

DIGITAL BREAKOUTS ARE FUN, ENGAGING AND INTERACTIVE!

What you need to use this breakout:

- Chromebooks, computers, laptops or some type of mobile device. You will need one device for each team. I recommend teams of 2-3 students if possible. The devices must be connected to the internet.
- Scratch paper for students to write down the lock codes while they are working.

What is included:

- The breakout is accessed through a Google Site. Students will go to the url for the site to complete the breakout.
- On the Google Site is the scenario, student directions, links to each of the 3 challenges and a Google Form for the students to enter the lock codes.
- The challenges are an online quiz, a Google Forms activity and a Google slides activity.

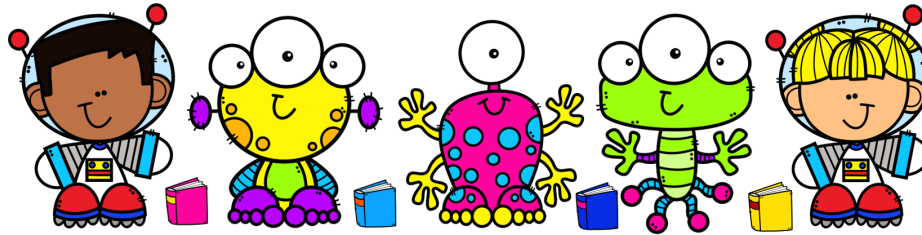
The challenges:

- Matching game (match the picture to the library rule)
- A 5 question quiz (Google Forms)
- Book care memory game (match the book care rule to the picture)

Students do not need a Google account to do this breakout

Screenshots of the breakout

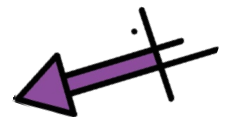
HOW TO BE A GOOD LIBRARY CITIZEN



In your class this year are three aliens from the planet Xertz. On your first day of school your class visits the library. The aliens have never been to a library before. They run around, pull books off the shelves and color on the pages. The librarian is mad. She puts three locks on the library doors. Your class go back inside once the aliens learn how to be good library citizens. To open the locks the aliens must complete challenges and figure out the secret codes. Can you help the aliens and unlock the library doors? Good luck!



Since this breakout is for younger students, you may need to read the scenario and/or some of the questions to students. I tried to make them simple while still covering the rules that I want to teach the students.



Screenshots of the breakout

The screenshot shows a digital library interface with six panels illustrating library activities and rules:

- Top-left: A child at a bookshelf labeled "Non-Fiction A - G".
- Top-middle: A child at a librarian's desk.
- Top-right: A child holding a stack of books near a "BOOK RETURN" sign.
- Bottom-left: Three children sitting at a table reading.
- Bottom-middle: A group of children sitting on the floor reading together.
- Bottom-right: Two children reading a book together.

Below the panels are six buttons with library rules:

- Listen to the librarian.
- Return your books on time.
- Be kind and respectful.
- Work together with your classmates.
- Keep the bookshelves neat and tidy.
- Check your book out before leaving the library.

A "Check" button is located at the bottom left of the interface.

✓ Select the book cover for the nonfiction book.



Option 1



Option 2 ✓

Feedback

Correct. This is a nonfiction book cover. Nonfiction books give you true facts on a subject.

✓ All books belong in a special place so that we can find them. A book that is misshelved is a lost book. It is everyone's job to help keep the books in the right place. To help you do this always use a _____ when you look for a book.

Bookmark

Shelf marker ✓

Feedback

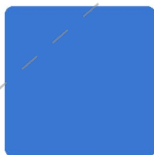
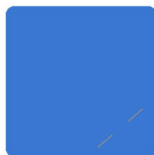
That's right! You use a shelf marker to mark the spot on the bookshelf where the book came from so you can put it back in the right spot. You use a bookmark to mark your spot in a book when you stop reading.

Match The Memory

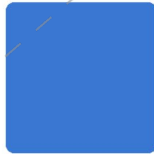
Play Edit Search Tags Popular Create Buy Log Out My Account

Library Citizen Game

Cards Flipped: 20 Time: 00:41



NO FOOD OR DRINKS AROUND YOUR BOOKS



KEEP PETS AWAY FROM YOUR BOOKS

