
Stellaluna

System Requirements:

Macintosh:

- 33 MHz 68040 or PowerPC
- System 7.0.1
- 8 MB of RAM
- 640 x 480, 256 colors
- Double speed (2X) CD-ROM drive

Other PC:

- 66 MHz 486
- Windows 95
- 8 MB of free RAM
- Super VGA display with 640 x 480, 256 colors
- Windows compatible sound card
- Double speed (2X) CD-ROM drive

Optional

- Microphone
- Printer
- Touch screen

Software Description:

Stellaluna is a tiny fruit bat that becomes lost from her mother. During an ordinary flight for food, Stellaluna and her mother are attacked by an owl that knocks the clinging bat from her mother's chest. Stellaluna's fall from the sky lands her in a bird's nest. The adoption of Stellaluna by a family of birds examines some of the challenges confronting a blended family. The three birds and Stellaluna first examine their differences, inspect their similarities, and ultimately recognize their friendship.

Based on the children's story by Janell Cannon, *Stellaluna* is a beautiful adaptation that comes to life in the graphics and hot spots found on each page of the interactive story. Clicking on shadowy images add to the storyline. Clicking on the oval window at the top of each page tells the drama of the mother bat's search for Stellaluna. Play options include "read to me" and "let me play." The option exists to access a specific page which is useful if play has been suspended or if a child enjoys a particular page. Also included is a bat quiz that incorporates three levels of play.

Stellaluna

Introduction

Stellaluna is an adventure that will appeal to young children. This story explores habitats, eating behaviors, and the nurturing of mothers. Similarities and differences between bats and birds are also examined which leads to a discussion of similarities and differences among children in the class.

Materials

- *Stellaluna* by Janell Cannon
- *Stellaluna* software

Introductory Activity

Read the book *Stellaluna*. Guide children in recalling details related to the story. Ask how Stellaluna's mother knew she had found Stellaluna. Encourage discussion related to the ways moms know their children. Ask children to tell the ways their mothers would know them. Create a list reflecting their responses.

Computer Activity

Introduce the software, explaining to children that the software is similar to the book *Stellaluna*. Explain that there are several hot spots on each page and that they might discover something new by clicking on those places. Show the oval at the top of the page and ask why they think it is there. Encourage them to click on that place as they explore the software. After the children have interacted with the software, take the "Bat Quiz" as a group activity.

Extended Activity

Many locations are habitats for bats. Encourage children to explore what types of bats are found in their area. Invite a wildlife specialist to discuss the species of bats found locally. Where do these bats live? What do they eat? Are any of these species protected or endangered?

Summary

Stellaluna provides children with the opportunity to learn about the habits and habitats of birds and bats while also learning about similarities and differences among classmates. The story and software offers many ways for children to represent their understandings of the behaviors of birds and bats and make connections to their human behaviors.

Stellaluna

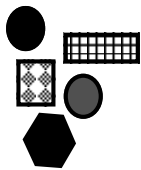
CURRICULUM INTEGRATION IDEAS

Art



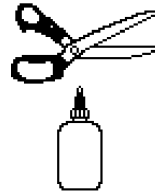
- Create a child-size paper person for each child. Cut a length of butcher paper for each child. Ask the children to lie on their papers and then draw around their bodies. Provide scissors so children can cut out their shapes. Make glue, tape, markers, crayons, scraps of fabric, and other materials available so children can add clothes to their people. Take digital photos of children's faces/heads. Transfer photos to a software program and enlarge them to a size suitable for the bodies. Print in color and attach the faces to the bodies. Encourage children to help match the bodies and the faces. Display the paper people in the classroom or in the hall.

Blocks/Manipulatives



- Make a class jigsaw puzzle. Take a group photo of the class. Space the children with some distance between them. Purchase a puzzle kit and follow the directions for resizing an image and creating a puzzle. After the puzzle is completed and the children play with it, stress the importance of all the pieces being necessary to make the whole. Every piece is important for the puzzle to be complete just as every child is important to the class.

