

Scan the QR code →
to open the soundscape!



Book Title

Sonia's Digital World

Content Area

ELA, Technology

Grade Levels

K-2nd

Skills & Concepts

- Solve a digital themed word search.
- Design a new cover.
- Plan and design a new device.
- Describe Sonia using character traits.
- Rewrite the story as a comic strip.
- Compare and contrast technologies.
- Illustrate story elements.
- Sort digital and non digital items.
- Write about technology.
- Make text to self, text to text, and text to world connections.
- Writing Skills: writing templates and prompts included
- Reading Comprehension: discussion questions included for beginning, middle, and end of the book
- Social Skills: whole group prompts and activities included
- Fine Motor Skills: coloring, tracing, cutting, and gluing included

Materials Needed:

scissors, glue, coloring materials

Name: _____

Word Search

c w w t e c h y w z w r g d e u p s j w
o a b c r j j i c f q c d x k d n s b d
l y h y u r e p m h p e o m d l c l e o
l b i u f u q b k h a r k n y g u z x o
a l f c g q l t y c y t x w n c b a p h
b u i p f h v h m r a c t c k e e i l r
o z w j z j x v n a j n p j w d c c o o
r c s e w e y n w e p w x u o x w t r b
a a g n k e g c b s z v f r r g k i e h
t z r i q z t r m e r o g c l d p o p g
e a k l f k e e z r m e z j d e p w l i
c k c n v n t f c w m d w n y v m d m e
e w o o e s e p e h c i c p l i r c p n
i n m z n e n h r f n v u s j c h o c j
i m p z g v r o a a k o q k l e l n j u
f e u j h l e n h z q a l u x v t n s y
g e t j t o t e s l f n r o c s g e t a
f h e p t s n u t a b l e t g o u r q q
u k r f v k i q d l o b n w y y d t s e
f c m m d f t y k z i c r r l p v e r j

