Musher Trading Cards

Developed by: Linda Fenton

Discipline / Subject: Language Arts/Technology

Topic: Musher Biographies

Grade Level: 3rd – 6th

Resources / References / Materials Teacher Needs:

Card Stock Printing Paper
www.iditarod.com
Musher Websites

Lesson Summary:

Students will each choose a musher to follow during the race. To prepare for the race, they will develop a "Musher Trading Card" with information about their musher and to trade with other students. The research is done via the internet.

Standard's Addressed: (Local, State, or National)

Common Core Standard English/Language Arts (3rd Grade)

1. RI.3.10. By the end of the year, read and comprehend informational texts, including history/social studies, science, and technical texts, at the high end of the grades 2–3 text complexity band independently and proficiently.
2. W.3.7. Conduct short research projects that build knowledge about a topic.
Wisconsin Technology Standard
3. E.4.1. Use computers to acquire, organize, analyze and communicate information.

Learning Objectives:	Method of assessment for learning
1. Students will thoughtfully choose a musher they relate to and would like to follow during the Iditarod. 2. Students will create a musher card to educate and trade with other students.	Rubric – I make my own Rubrics using http://rubistar.4teachers.org This will incorporate information gathered and and presentation of the card. Each teacher can choose their own method of evaluation.

Procedural Activities

1. Students will choose a musher for the current year using the musher list at Iditarod.com.
2. Use the above website and musher website to find out the following information:
   *Musher's age
   *Kennel
   *Where musher lives
   *What musher does for a living
   *How many times has s/he run the Iditarod and what is their best finishing time or is the musher is rookie?
   *Extra interesting facts about the musher
3. Using a Word Document, create a trading card. Set up 2 columns to keep card in proportion. Card must have:
   *Picture of the musher
   *Information found that was listed above
4. When done, copy and paste to make 4 cards on a page. Print on card stock. Cut cards apart. I have each student keep one card; I keep one card for the bulletin board; and they can trade the other 2 cards.

Materials Students Need:
Access to the Internet.
Pencil and paper for taking notes.
A good attitude.

Technology Utilized to Enhance Learning:
Internet and Word Processing software

Other Information:
I also have students add a color border around their card to enhance the presentation.

Modifications for Special Learners/ Enrichment Opportunities:
Extra help for students with special needs.