

Draw a Stickman

Materials/Resources:

This is a cute website with a corresponding iPad app. The website is great to use on a Smartboard and taps into simple story telling, following directions, predictions, and problem solving.

The website link is:

<http://www.drawastickman.com/>

And here is the link for the free corresponding app:

[Draw a Stickman iPad App](#)

I hope that the authors of this website add to the existing two episodes!

Skills Targeted:

- *Story Telling
- *Predictions/Inferences
- *Problem Solving
- *Following Directions

Instruction:

1. The website version is excellent on a Smartboard and will actively engage a classroom or small group. I suggest having the students take turns with the story requests if using the Smartboard.
2. Facilitate comments from students that require predictions about what comes next, how a solution provided will solve a problem, etc.
3. Once the story is completed, have students summarize the story and discuss/strategize other solutions that could have been used.
4. Have students create their own stickman story with problematic scenarios and solutions.