neighborhood

tech

device

video

chat

research

collaborate

code

share

online

world

solve

connect

technology

explore

cube

tablet

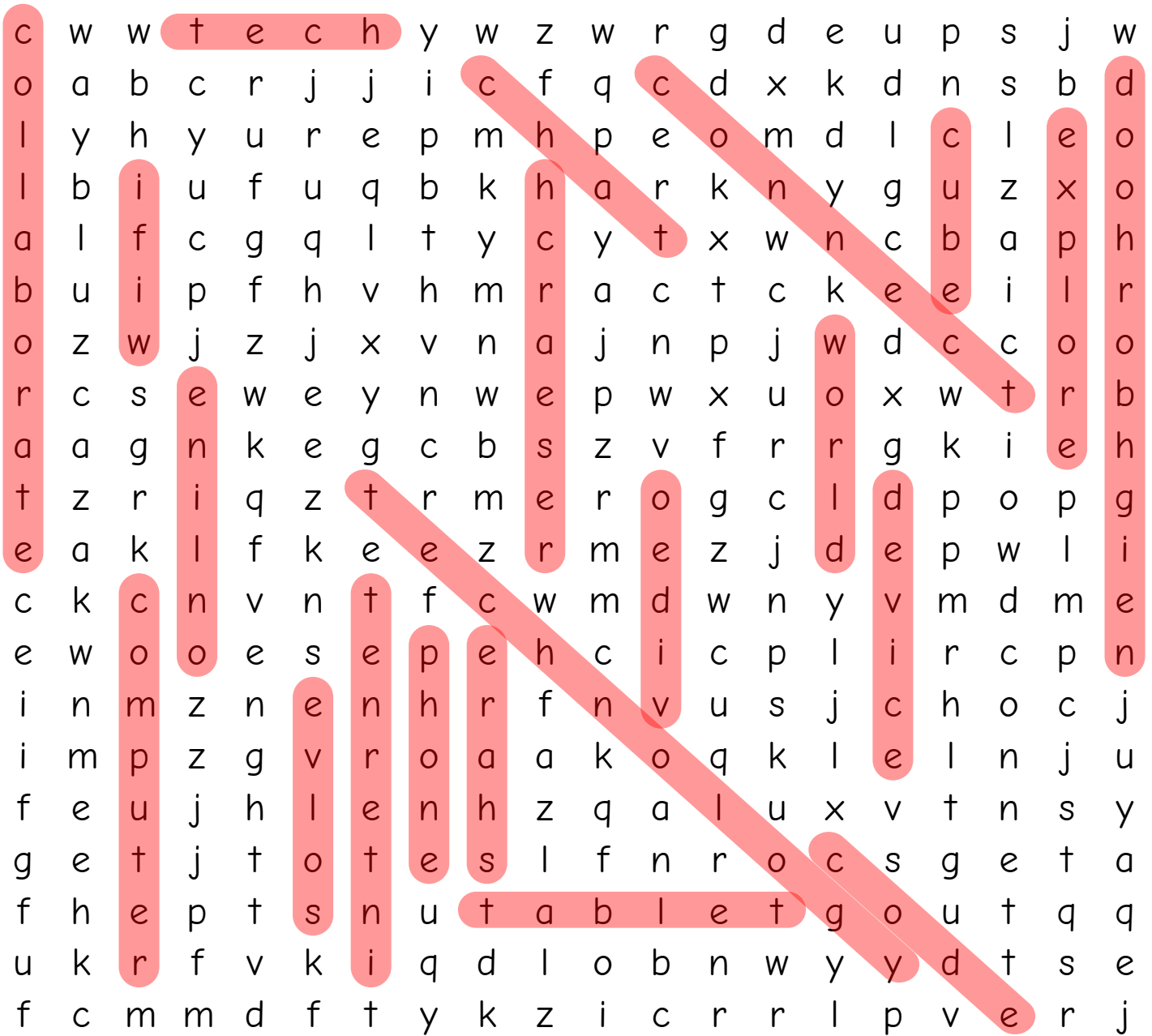
computer

phone

internet

wifi

Answer Key



neighborhood

video

collaborate

online

connect

cube

phone

tech

chat

code

world

technology

tablet

internet

device

research

share

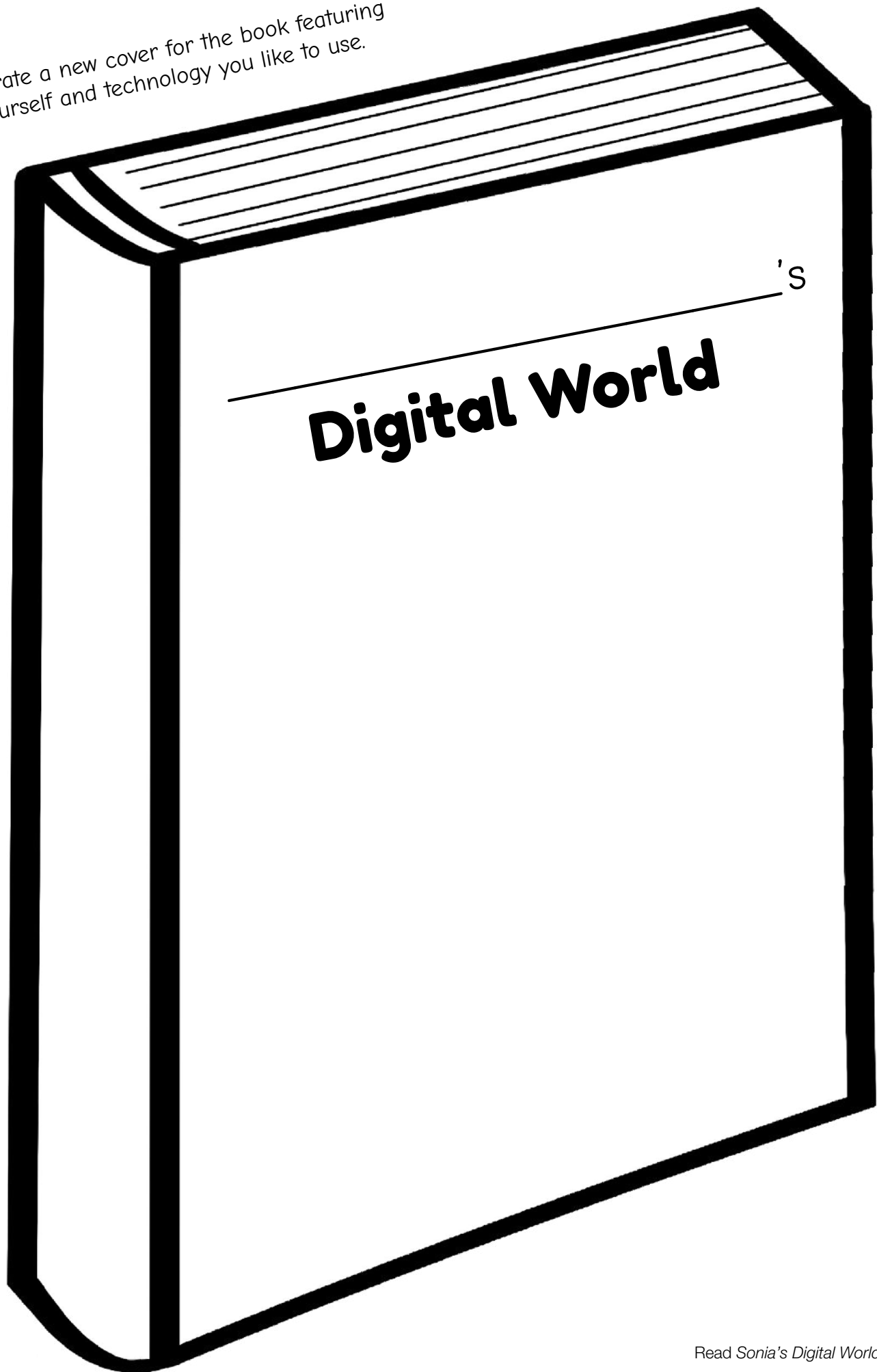
solve

explore

computer

wifi

Illustrate a new cover for the book featuring yourself and technology you like to use.



Name: _____

Design a new digital device! Then, describe it below.

Describe your device.

Name: _____

Design a new digital device! Then, describe it below.

Name of Device: _____

Purpose: _____

Special Features: _____

Name: _____

My Digital Device

Inventions often are created when someone wants to solve a problem. Brainstorm a new type of device that could solve a problem. Then, answer the questions below.

What problem will this device solve? _____

How will your device solve this? _____

Who will use it? _____

How will it be used? _____

Sketch a prototype:

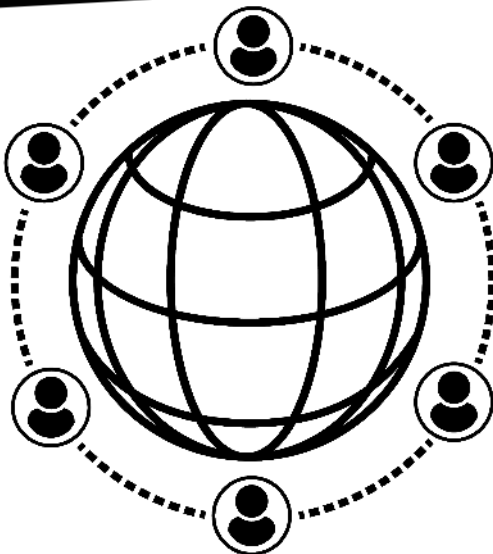
Name: _____

Sonia's Character Traits

Write two character traits that describe Sonia.
Then, illustrate examples of these traits from the book.



