



## Lesson Plan Summary

### Magic Tree House Fact Tracker: Benjamin Franklin

“In The Spirit of Ben, Let’s Explore, Learn, Create, and Write”

#### The 13 Original Colonies

#### *Puzzle/Game-Making Activities*

<b>EACH STUDENT WILL:</b>	<b>COMMON CORE STANDARDS ADDRESSED:</b>
<ul style="list-style-type: none"><li>• Read and discuss the text in the Fact Tracker <i>Benjamin Franklin</i> and <i>To The Future, Ben Franklin</i>.</li><li>• View a video about the 13 colonies</li><li>• Discuss life in the colonies.</li><li>• Use text features to locate the map in the Fact Tracker. Compare and contrast with a map of today.</li><li>• Organize and label the 13 Original Colonies on a map.</li><li>• Assemble and re-assemble the 13 Colonies puzzle for mastery.</li><li>• Collaborate to create a game with a partner or small group.</li></ul>	<p><b>READING:</b></p> <ul style="list-style-type: none"><li>• <b>KEY IDEAS AND DETAILS (RI2.1, RI3.1, RI4.1)</b> Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.</li><li>• <b>RANGE of READING and LEVEL of TEXT COMPLEXITY (RI2.10, RI 3.10)</b> 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.</li><li>• <b>CRAFT and STRUCTURE (2.5, 3.5, 4.5)</b> Know and use various text features to locate key facts or information in a text efficiently.</li></ul> <p><b>LANGUAGE:</b></p> <ul style="list-style-type: none"><li>• <b>SPEAKING and LISTENING (2.1,3.1,4.1)</b> Engage effectively in a range of collaborative discussions one-on-one, in groups, and teacher-led.</li></ul>

FT32-5S1019

Created by: Paula Cirillo, 2009 Magic Tree House Teacher of the Year, Peach Hill Academy, Moorpark, California



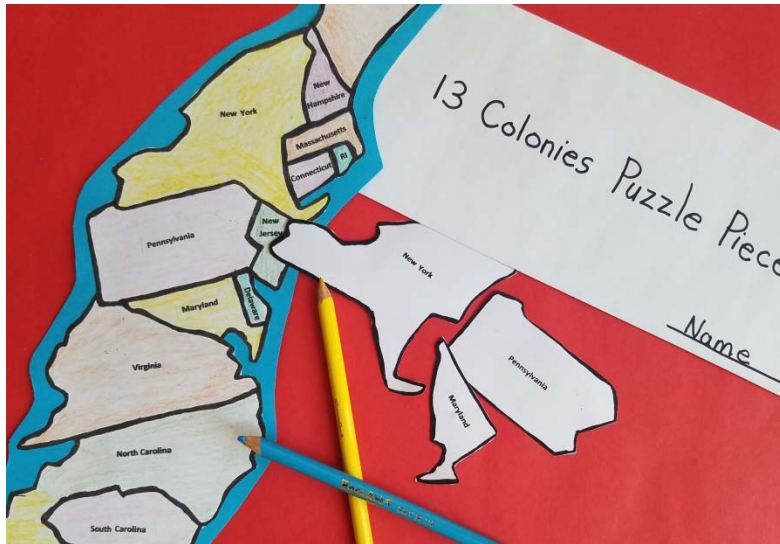
## Lesson Plan

### Magic Tree House Fact Tracker: Benjamin Franklin

“In The Spirit of Ben, Let’s Explore, Learn, Create, and Write”

#### 13 Original Colonies

#### Puzzle/Game-Making Activities



*Show me and I forget. Teach me and I may remember. Involve me and I learn.* - Benjamin Franklin

(Paraphrased from a Confucian philosopher)

#### MATERIALS NEEDED

#### 13 Original Colonies Puzzle

- Magic Tree House Fact Tracker **Benjamin Franklin**
- Puzzle pieces of 13 Colonies - see appendix for choices
- Puzzle frame for 13 Colonies Puzzle, in appendix
- Colored construction paper for each puzzle
- Envelope for each puzzle
- Scissors, colored pencils

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## **Game Activity (optional)**

- Dice
- Timers
- Game markers or trinkets
- Ben Franklin game cards, in appendix
- Construction paper

As Benjamin Franklin believed, from his apprenticeship days, hands-on experience is the best way to learn. Thus, the students will be making a puzzle to master the names and location of the thirteen original colonies and create a learning game to go with it.

## **PROCEDURE**

### **Let's Explore**

Watch one of the following videos for an anticipatory activity in addition to reading *To the Future Ben Franklin* and the *Benjamin Franklin Fact Tracker*.

