

# ANIMATED STORYBOOK

## STUDENT DESIGN GUIDE AND RESEARCH ORGANIZER

### Scenario

1998 marked the 150th Anniversary of a movement by women to achieve full civil rights in the United States. Over the past seven generations, dramatic social and legal changes have been accomplished that are now so widely accepted that they go unnoticed by people whose lives they have changed. Many people who have lived through the recent decades of this process have come to blithely accept what has transpired. And younger people, for the most part, can hardly believe life was ever otherwise.

With March being named Women's History Month, a small publishing company has hired you to develop a new line of animated storybooks geared towards youngsters and elementary school children. Your assignment is to design, construct, and write an animated storybook about a famous woman or several famous women who have contributed to the betterment of society and the roles that women play in it.

### Instructions

After completing the Internet Scavenger Hunt/Web Quest, each student in your group is to select one famous woman from the list researched, or one that they encountered during their research that has contributed to the advancement of women's roles in society.

Once you have determined whom you would like to further research, you must clear your selection with your instructor.

Please select at least three famous women you would like to research. If possible, each group should do a different person or group of people.

#### *Three Famous Women Selections*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Select one of the women from the list above to write about.

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**Selected Person**

As a guide towards the culmination of this assignment, the following questions are put forth to help you better organize your information for ease of transforming it into a children's storybook. It is important for you to remember that your book is meant to inform and enlighten young children of the accomplishments that women have achieved both past and present and what these achievements have done both for society in general and, more importantly, for the roles that women play in our world today.

*Guiding Questions*

1. When was she born?

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2. Where was she born?

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3. Did she have any brothers or sisters?

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4. What did her parents do for living?

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5. Who or what had a major impact on her life?

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6. What affected her to do what she did?

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7. Where did she live, go to school, and work?

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8. How did she become a key figure in the advancement of women's roles in society?

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9. What makes her a key figure in history past or present?

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10. What obstacles did she have to overcome to achieve what she did?

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11. How did she overcome these obstacles?

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The following resources are meant to help you determine what types of animated illustration you would like to include in your storybook.

See handouts and diagrams or check out these resources.

*Internet Resources*

**Art Attacks**

[www.artattack.co.uk/menu\\_artattacks.html](http://www.artattack.co.uk/menu_artattacks.html)

**How to Make Pop-Ups**

[www.makersgallery.com/joanirvine/howto.html](http://www.makersgallery.com/joanirvine/howto.html)

*Printed Resources*

How to Make Pop-Ups. Irvine, Joan. Illustrated by Barbara Reid. William Morrow & Co. 1988. ISBN 0688079024. Step by step, child-tested instructions on how to make your own pop-ups for cards or books. Any child with paper, scissors, crayons, a ruler, glue and a bit of patience can now push, pull, turn, fold and fit together anything from a Halloween card with a jump-up witch to a pocket zoo.

How to Make Super Pop-Ups. Irvine, Joan. Illustrated by Linda Hendry. Beech Tree Books (William Morrow Inc.). New York. 1992. ISBN 0688115217. This book takes pop-ups one-step further, with pop-ups that slide, turn, spring and snap. Anything can become three-dimensional with paper and a little glue.