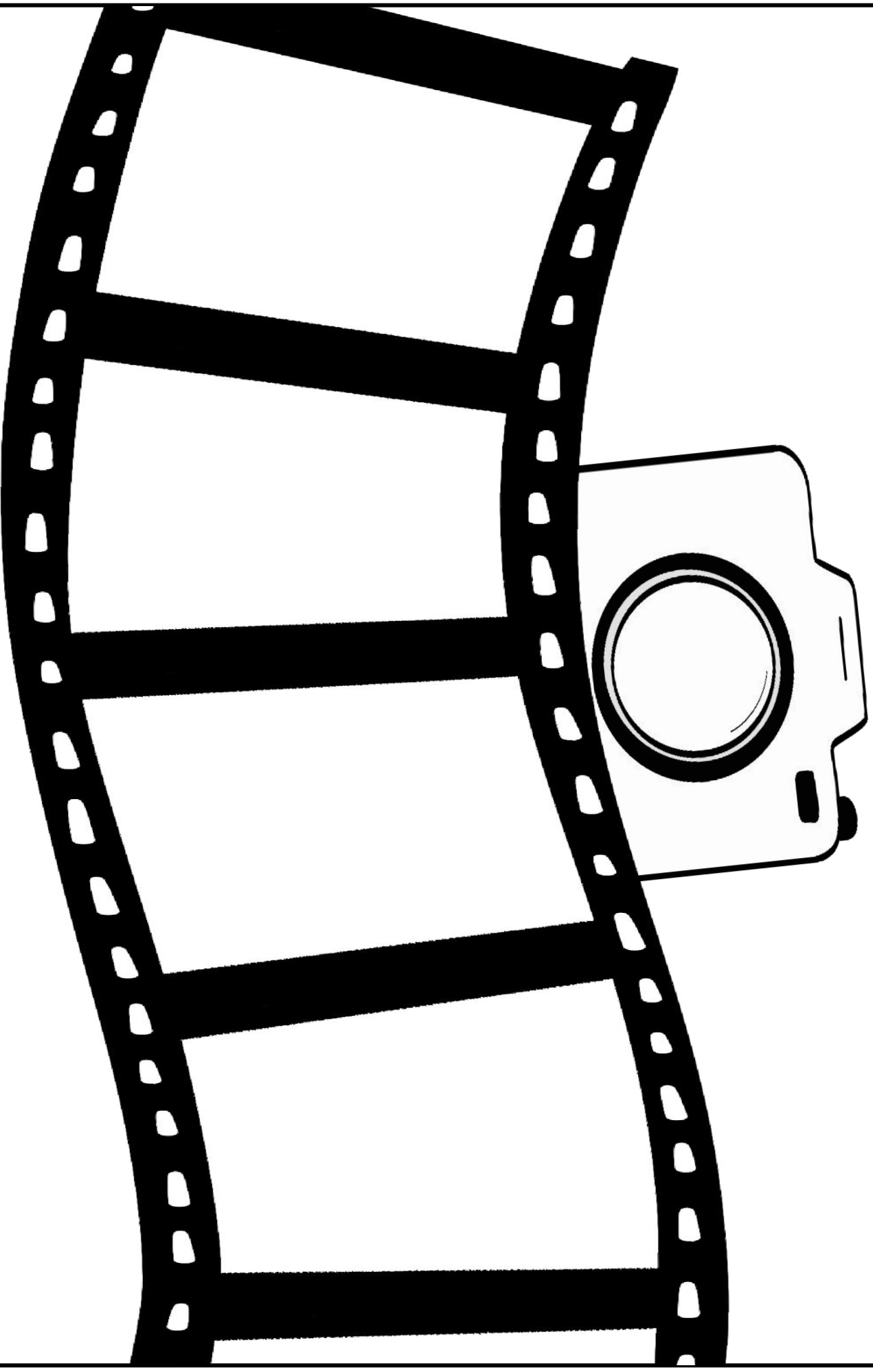
Trait:



Trait:

In the film, illustrate 4 types of technology used in the story.

Name: _____



Name: _____

Definition:

Characteristics:

digital

Examples:

Non-Example:

Name: _____

Comic Strips

Illustrate a comic strip that shows another way Sonia and her friends can use technology. Don't forget to add dialogue!

Name: _____

Picture Perfect

Illustrate your favorite part of the story. Then add a caption to describe the scene.