<https://youtu.be/vdOfMpAls1s> (4:13)

"13 AMERICAN COLONIES" by Kids Academy

<https://youtu.be/gVxad8R4Nig> (5:36)

"LIFE AS A CHILD IN THE 18<sup>TH</sup> CENTURY"

### **Let's Learn**

Make a puzzle of the 13 Original Colonies

1. Assemble the puzzle mat and paste it to the construction paper.
2. Color each puzzle piece lightly with colored pencils.
3. Cut out each puzzle piece and place them in the envelope for safe keeping.
4. Depending on the level of your students, you can guide them through the first try by letting them see the map on a visualizer, in the book (p. 16) or let them discover with a partner.
5. Students continue to make the map until the names and locations of the states are mastered.

### **Let's Invent**

Challenge the students to make a game

1. Give the students dice, construction paper, and Ben Franklin cards for writing game questions
2. Get in pairs or small groups to brainstorm and create a game

## **Examples of game ideas**

1. Race to finish using a timer
2. Write questions on Ben Franklin cards such as: What is the smallest colony? What colony did Ben live in? What colonies surround Connecticut? If answered correctly, student can put that piece in the puzzle or take another turn if the piece was already used.
3. Throw dice. Name the number of colonies on the dice.

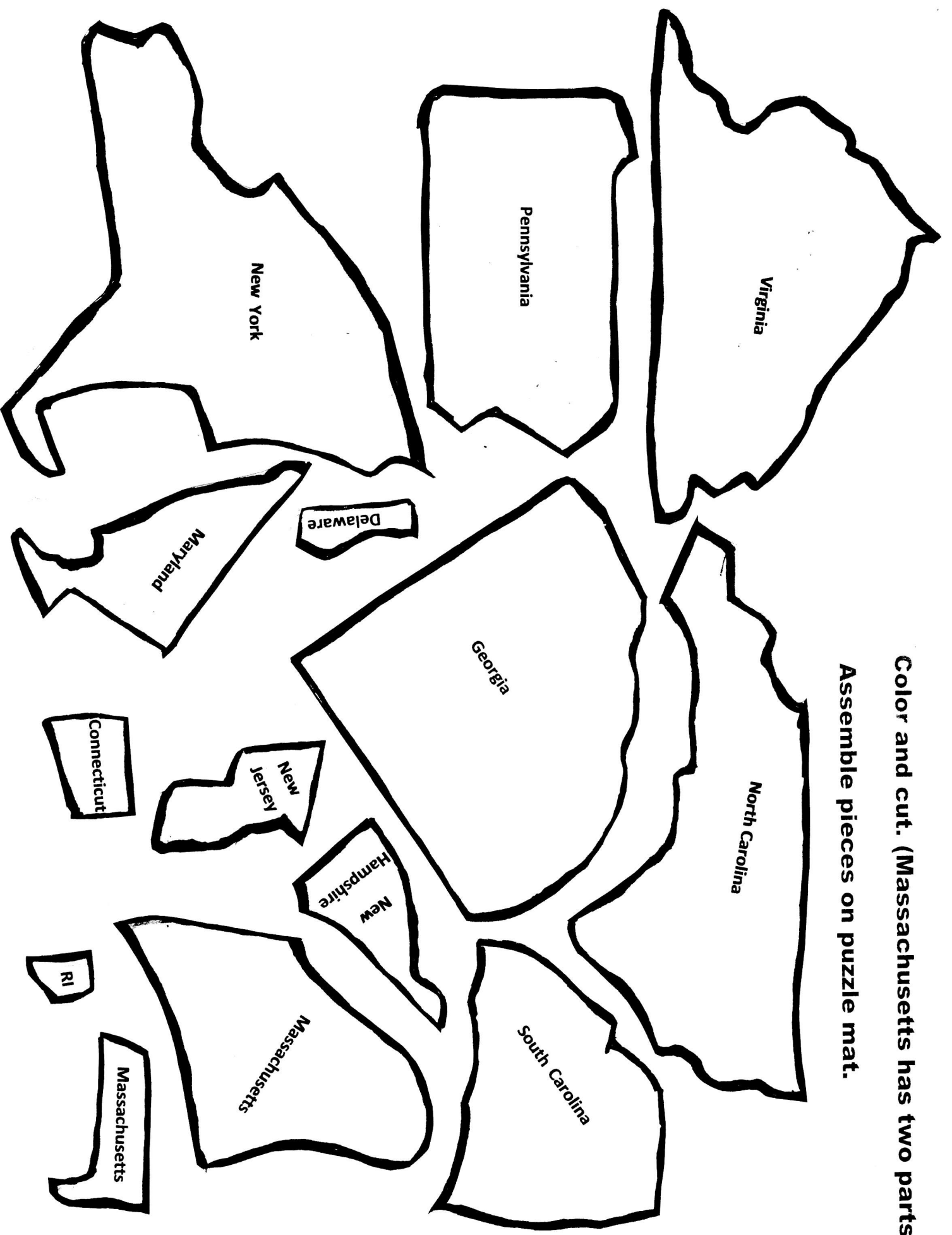
# Appendix

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- Colonies puzzle pieces (with labels) for cutting and pasting.  
Copy on white cardstock
- Colonies puzzle pieces (without labels) for cutting and pasting.  
Copy on white cardstock
- Placemat for puzzle pieces
- Assessment sheet (optional)
- Answer sheet for 13 Original Colonies
- Ben Franklin Cards (for Invent-a-Game)

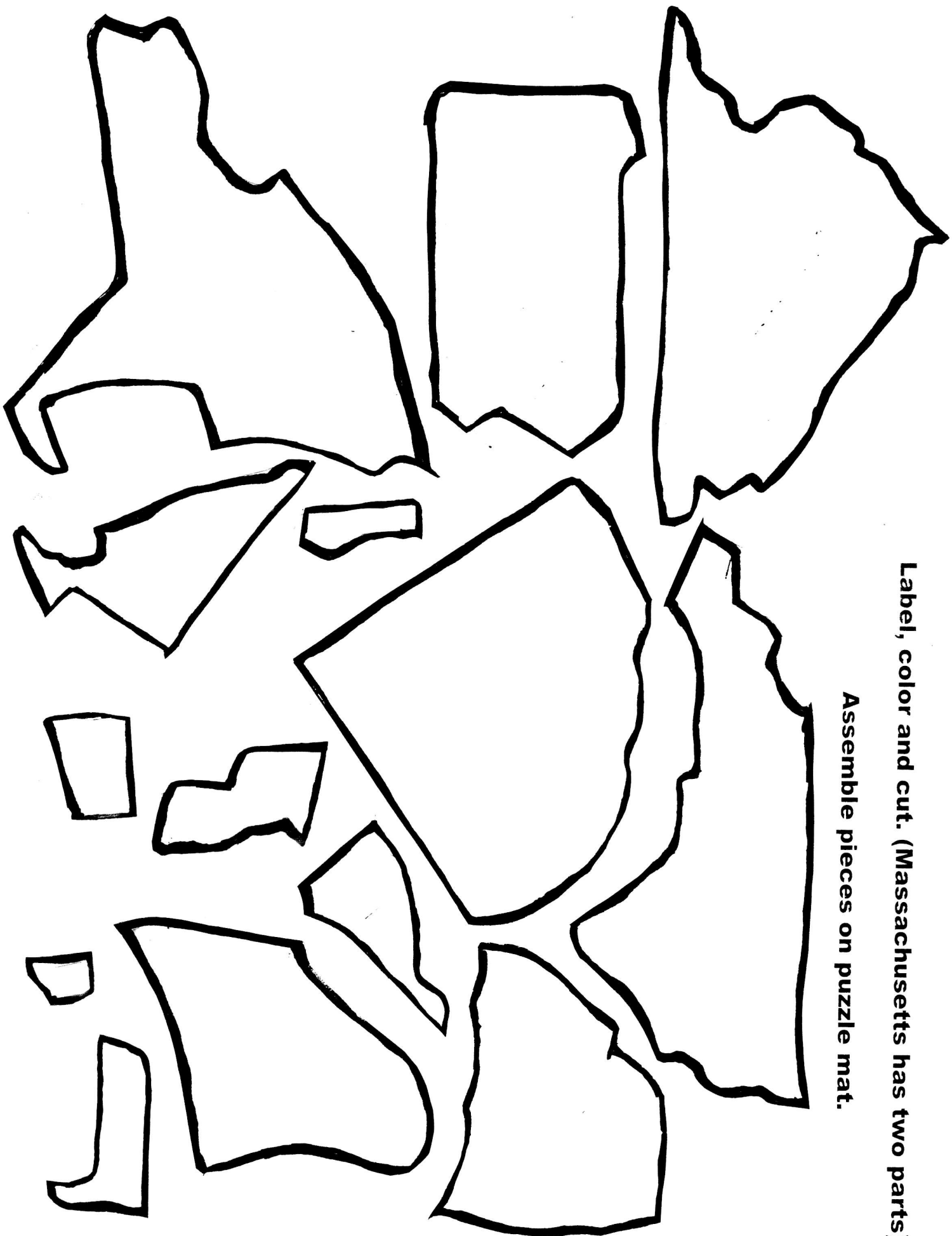
**Color and cut. (Massachusetts has two parts)**

