring page (circle template)
- Tablets with QuiverVision app installed
- Crayons/markers/colored pencils
- Pencils and erasers

Differentiation:

- Sentence Starters - Provide structured prompts such as "My pumpkin's name is..." and "It likes to..." and "At night my pumpkin..." to help students begin writing without struggling to form complete ideas on their own.
- Word Bank - Supply a list of seasonal and descriptive words (pumpkin, spooky, silly, glowing, friend, night, autumn, etc.) so students can easily incorporate vocabulary into their writing and avoid getting stuck on spelling or word choice.
- Alexa for Spelling Support - Allow students to use Alexa (or a similar voice assistant tool) to ask for correct spellings. This helps them stay independent, build confidence, and finish their sentences without waiting for teacher assistance.

Enrichment:

- Descriptive Language Challenge - Encourage students to add more vivid adjectives and sensory details. For example, instead of "My pumpkin is orange," push them to write "My pumpkin glows like a fiery sunset with jagged teeth and sparkling green eyes."
- Dialogue Writing Extension - As an alternative to the short narrative, advanced students may create a dialogue between their pumpkin and another character. This builds voice, quotation use, and extended writing practice.
- Extended Story Option - Students who want more can write an entire short paragraph (6-8 sentences) or a mini-story about an adventure their pumpkin goes on, with a beginning, middle, and end.

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Lesson Steps:

0-5 minutes (Warm-Up):

Students are introduced to the concept of augmented reality. The teacher explains how AR adds digital elements to real life and provides a short demonstration with the QuiverVision app. Students are told they will bring pumpkins to life in the STEM lab. The teacher explains that, just like authors and illustrators, they will write their story first and then illustrate.

5-10 minutes (I Do):

The teacher models writing three to four sentences about a sample pumpkin character and sketches a simple design on the QuiverVision page. The teacher then demonstrates how to use the app, showing how to line up the camera, scan the page, and view the pumpkin in augmented reality.

10-15 minutes (We Do):

The class brainstorms creative pumpkin ideas together. Examples are recorded, such as unique names, things pumpkins might like or dislike, and silly activities they could do.

15-25 minutes (You Do - Writing):

Students write their own three to four sentence story on the back of the QuiverVision page using sentence starters and the word bank as needed. The teacher circulates to support students and checks for complete sentences.

25-35 minutes (You Do - Illustration):

After completing their writing, students illustrate and color their pumpkin design on the front of the page. Each student brings the paper to the teacher for pre-approval before moving on.

35-40 minutes (You Do - AR Integration):

Students use the QuiverVision app on tablets to scan their pumpkin design and bring it to life in augmented reality.

Closing (Wrap-Up - final 5 minutes):

Students turn to the partner next to them and share their pumpkin design and one detail from their story. Partners give each other one compliment, such as "I like how your pumpkin..." or "That was a funny idea." This quick exchange allows every student to speak, listen, and celebrate their creativity before leaving.

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Rubric:

- 3 Points: Writes 3-4 complete sentences with details; pumpkin is creative and AR-ready.
- 2 Points: Writes 2-3 sentences, some detail; pumpkin is mostly complete.
- 1 Point: Writes 1-2 simple sentences; pumpkin design unfinished.

Assessment:

Formative:

Student progress is monitored during writing and illustration. The teacher checks for complete sentences, use of descriptive words, and effort in illustrations. The pre-approval step before tablets serves as a checkpoint to make sure stories and drawings are ready.

Summative:

Final products are scored using the rubric. Each student's story is assessed for complete sentences and details, the illustration is checked for creativity and alignment with the story, and the AR component shows if the student successfully brought the pumpkin to life with QuiverVision.

Wrap Up:

Today you all worked as authors and illustrators. You wrote your pumpkin stories first, just like real authors, and then you brought your ideas to life with your illustrations and augmented reality. Before we leave, turn to your partner and share your pumpkin and one fun detail from your story. Listen to your partner and give them one compliment about their work. Great job today finishing our last pumpkin project of the season!

Reflection:

Name:



My Pumpkin Story

My pumpkin's name is...

The color of my pumpkin is...

My pumpkin likes to...

My pumpkin is special because...

My pumpkin can...

Name:



My Pumpkin Story

My pumpkin's name is...

My pumpkin likes to...

My pumpkin surprised everyone when...