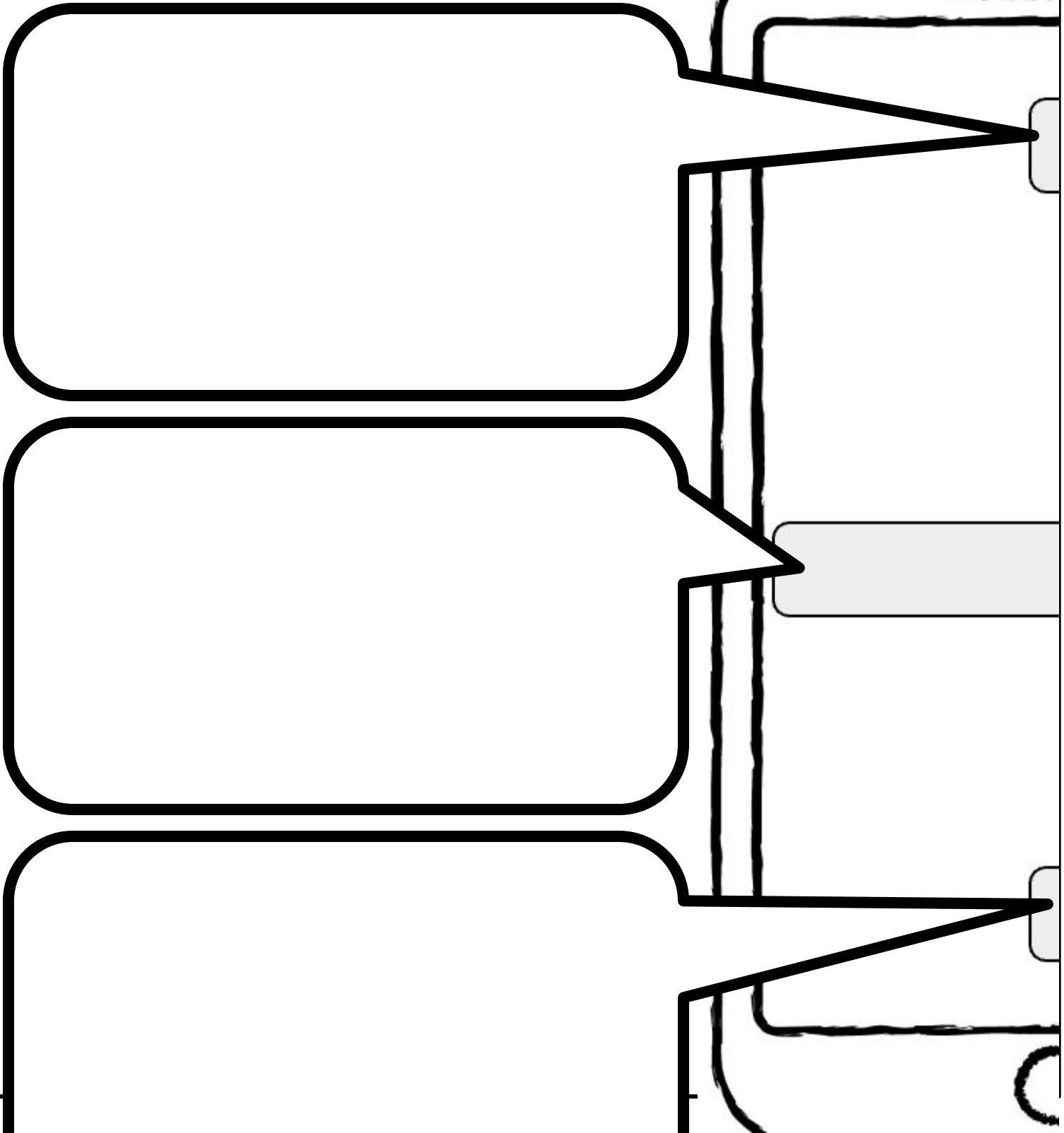
@soniasdigitalworld



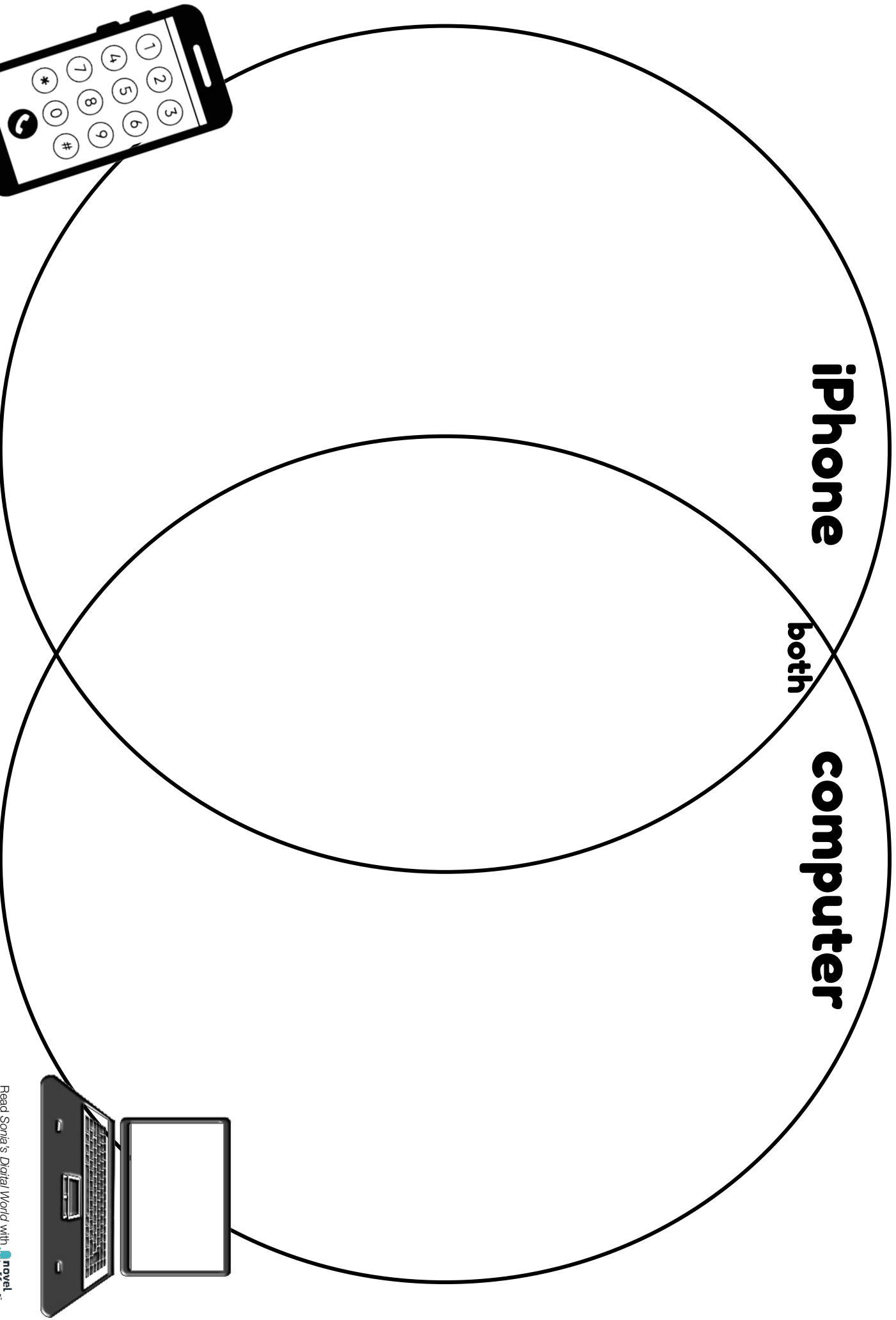
Name: _____

Texting Time

Write a text conversation between Sonia and another character from the story.
Relate the conversation to an event from the book.