**Assemble pieces on puzzle mat.**



**Label, color and cut. (Massachusetts has two parts)**

**Assemble pieces on puzzle mat.**



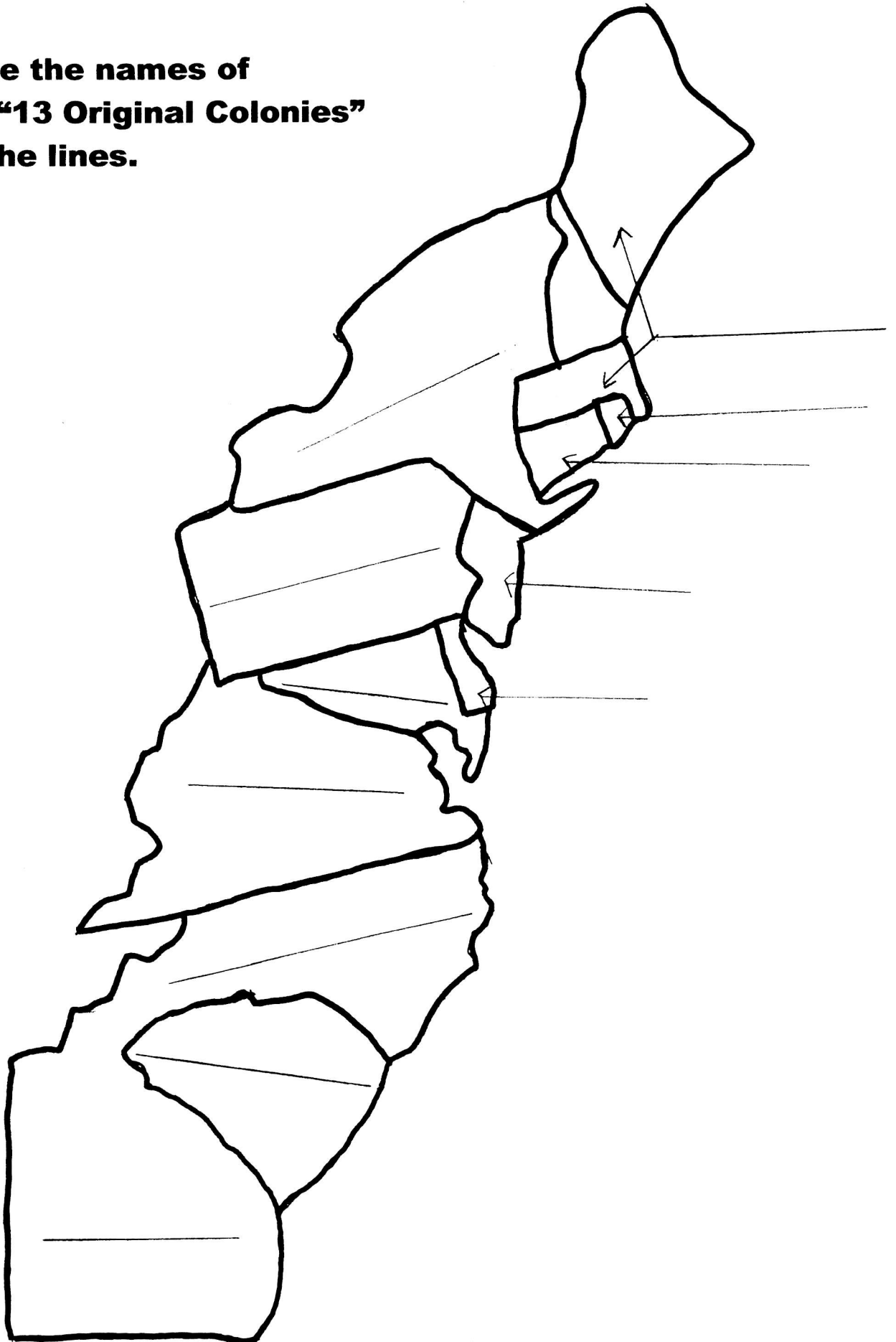
**PLACEMAT FOR PUZZLE**

Paste two pieces together on construction paper



Name \_\_\_\_\_

**Write the names of  
the "13 Original Colonies"  
on the lines.**





# The 13 Original Colonies





What do you know about  
the 13 colonies?

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What do you know about  
the 13 colonies?

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What do you know about  
the 13 colonies?

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