

# **ARISS Education**

# Ada Lace and Ham Radio Exploration Chapter 5

## **Objectives:**

#### Students will:

- Analyze character development and decision-making in Ada Lace, Take Me to Your Leader.
- Develop critical thinking and reasoning skills through discussion and prediction.
- Relate personal experiences to the themes and events of the story.
- Encourage creative and analytical responses through a character study.
- Engage in debate and/or role-play of different perspectives.

## Suggested Grade Levels:

3rd-8th Grade

# Subject Areas:

- Language Arts (Reading Comprehension & Character Analysis)
- Social-Emotional Learning
- Communication Skills

#### Time Allotment:

2-3 class periods (45-60 minutes each)

### **Next Generation Science Standards:**

- While this chapter focuses on character development, connections can be made to scientific reasoning and communication through the following NGSS standards:
  - ETS1.A: Defining and Delimiting Engineering Problems Examining problem-solving approaches.
  - **PS4.C:** Information Technologies and Instrumentation Discussing the role of technology in communication and relationships.

## **Background Information:**

This chapter explores how Ada responds to Milton's prank, offering an opportunity for students to
examine emotional intelligence, decision-making, and personal growth. By reflecting on their own
experiences and analyzing character interactions, students will deepen their understanding of friendship,
conflict resolution, and empathy.

# Vocabulary:

- **Empathy** Understanding and sharing another person's feelings.
- **Remorse** A feeling of regret for wrongdoing.
- **Perspective** Viewing a situation from different points of view.
- Conflict Resolution Strategies to solve disputes and maintain relationships.
- Prank A playful trick intended to amuse but sometimes causing unintended consequences.



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#### Materials:

- Copies of Ada Lace, Take Me to Your Leader (1 per pupil or projection device)
- Ada Lace, Take Me to Your Leader Part 2 of 3 (6:56-12:08)
- Character study worksheet (teacher developed)
- Audio recording devices or computers with a microphone
- Writing prompts for journaling activity

### **Lesson Procedures:**

#### **Discussion Questions:**

- Opinion: Do you agree or disagree with how Ada responds to Milton's prank? Why?
- **Perspective:** If you were in her position, what might you do?
- Character Insight: How do you think Milton feels now? What evidence from the text supports this?
- Prediction: Do you think the kids will be able to recover their friendship? Why or why not?
- **Personal Connection:** Which character do you relate to the most so far in this book? Explain.
- **Experience Sharing:** Ask students to relate personal experiences that connect to events in the chapter.

#### **Character Study & Analysis**

- Students select a character and perform a character analysis (internal/external).
- Identify a key character trait and provide evidence from the text written in the RACE or CER format. (Restate, Answer, Cite, Explain) (Claim, Evidence, Reasoning)
- Discuss how the character's actions reflect their emotions and growth.

#### **Quote Matching & Audio Exploration**

- Match quotes from different characters to their names.
- Record audio of these quotes for a listening activity. (potential comprehension quiz)
- Teachers can gather voice samples from staff to visualize using tools like:
  - o Spectrum Analyzer
  - Audio File Visualizer

## Differentiated Instruction:

- a. Visual Learners: Use character charts and emotion mapping.
- b. Auditory Learners: Record and listen to dramatic readings of key dialogue.
- c. **Kinesthetic Learners:** Role-play different responses to Milton's prank.
- d. **ESL Students:** Provide sentence starters and visual support (ie. Frayer model).
- e. At-risk Students: Offer guided discussions and journaling for personal reflection.
- f. Advanced Learners: Assign a creative writing project imagining an alternate outcome.

#### **Extensions:**

- **Journal Writing:** Write a diary entry from Milton's perspective after the prank.
- **Debate:** Discuss whether Ada handled the situation effectively.
- Creative Writing: Imagine a different prank scenario and rewrite the characters' reactions.