Dpad: My clues

Length:
15-20 minutes

Objectives

By the end of this lesson, students will:

- Use contextual clues to make educated guesses about the location of the missing workers and incorporate language art content, such as puns and homonyms, into the classroom.

Inquiry prompts

- What is an educated guess?
- How can you use clues to figure out a mystery?

Before you begin

1. Important: This activity is recommended before students complete the final Career Town location. Students will collect a set of 6 notes that direct them to 1 of 6 possible final locations. Each note offers a clue that teases Ernestine's whereabouts.
2. Ensure you can project your screen for your students to see.
3. Decide whether to take discussion/brainstorming notes with your class via a slide deck and project for students to view, or on a whiteboard in the physical classroom.
4. Access your **Dpad** in your demo student account to verify the set of clues you have collected. It's ideal to have all or most Career Town locations completed so you can demo how to navigate more than one clue and review the first clue with your students. Note: See the full list of clues here.
5. From the following list of clues, choose 2 more that hint at different whereabouts for Ernestine and write them down where you will be taking class notes. These 2 clues should be different from the one you selected from your demo account. NOTE: It's important to use clues that hint at different locations to ensure you don't spoil the mystery for your students.
   - Farm: It's me, Ernestine McNohire, the Great! We will be far from NATURE where I am taking everyone!
   - Pet grooming shop: I, Ernestine McNohire, am in the BUSINESS of taking every worker in Career Town!
   - Construction site: You'll have to BUILD a case to find out where the great Ernestine McNohire has hidden everyone!
   - Hospital: It's me, Ernestine McNohire, the Great! You'll need PATIENCE to figure out where I am taking everyone!
   - Art gallery: You'll have to DRAW your own conclusions to figure out where the great Ernestine McNohire has hidden everyone!
   - Park: I, Ernestine McNohire, have PARKED everyone somewhere in Career Town but soon we will be out of this world.
6. Record the 3 clues (the first from your student demo account and the other 2 chosen from the list) so they're ready to present for class

Materials required

- Computers or tablets with Internet access
- Whiteboard and whiteboard markers, Smartboard, or projector

Artifacts

Students take part in a classroom discussion about the clues in Career Town and make educated guesses about where the Career Town workers may be.

xello

Dpad: My clues

🕐 Length:
15-20 minutes

discussion. Make sure to emphasize the word in capitals as shown in the clue.

Teaching strategies

1. Recap the Career Town mystery with students. View the [Trouble in Career Town!](also available in [Spanish](link)) video for help.

2. Pose the following question to students: How do the clues help you figure out the Career Town mystery?

3. Log in to your demo student account, access your **Dpad**, and project it for students to see.

4. Click the **My Clues** icon on the **Dpad** screen. Remind students that Ernestine has left clues at each location of Career Town, and that this is where the clues are kept.

5. As a class, read the first clue. Direct students' attention to the word that is emphasized in the clue (it will be in all capital letters).

6. As a class, brainstorm why the word was emphasized. Is it referring to something in Career Town? Does the word have more than one meaning?

7. Now, show the students the 2 other clues that you selected from the list above. Drawing attention to the all-caps words in the clues. Discuss as a class the meaning of the word "homonym" (a word that has the same spelling or pronunciation as another word but a different meaning) and then the word "pun" (a joke where a word is used for a different meaning) and how homonyms and puns are similar and different (homonyms are different meanings while people use puns to make a joke). Some examples:

   - Homonym: Pear/pair, write/right.
   - Pun: Teddy bears are never hungry because they are always stuffed! How does the ocean say goodbye? It waves!

8. For each clue, ask students to share their intial impressions of the meaning of the word. Then discuss, given the context of the game, what else the word could mean. Ex: For the clue "You'll have to BUILD a case to find out where the great Ernestine McNohire has hidden everyone!" ask students what it means to build, and whether this is only something that you do with your hands. Then ask students to think about the locations in Career Town, and whether building reminds them of any location.

9. Direct students to log into their accounts and access their **Dpads**, then click on **My clues**, just as you modeled earlier. Encourage students to choose a clue from their **My clues** section and write down the emphasized word in the clue. Then give them two minutes to think about different meanings of that word. Have them consider how the word is more likely to help them solve the Career Town mystery.

10. Once you've given them two minutes to think on their own, direct students to turn to a partner and take turns sharing their homonym/pun meanings and their reflections in the context of the Career Town mystery. Ask for volunteers

xello

Dpad: My clues

Length:
15-20 minutes

to share their reflections with the class.

xello