Construction



- Create bird and bat wings with craft feathers and other materials. Construct caves, burrows, hollow logs, or other habitats out of boxes and cardboard tubes.
- Make bird nests with leaves, twigs, and other found materials.

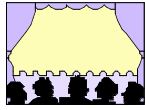
Cooking/Snacks



- Seat children around a table. Show them a bowl of red apples and a bowl of yellow or green apples and tell them the names of the apples (Gala and Granny Smith). Select an apple from each bowl and ask for their help in deciding the differences between the two apples. After determining several differences, ask who thinks the apples will taste the same and who thinks the apples will taste different. Chart the results. Set aside the two apples that have been inspected. Use the remaining apples in the bowls for snack. During snack, decide if the apples do indeed taste different. Compare those findings with the predictions made by the children. Using the two examples cut the apples in half around the middle rather than from the stem to the blossom end. Show the children the centers of the two apples and ask what they see. Some may see the star shape that is in the center. If they do not, point it out and discuss that even though there are differences on the outside of the apples and that they taste different, the centers of the apples are

the same, just as the centers of people are the same.

Dramatic Play



- Encourage children to re-enact the story of Stellaluna. Props made in the construction area can

be used.

Group/Individual Story Experiences



- Develop a template for an authoring program that can be called "All About Me." Produce individual products, with each child's input.

Provide pages for additional information that can be added as the year progresses. Near the end of the year, print each child's book to take home. Burn the product, along with a player, to a CD so the family can view the stack at home.

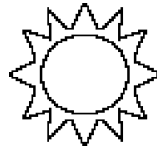
- Make "trading cards" for each child (and the teacher) in the class, making enough for every child to trade with all classmates. Print cards on business card stock. Support each child's efforts to be involved in the process. Include a digital photo, birth date, favorite color, grade level, or other suitable information, and the name of the teacher. Encourage children to trade their cards and acquire cards of their friends.

Music and Movement



- Play classical music and have children move like bats and birds. Try Vivaldi's "The Four Seasons."

Outdoor Play/Motor



- Take a walk around the playground or school to look for birds' nests in trees.

Science/Math



- Provide children with a "form" for collecting data related to the eye color of their classmates. Demonstrate how they will use it and how they will collect the information. Suggest they place a mark beside the person's name or picture in the column that corresponds to the color of his/her eyes. Compare the findings of the children and display the cumulative results of the survey.

Sensory



smell.

- Place nesting materials, such as dry grass, twigs, leaves, feathers, in the sensory table for children to see, touch, and

Literacy Links



- Make labels for the different types of materials used in nests.
- Create a recipe chart of a dried fruit snack mix for children to use at the snack area.

Related Software



- *BuildAbility*
- *Disney's Magic Artist Studio*
- *The Graph Club*
- *Graphers*
- *HyperStudio*
- *IntelliPics Studio*
- *Just Me and My Dad*
- *Just Me and My Mom*
- *Kid Pix*

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- *Kidspiration*
 - *My Amazing Human Body*
 - *Thinkin' Things*

some of the history of the recipe and the dish.

Related Web Sites



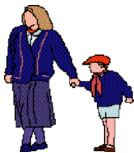
- Discovery School:
school.discovery.com
- Learning resources for kids:
www.kixclub.com/index.html
- PBS Kids:
pbskids.org/Arthur/games/aboutface/aboutface.html
- History channel: this day in history:
www.historychannel.com/today/
- Scholastic:
www.scholastic.com/magicschoolbus/home.htm
- Yahoooligans! www.yahoooligans.com

Extensions Beyond Classroom



- Visit a zoo to observe bats and birds.
- Invite a wildlife educator to play bat vocalizations and explain how this helps bats' navigate.

Family Connections



- Prepare “All About Me” bags containing some of the child’s special objects. These articles can be shared during a large group time at school.
- Conduct a family night during which family photos are taken. Give one to families immediately.
- Encourage families to share uncomplicated recipes that can be prepared at school and enjoyed during snack. Suggest that recipes reflect the family’s cultural heritage or that it be a favorite of the child. If the recipe is reflective of the family’s heritage, encourage a family member to share