

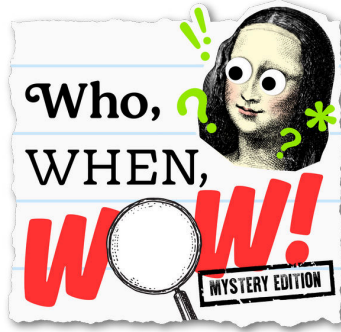


# Curriculum Guide

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# Who, When, WOW! Mystery Edition Curriculum Guide

**Show overview:** Join Carly Q as a junior analyst at B.U.T.T.H.E.D (um, huh?) as you explore the mysteries of history together, asking and discovering: Who, When, WOW!

**Suggested Grade level:** K-6

**Subjects:** Social Studies, ELA, Media Literacy

**Curriculum Connections:** Listening, Reading, Writing and Researching

**Average episode length:** 20 minutes

The *Who, When, Wow! Mystery Edition* curriculum guide contains everything you'll need to start using this podcast with students in your classroom. Whether you are putting together an individual lesson or a whole unit on mysteries, a particular historic event featured in the show, character development, vocabulary or story writing, this comprehensive guide provides support to help you do so. We've also included some specific lesson ideas that can be implemented into your current curriculum seamlessly.

# Aligning With Curriculum

## ENGLISH LANGUAGE ARTS (ELA)

The Common Core State Standards (CCSS) call for several Key Shifts in Language Arts that have implications across the curriculum. See how *Who, When, Wow! Mystery Edition* aligns with these Key Shifts in the English Language Arts.

ELA Practice	How Listening to <i>Who, When, Wow!</i> Supports ELA
Regular practice with <u>complex texts</u> and their academic language	Students can listen to episodes multiple times, with or without reading transcripts simultaneously, in order to deepen their understanding. Listening to podcasts offers all students access to complex texts, regardless of reading level, which, in turn, can help students improve their reading skills.
Reading, writing, and speaking <u>grounded in evidence from texts</u> , both literary and informational	The historical content featured in <i>Who, When, Wow! Mystery Edition</i> episodes provide material for high-level classroom discussions and/or analytic writing tasks. TinkerClass provides plug-and-play activities that promote this practice as well.
<u>Building knowledge</u> through content-rich nonfiction	<i>Who, When, Wow! Mystery Edition</i> episodes introduce listeners to content-rich, non-fictional historical accounts that can help students build background knowledge, which is critical to both listening and reading comprehension.

## SOCIAL STUDIES

The six Core Social Studies Practices below represent the social science and historical thinking skills that students should develop throughout their education in order to be prepared for civic participation, college, and careers. See how *Who, When, Wow! Mystery Edition* aligns with these Core Practices.

Core Social Studies Practices					
Gathering, Interpreting and Using Evidence	Chronological Reasoning and Causation	Comparison and Contextualization	Geographic Reasoning	Economics and Economic Systems	Civic Participation
X	X	X	X	X	X

## MEDIA LITERACY

Media literacy is the ability to access, analyze, evaluate, and use media and encompasses the foundational skills that lead to digital citizenship.

**Evaluating Sources** is a key component to teaching kids about Media Literacy. The mystery element of *Who, When, Wow!* provides an excellent way to approach this in the classroom. Use the podcast to discuss how to evaluate the credibility and reliability of different media sources just as Carly Q does in the podcast.

**HSI: Historical Scene Investigation** was created in order to facilitate the use of primary sources in history education. By using the concept of historians as detectives, students can be taught to examine primary sources.

### The Four Steps of Historical Scene Investigation (HSI)

1. **Becoming a Detective** — basic context and introduction of an overarching question
2. **Investigating the Evidence** — examining primary sources
3. **Searching for Clues** — answering questions which organize analysis of primary sources
4. **Cracking the Case** — presentation of an evidence-based conclusion and questions formed by the investigation

# Listening Flow

## Before playing an episode

Activate students' mystery solving skills by using the following discussion questions as a complement to any episode in the *Who, When, Wow! Mystery Edition* catalog.

- What is a mystery? How is it similar to or different from a puzzle?
- Invite students to make predictions about what might happen based on the episode title.

Review the **Who, When, Wow! Mystery Edition TinkerClass Guided Activities** and decide which might work best for your students. Some activities can be filled out while listening or after listening as well as individually, in small groups, or as a class. Determine how you want to present these to the class.

This sample guided activity is titled "Who? What? Wow!" and is part of the "Who, When, Wow! Mystery Edition" catalog. It features a "CASE FILE" header with a "TOP SECRET" stamp and fields for "AGENT:" and "DATE:". The activity is divided into three steps:

- STEP 1:** Think about what you heard in the episode. A magnifying glass icon highlights a section with prompts: "WHAT did this character do?", "WHAT did this character say?", "WHEN or WHERE did this character live?", "WHAT happened to this character?", and "Who? What? Wow!".
- STEP 2:** What are three things you learned about...? (indicated by a red arrow).
- STEP 3:** Write a question you would like to ask... (indicated by a green arrow).

The activity includes a "Double-click on the blue lines to add text" instruction and a "TINKERClass" logo at the bottom.

This sample guided activity is titled "Picture This" and is part of the "Who, When, Wow! Mystery Edition" catalog. It features a "CASE FILE" header with a "TOP SECRET" stamp and fields for "AGENT:" and "DATE:". The activity is divided into two steps:

- STEP 1:** As you are listening, jot down any important details that you hear. Double-click on the blue lines to add text! A magnifying glass icon highlights a section with prompts: "WHO is involved?", "WHERE did it take place?", and "HOW? What happened?".
- STEP 2:** Then draw the scene, including all these details. (indicated by a blue arrow). Below this, there is a box for drawing and the instruction "Draw here using digital tools or insert an image of a drawing!".

