



## Tech Tips: Integrating Technology & Literature with **The Hog Prince**

by Sudipta Bardhan-Quallen

Activities created by Natalie Dias Lorenzi [www.nataliediaslorenzi.com](http://www.nataliediaslorenzi.com)

### Down to Business

Use a word processing template to create business cards for the characters in the story. Be sure each includes:

- **Name** of the character—how would she prefer to be called at work?
- **Contact information:** Can she be reached at the castle, or at her evil stepmother's home?
- **A Logo:** Choose clip art that illustrates the job's theme (a broom for Ella, for example).
- **A Slogan:** Think of a one-liner that would make people want to hire the character.

Pretend to be the character on your card. Introduce yourself to your potential employer, hand over your card, and answer some interview questions!

**Learning Standards:** ► Create a document with text formatting and graphics using a word processing program. ► Use the Internet with a teacher's support. ► Recognize characterization and point of view in fiction. ► Analyze elements of characterization to construct understanding of how characters influence plot progression and resolution.

### You're E-vited!

Create an e-vite ([www.evite.com](http://www.evite.com)) for Eldon and Petunia's wedding. Send an e-invitation to the characters in the story, including date, time, place, and dress code.

Pretend to be the characters and send their RSVP's.

Some suggestions:

**Fairy Miranda:** I wouldn't miss your magical, "wand-erful" wedding!

**Mother Goose:** I'll be there if my golden egg hatches in time!

**Ella:** If I can finish my chores, I'll be there! Look for me in a pumpkin carriage.

**Lady Aurora:** I'd love to co—ZZZZZZ.....

Dress up as the characters and throw a wedding bash!

### Say What?

Create a 6-sided interactive whiteboard die with one character's name on each side:



Now create a random text tool with a quote from each character in the story (from either a line of dialogue or from the gift tags on the last page) as in the example below:



Playing in teams, students take turns tapping the die and text generator. When a character's quote and name match, the team earns a point.