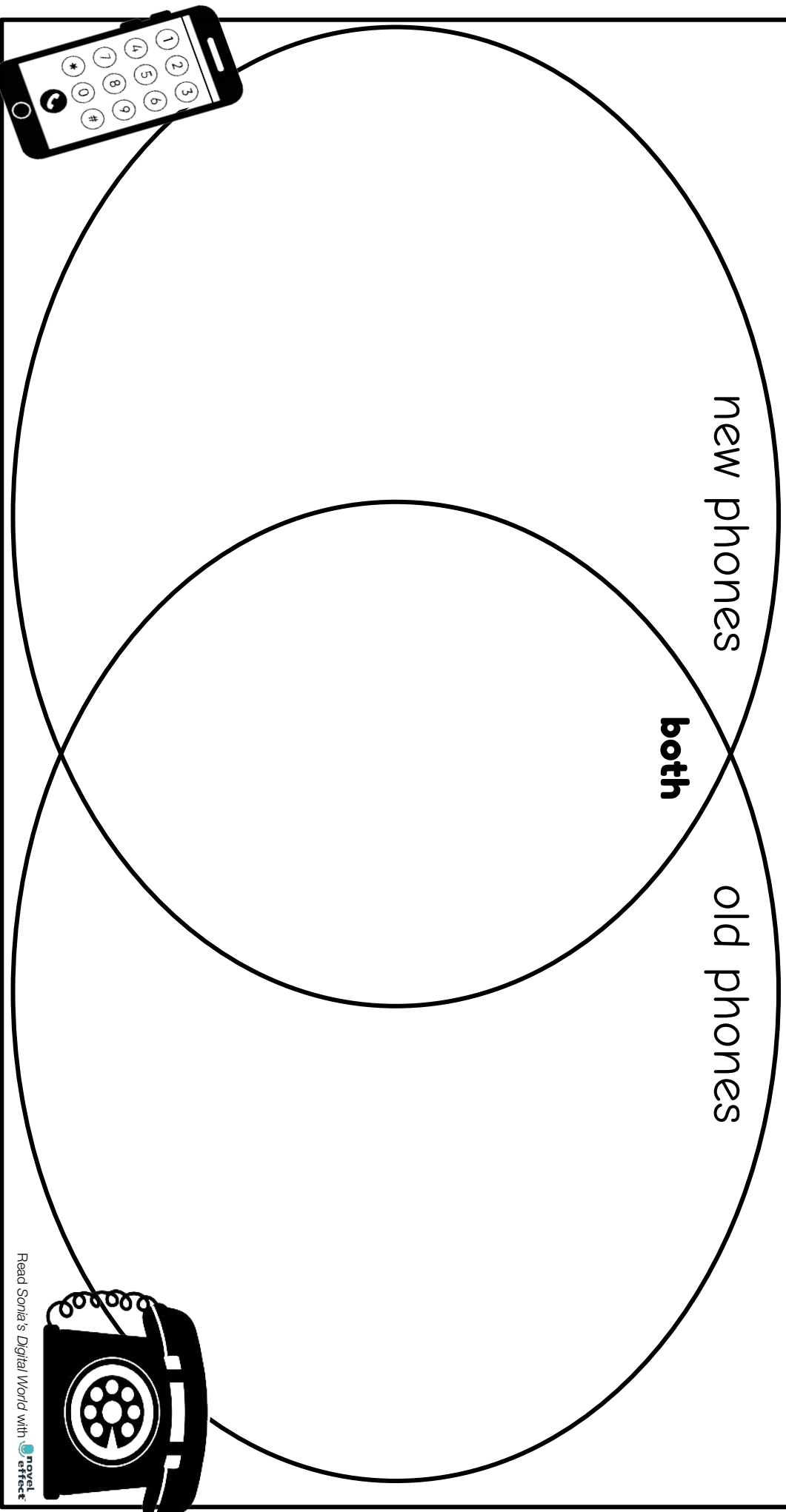


Name: _____



Name: _____

Compare and contrast the types of technology.



lights up	has a screen	uses electricity	connects people
always plugged in	makes calls	can't fit in a pocket	needs to charge

_____ 's

Digital World

Draw the story elements.

Main Character

Setting

Favorite Device
from the Story

Favorite Part

_____ 's

Digital World

Write or draw different technologies used for the activities below.

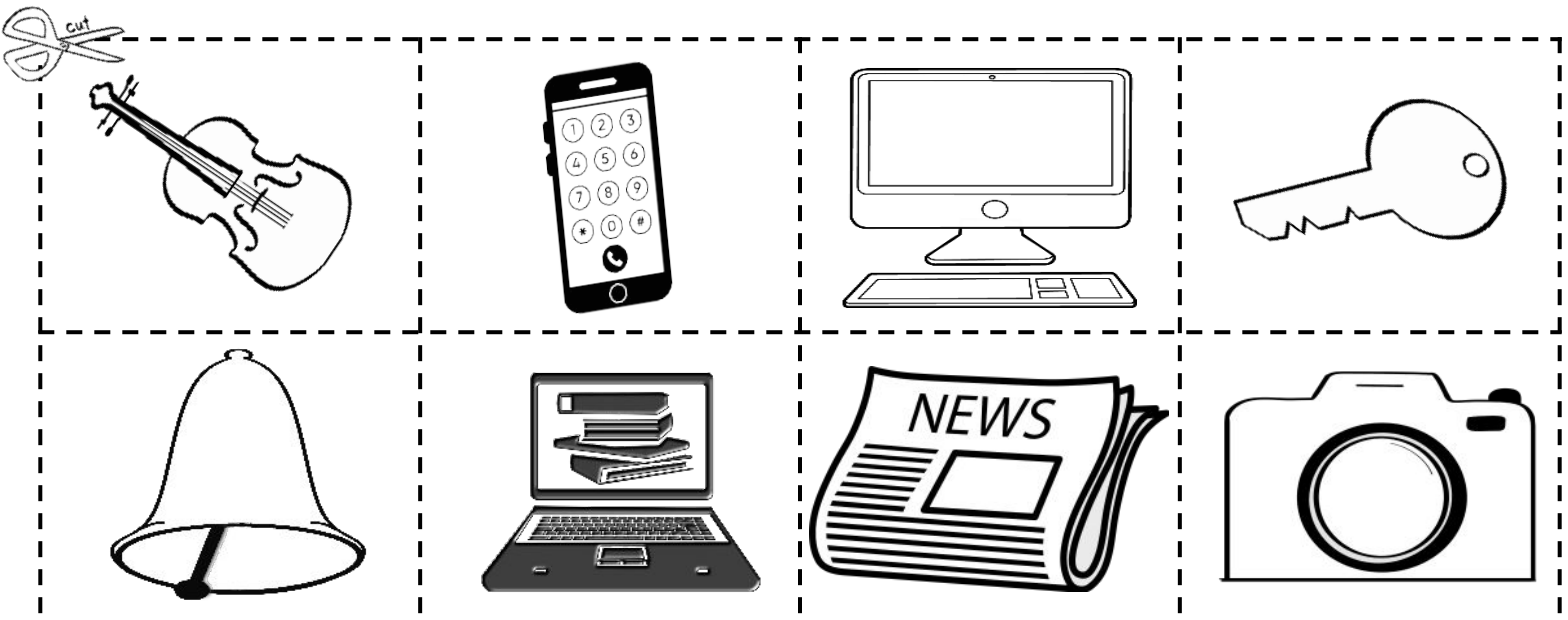
video chat	talk	research
watch shows	listen to music	take pictures
record videos	play games	send messages

