

Tap the Story

Students identify digital story controls for sound and page movement.

K.8.F "recognize characteristics of multimodal and digital texts."

NAME _____

DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 CIRCLE IT _____

a	READ	PLAY	NEXT
b	STOP	BACK	NEXT
c	BACK	PLAY	READ

2 MATCH JOBS _____

PLAY	•	•	BEFORE
NEXT	•	•	SOUND
BACK	•	•	AFTER

HOW TO RUN THIS PAGE

A digital text can use words, pictures, and sound together. It may also include a button labeled ZOOM to change the page size. Read each choice aloud, then have students mark the label that matches the job you describe.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 • CIRCLE IT

SAY “Listen as I read the words in each row. Think about what each button could do in a digital story, then circle the word that matches the question.”

ROW	SAY	STUDENTS CIRCLE
a	The choices are READ, PLAY, and NEXT. Which word could name a button that starts a story's sound?	PLAY
b	The choices are STOP, BACK, and NEXT. Which word could name a button that takes you to the page after this one?	NEXT
c	The choices are BACK, PLAY, and READ. Which word could name a button that takes you to the page before this one?	BACK

PART 2 • MATCH JOBS

SAY “Read the left words with me: PLAY, NEXT, BACK. On the right are SOUND, AFTER, and BEFORE. What job does each digital control do? Draw a line from each left word to its matching right word.”

- **PLAY** matches **SOUND**
- **NEXT** matches **AFTER**
- **BACK** matches **BEFORE**

WHAT TO ACCEPT

Circle rows: PLAY, NEXT, BACK. Match PLAY to SOUND, NEXT to AFTER, and BACK to BEFORE; accept lines that clearly connect each pair.