

octostudio Educator Guide Bring a Book to Life



Overview

Create a project inspired by a book!

In this activity, students will bring a book to life by creating with OctoStudio. They can select characters from the app, take photos of characters from books, or draw their own. Using recording and text features, they can add dialogue, voices and sound recordings to animate their story.

OctoStudio



Age

7 and up

Time

60 minutes

The time and age range can be adapted to your own context

Learning Goals

- Create interactive projects to express ideas from a book or story
- Develop visualization and storytelling skills
- Apply literacy and language skills

This activity is designed to be used with OctoStudio, a coding app from MIT that works on mobile devices and Chromebooks.

OctoStudio is completely free, without any ads or in-app purchases, and it works without access to the internet.

To learn more, go to octostudio.org.



Related Curriculum Connections

Literature and Reading, Language Arts, Digital Literacy, Computational artifacts, and more.

Scan to see this activity on the website

Activity Design

This activity was designed by the OctoStudio team at the **Lifelong Kindergarten Group, MIT Media Lab**. You can use, adapt and translate this resource under the **Creative Commons license CC BY-NC-SA 4.0**.





Activity schedule

Imagine

10 min

Slides 3-7

Introduce the theme
Today we'll bring a story to life animating it with OctoStudio!

Show the intro video and example projects from the [slides](#) to inspire.



Create

35 min

Slides 8-11

Spend time creating
Pick a story or book and bring it to life!

Encourage all to start exploring and creating.

You can ask:
What is a character that interests you?
What do they say or do?
Where does the story take place?

Share

15 min

Slide 12

Share with each other
It's time share our work in progress!

Invite students to talk about their creative process.

They could start with:
I started a project about...
I figured out how to...
I would also like to try...

Projects can be shared as video, GIF or OctoStudio file

Learning Resources

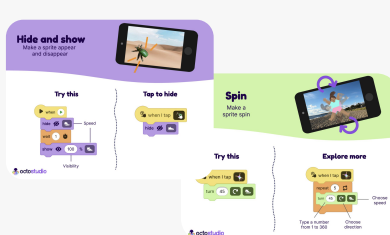
Slides & speaking notes



Student Handout to start creating



OctoStudio Coding Cards to code specific things



Scan for all the learning resources