The activity includes a "Double-click on the blue lines to add text" instruction and a "TINKERClass" logo at the bottom.

Sample Guided Activities

## While playing an episode

You might find it helpful to pause the episode at key moments to

- check for understanding
- highlight important moments (like when H-Dad reveals the case)
- answer any questions

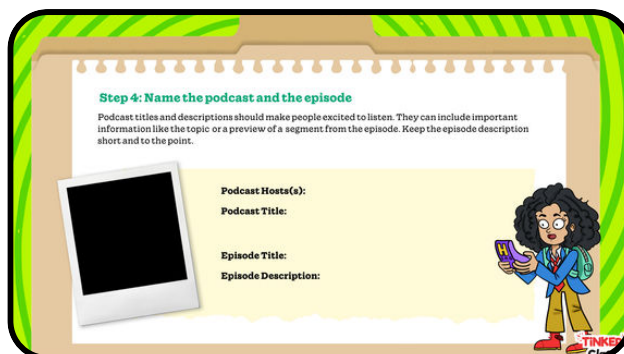
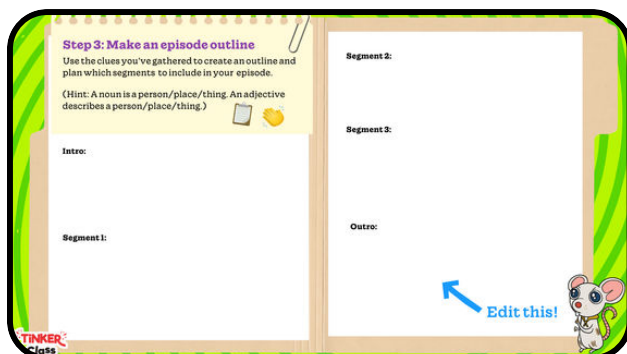
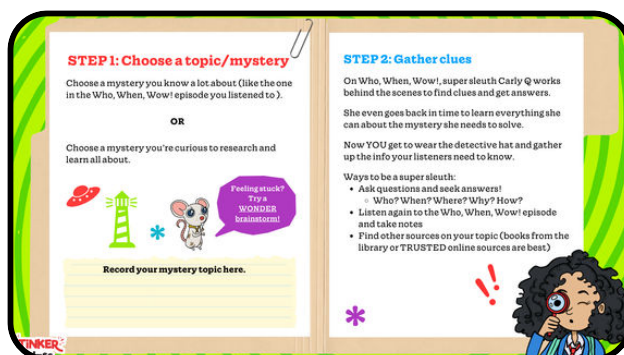
Describe the mystery in the particular episode you are listening to.

## After playing an episode

Ask students what their favorite and least favorite parts were.

Introduce a **TinkerClass Guided Activity** that you want your students to complete and model how they might go about completing it.

Introduce the **TinkerClass Make Your Own Super Secret Podcast Activity** and talk about how they might go about it.



## Make Your Own Super Secret Podcast Activity



# TinkerClass Connections



**Listen**



**Wonder**



**Tinker**



**Make**

TinkerClass adds podject-based learning to every podcast. Our *Who, When, Wow!* podjects invite students to listen, reflect and investigate like detectives with eight ready-made Guided activities. Or they can follow along with the Make Your Own Podcast Activity to make their very own Super Secret Podcast.

- Access to 48 *Who, When, Wow!* Podjects, which include:
  - Ad-free *Who, When, Wow! Mystery Edition* **episodes**
  - *Who, When, Wow! Mystery Edition* themed **WONDER** and **TINKER** templates
  - *Who, When, Wow! Mystery Edition* **Guided Activities**\*
  - *Who, When, Wow! Mystery Edition* **Make Your Own Activity**\*
- Access to Universal TinkerClass worksheets that help students reflect on any episode:
  - **WOWs and WONDERs Worksheet** – A place to record ideas during and after listening
  - **Brainstorming WONDERs Worksheet** – Try this brainstorming tool in your classroom
  - **BIG WONDERs Worksheet** – Try this organizer to help your students get to the BIG WONDER

\*Activities are not specific to individual episodes but designed to be used with multiple episodes.

# Additional Implementation Ideas

1. Listen to two or more episodes, then compare and contrast the mysteries, settings and characters. (ELA)
2. Keep an ongoing character chart as you make your way through all the episodes. Discuss each of the characters. What are their defining character traits? Whom do you like the most and whom do you like the least? Which character are you most like? (ELA)
3. After listening to a full season, use the characters (and any new ones they'd like to include) to write an original *Who, When, Wow Mystery Edition* episode. (ELA)
4. Ask students if they have ever solved a mystery, and if so to explain their experience. (ELA)
5. Ask students to predict what mysteries of history might be featured in future episodes. (Social Studies)
6. Create groups with 2-3 students in each group. Assign each group a different episode. Instruct the groups to take notes while listening to their episode as a team, perhaps listening a few times. Students then create a short presentation about the mystery from history and present the information to the class. (ELA, Social Studies)
7. Be an image detective- Select a photograph or drawing that connects to the mystery you learned about from one of the episodes. Study the image. Then pose questions, gather clues, get background information, and draw conclusions about various events from that image. (Social Studies, Media Literacy)
8. HSI: Historical Scene Investigation- Look at history the way a detective looks into crime! Become a detective as you investigate historical events using guiding questions and primary sources. (ELA, Social Studies, Media Literacy)