



Examining Illustrations

Category: Writing Assignment/Just for Fun!

Series: The Coding Club (*Gamer Bandit*)

Supplies

Multiple copies of *Gamer Bandit*, paper and pencils

Prep

Read *Gamer Bandit* as a group, or assign it to students to read ahead of time. Have multiple copies of the book on hand for students to share.

Directions

Discuss the book *Gamer Bandit* as a group and ask all participants to look closely at the illustrations on page 24 and page 63. Ask students to explain what part of the story each illustration shows. Then ask them to answer the following questions:

1. What details from the text does the illustration show? (ex. Ava using the mouse to play the computer game, the number 213 above the door.)
2. What details described in the text do not appear in the illustration? (ex. the computer's screen, the other classrooms down the hallway.)
3. What would readers not know without this illustration, or what is shown in it but not mentioned in the text? (ex. Ava's hair is in a ponytail, the door handle to the custodian's closet is round.)

Ask students to brainstorm other events or stories based on the two illustrations and write out their ideas. Their stories can be about one illustration or both, and should be different from *Gamer Bandit*.

Evaluation

Could the students correctly identify what and how each illustration added to the text? Did their stories include unique characters and/or plots? Did they also reference details from the illustrations? RL 5.7

Purpose

To help students analyze how images and illustrations contribute to the meaning of a text.