Name:

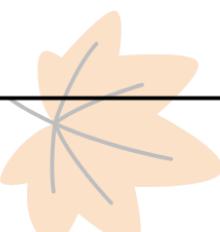
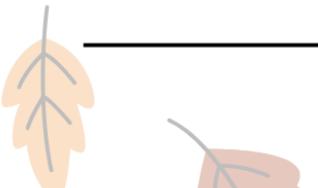
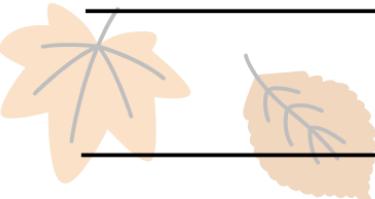
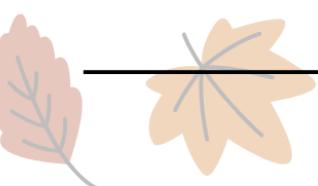


My Pumpkin Story

My pumpkin's name is...

My pumpkin and I went on an adventure to...

One day, my pumpkin decided to...



Name:

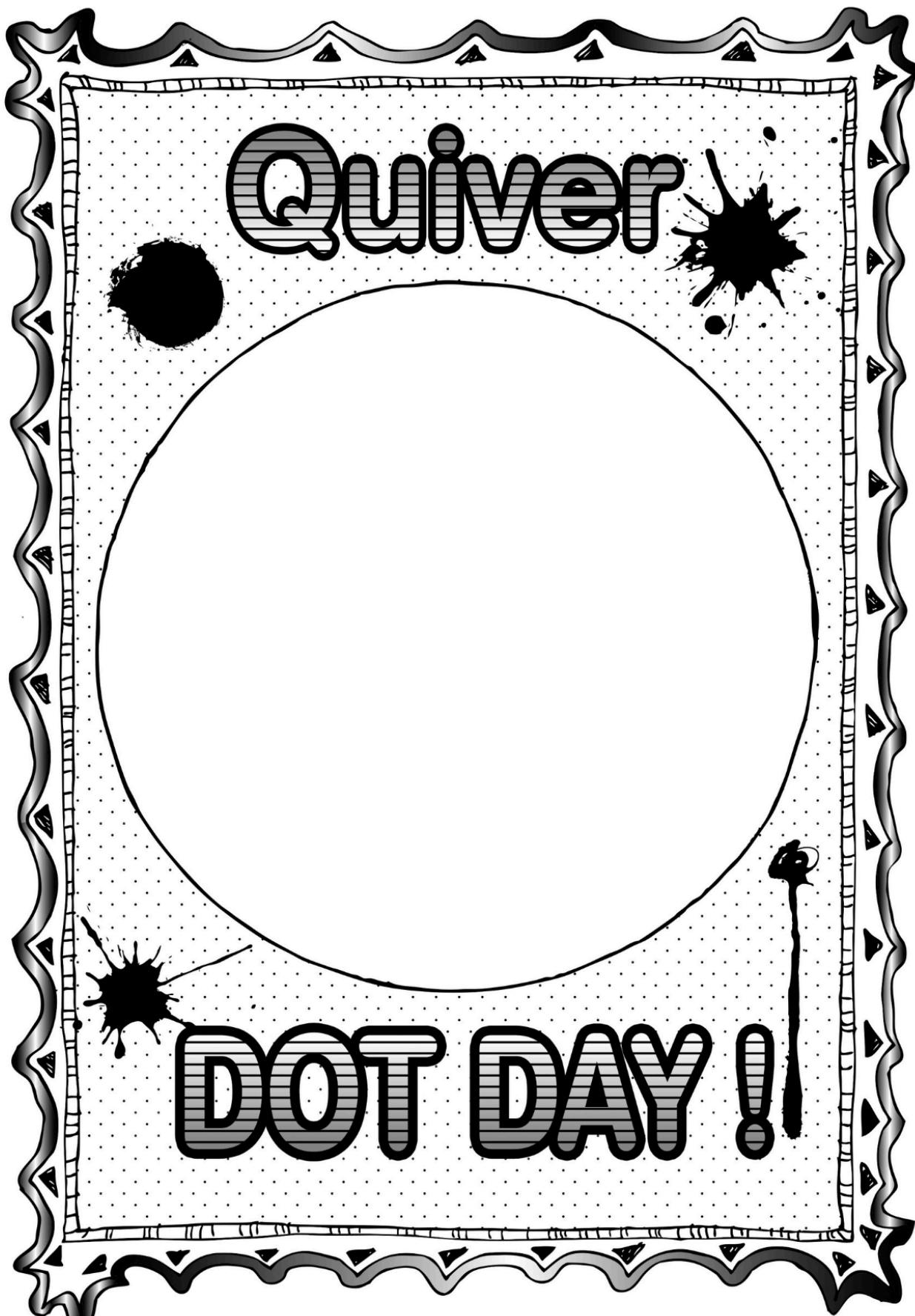


me: **My Pumpkin Story**

My pumpkin's name is...

My pumpkin's journey began when...





1. Color the picture.
2. Download the Quiver app.
3. Open the Quiver app & scan the QR Code.
4. Scan the page & enjoy the AR experience.