Name: _____

Color and sort the items.

Digital

Not Digital



Write words, and provide examples, that describe technology.

Name: _____

Technology is...

is

is

is

because

because

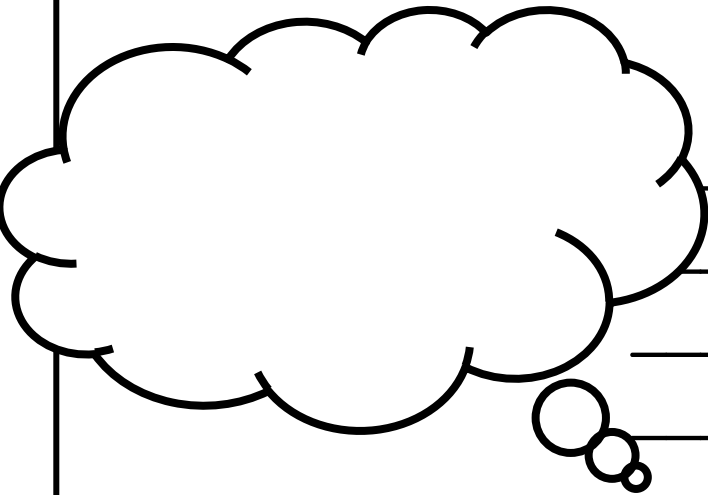
because

Name: _____

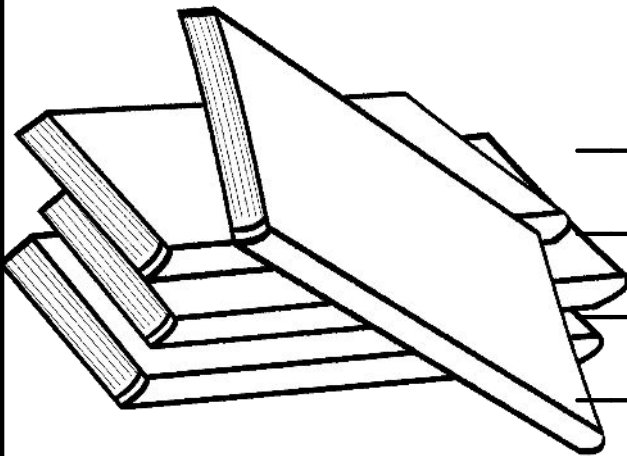
Digital Connections

Write about connections you made between *Sonia's Digital World* and personal experiences, this book and another book, and this book and the world.

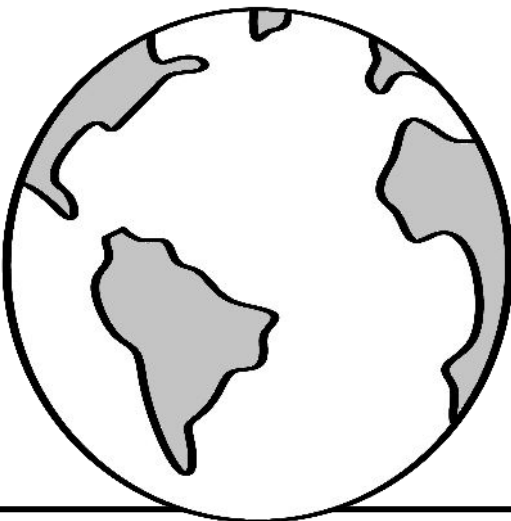
Text to Self Connection:



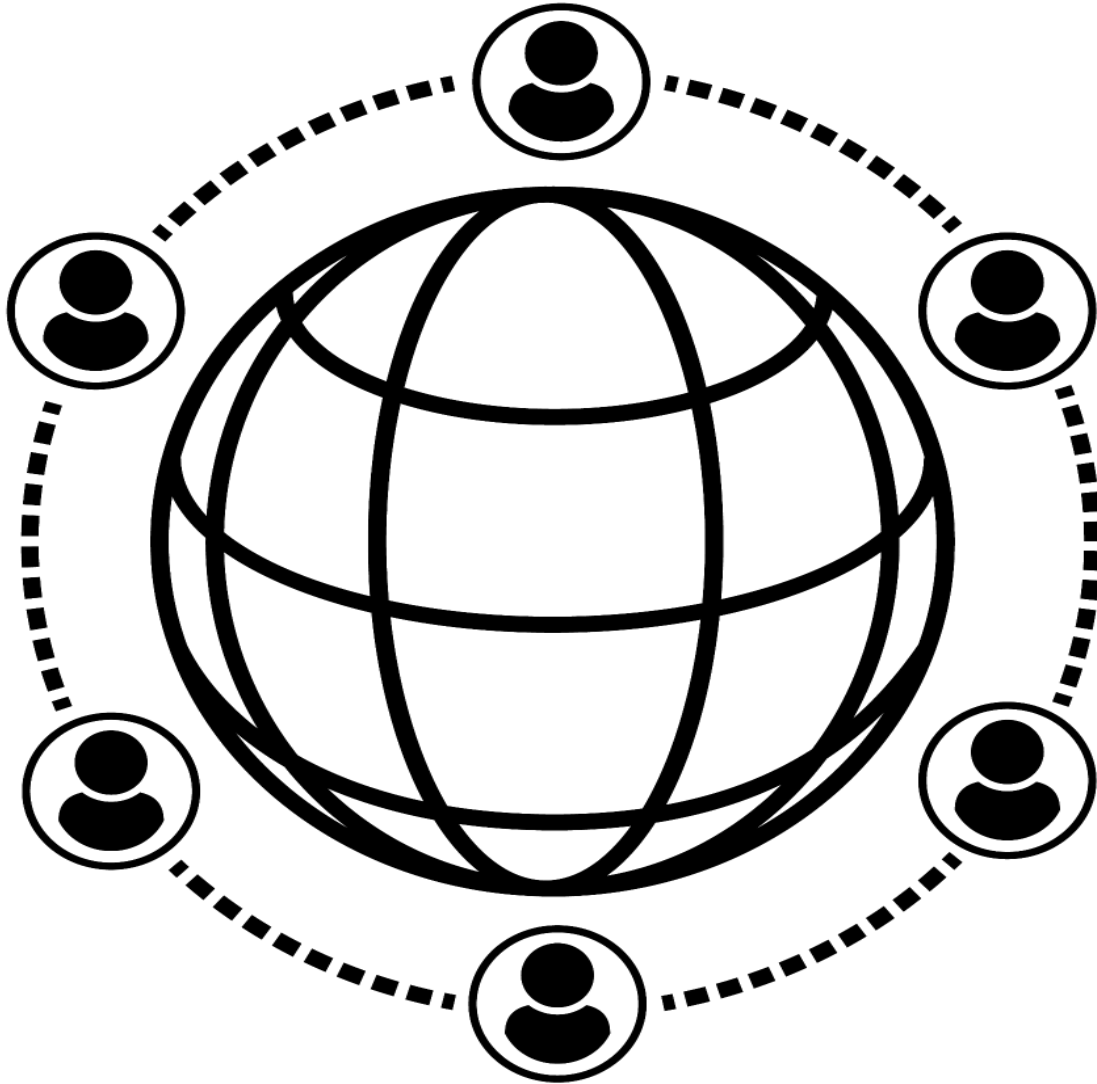
Text to Text Connection:



Text to World Connection:

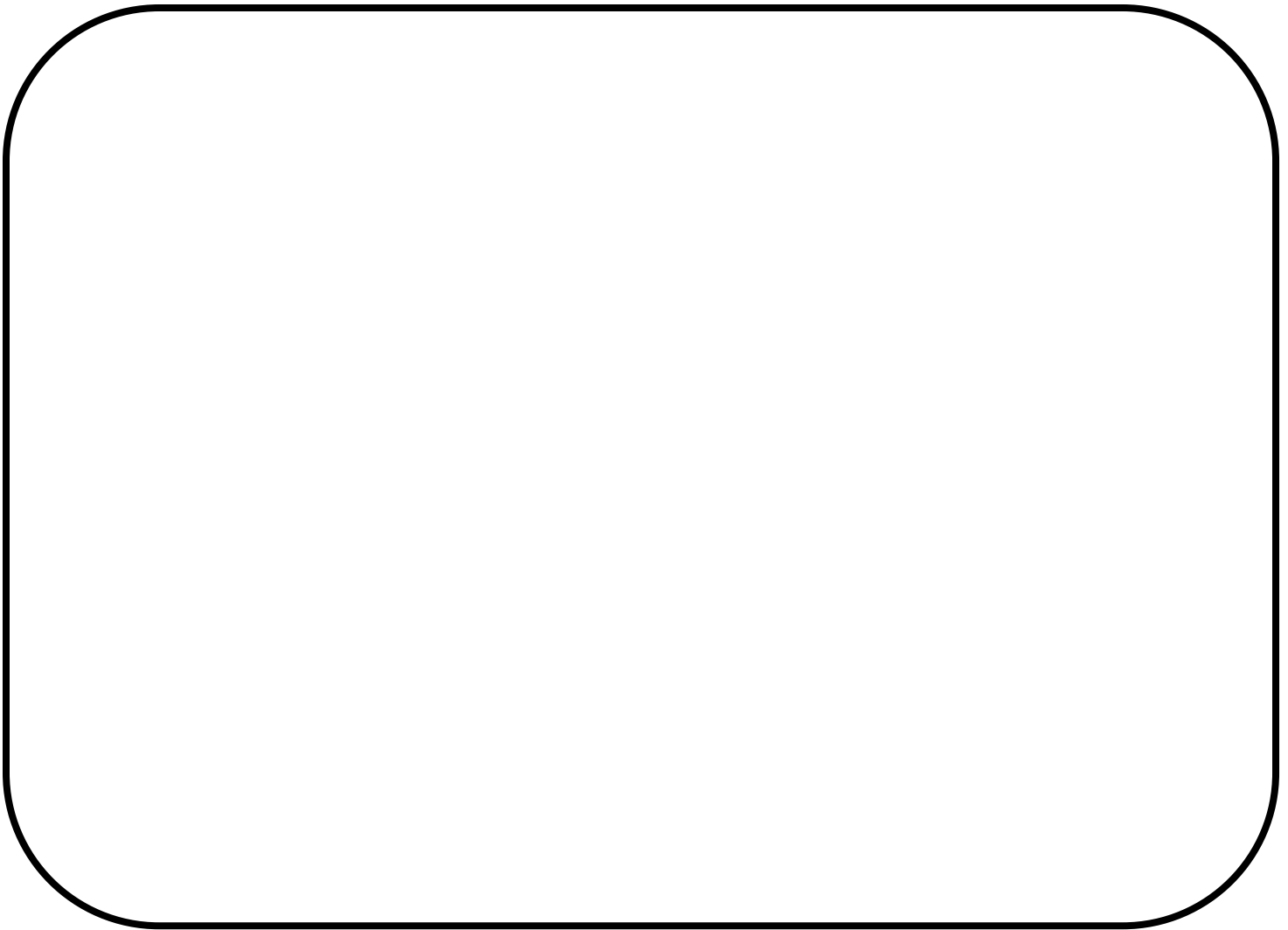


Name: _____



I connect with others by

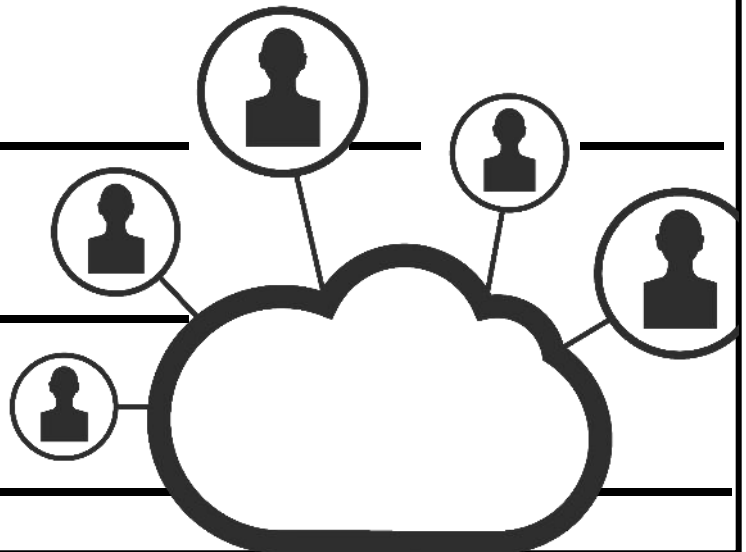
Name: _____



Technology helps me by

Name: _____

How do you use **technology** to
connect with others?



Name: _____

How would your daily life be different without **technology**?

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Sonia's Digital World

Discussion Questions

Before Reading:

- What do you think a digital world is?
- What are some ways people can use technology to stay in touch with family and friends?
- How do you use technology?
 - How do you use it to help you?
- Have you ever participated in a special event through a device or computer? Talk about your experience.
- Can you think of a time when you used technology to solve a problem or help someone?

While Reading:

- How are Sonia and her mom using technology to connect with others?
- How are Sonia and her friends learning and sharing with others?
- What types of technology have you seen so far?
 - Which have you used before?
 - Are there any you don't recognize?
- How are people using technology to solve problems and help others in the book?

After Reading:

- How does the use of Novel Effect relate to the theme of the story?
 - What digital sounds did you hear in the soundscape?
- Which device from the book was your favorite? Why?
 - Which do you have questions about?
 - Which devices do YOU use most often?
- Are there any digital devices you use everyday? If so, how do you use them?
- How would life be different without technology?
- Think of a way you could use technology to work with someone on a project or activity.
- How can technology help you share your own creations with others?
- Do you think technology has made it easier or harder for people to connect with each other? Why?
- What new type of technology should Sonia try next? Why?



Sonia's Digital World

Drawing and Sentence Starters

Drawing Prompts:

- Sonia
- yourself using a device
- your favorite device
- a device from in the story

Sentence Starters:

- I like using technology because...
- I connect with others by...
- A device I would like to try is...
because...
- Technology helps me...
- I think technology is important
because...
- One way I use technology is...



Sonia's Digital World

Writing Prompts

1-2

- Write a story about going on an adventure with your best friend while using technology.
- If you could invent a new device, what would it be and how would it help people?
- Describe a time when you used technology to learn something new.
- Create a comic strip that shows how technology can be used to solve a problem or help someone.
- Write a persuasive paragraph explaining why it's important to be responsible and safe when using technology.
- Think about a talent or skill you have. Describe how you could use technology to share it with others and teach them something new.
- Imagine you could interview Sonia, the main character of the book. Write five questions you would ask her about her experiences with technology and connecting with others.



No Print Novelties

Telephone

Directions:

- Gather the students in a circle or sit them in a line, depending on the number of participants.
- Choose a starting phrase related to the book's theme, such as "Connecting with others brings us closer."
- The first player whispers the starting phrase into the ear of the person sitting next to them.
- Each player continues whispering the message they heard to the next person until it reaches the last player in the circle or line.
- The last player says the message out loud to the entire group.
- Compare the final message with the original starting phrase.
- To add a digital twist, after the final player reveals the message, have a brief discussion on how technology could have helped to clarify or improve the communication in the game.

Tech Tip

Share a video about [responsible use of technology](#) with your class.

Afterwards, discuss important points that were presented.



Home Connection

I Spy...

Directions:

- Sit with your learner in a comfortable space and introduce the "Tech I Spy" activity. Explain that the goal is to take turns finding specific technology-related elements mentioned or shown in the book.
- Decide who will go first.
- The starting player silently chooses a specific technology-related element from the book, such as a device, tool, or activity mentioned or illustrated. They should keep it in their mind without revealing it to the other player.
- The starting player challenges the other player by saying, "I spy with my digital eye something that is related to researching." This clue should give a general hint without revealing the specific element.
- The other player starts looking through the book, trying to identify the technology-related element based on the given clue. They can flip through the pages, examine illustrations, or read passages to locate the item.
- Once the second player thinks they have identified the technology element, they say their guess aloud. For example, "Is it the tablet?" The starting player responds with either "Yes, you found it!" or "No, keep searching!" based on the accuracy of the guess.
- After a correct guess or a certain number of unsuccessful attempts, switch roles. The player who correctly identified the technology element becomes the new "Spy" and chooses the next challenge for the other player.
- Encourage conversation and discussion about the technology elements discovered during the game. Discuss their significance, how they relate to the themes in the book, or any interesting observations made.

This activity promotes attentive observation, critical thinking, and engagement with the book's content. It provides an interactive way for grownups and children to explore the technology elements mentioned in the book while fostering a sense of excitement and discovery.

