

The Academy of Our Lady of Peace May Library & Technology Choice Board #1



Please select at least three (3) of these activities to complete.

Please email Mrs. Raleigh and/or Mrs. Tyler and tell us which activities you explored and which was your favorite.

mrraleigh@theacademyolp.org atyler@theacademyolp.org

Choice #1- Read a Book	<p>Read your library book or any book you have in your house. Once you are done reading, try to follow these steps to create an origami bookmark!</p> <p>Origami Bookmark</p>
Choice #2- Tumblebooks	<p>TumbleBooks has an extensive collection of animated storybooks, videos, and games. TumbleBooks takes existing picture books, adding animation, sound, music and narration to produce an electronic picture book. You can read it, or have it read to you.</p> <p>TumbleBooks</p>
Choice #3- Digital Escape Rooms	<p>A digital escape uses the same concept of solving a series of clues to unlock locks as a physical escape room does. However, with a digital escape, all that is necessary is a device connected to the Internet. Try out one of the digital escape rooms below. These were made by very creative librarians! Family Fun!</p> <p>Escape From Wonderland Ages 6+ Escape</p> <p>Picachu's Rescue – Ages 6+ Picahu</p> <p>Pete the Cat and the Birthday Party Mystery Ages 2 - 8 Pete Mystery</p>
Choice #4- Interland	<p>Interland is an interactive game created by Google which teaches about digital citizenship. Students are invited to play their way to Internet Awesome in a quest to deny hackers, sink phishers, one-up cyberbullies, outsmart oversharers and become safe, confident explorers of the online world.</p> <p>Interland (grades 3 – 4)</p>