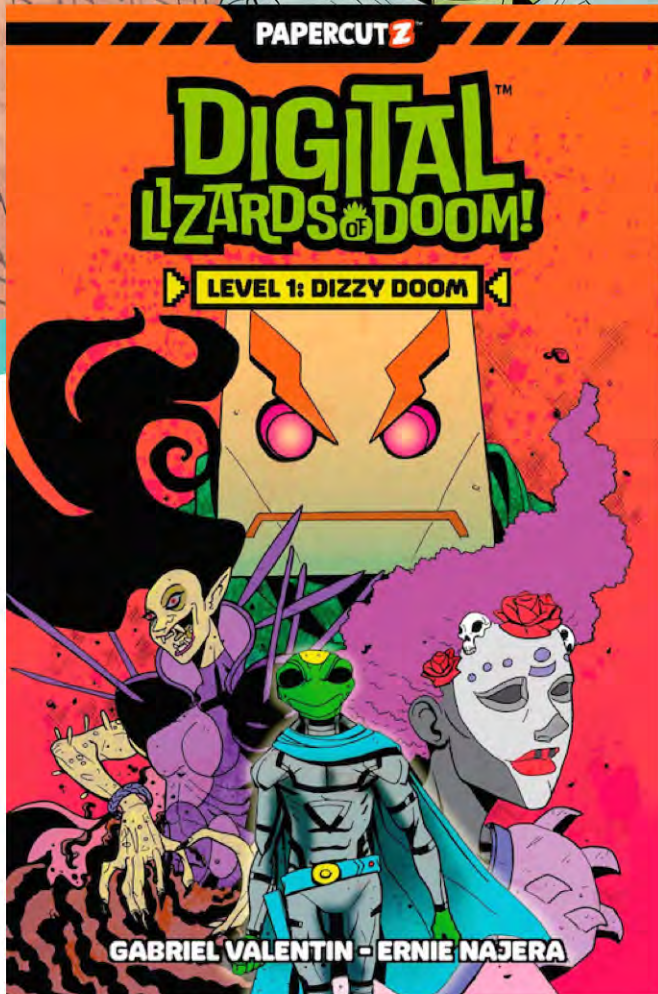




DIGITALTM LIZARDS OF DOOM!

CURRICULUM BROCHURE



In This Curriculum Students Will Learn:

- How to determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; to summarize the text.
- How to analyze multimedia elements that contribute to the meaning, tone, or beauty of a text.
- How to navigate an original 21-track symphonic album that follows the graphic novel story and introduces students to the wonders of classical music.
- How to advance their social and emotional learning by identifying deeper emotions and witnessing how different environments can re-shape the opinions and behaviors of a character within the story.
- How to compare and contrast two or more characters, settings, and events in a story or drama (e.g., how characters interact).
- How to analyze an author's point of view and describe the influences behind the events that are taking place in the text.

DIGITAL LIZARDS OF DOOM VOL. 1

Creative Team:

David Ebert, teacher in the San Diego Unified School District.
Gabriel Valentin, creator of the Digital Lizards of Doom brand.

What is Digital Lizards of Doom?:

An easy-to-use curriculum that sparks creativity while creating new ways for educators to connect with their students.

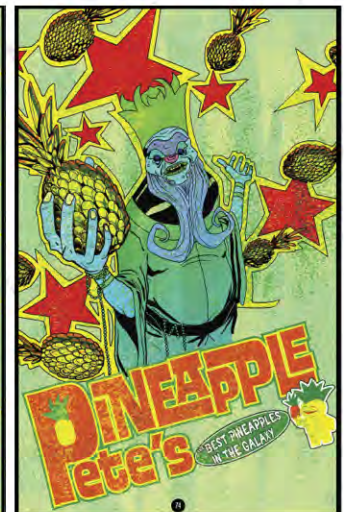
A Perfect Tool For:

Language Arts, Creative Thinking, and Social and Emotional Learning.

Recommended for grades 5th–8th.

WHAT MAKES DIGITAL LIZARDS OF DOOM SO FUN AND ENGAGING?

1. The Digital Lizards of Doom books were designed to give students a higher level of learning that feels natural and is done in a way that they understand and enjoy.
2. Digital Lizards of Doom delivers a unique and easy-to-digest, text-to-text story format that was modeled after how the youth of today communicate with each other on their phones or tablets. Each character in the book uses a series of 25 unique emoticons, which help students identify the emotion behind each character's sentence. This helps build emotional awareness and re-enforces the social and emotional learning portion of this curriculum.
3. The main character and narrator of the story breaks the fourth wall and talks directly to the students. The narrator also provides the students with an important task which allows the students to not only feel seen and heard, but also gives them a direct purpose and a significant role that will continue throughout the rest of the book.



WHY ARE EDUCATORS SO EXCITED ABOUT DIGITAL LIZARDS OF DOOM?

1. David Ebert (the creator of the Digital Lizards of Doom curriculum) has been a respected teacher of the San Diego Unified School District for more than 24 years and has designed this learner-centered curriculum with educators in mind. There is no training required. An educator can simply pick up the graphic novel along with the curriculum and in the same day teach any of these lesson plans with ease. This is a massive win for our very busy educators who are looking for new ways to connect with their students.
2. Digital Lizards of Doom does wonders for reader confidence, especially with students who have a hard time reading lengthy books. With our storytelling format, the dialogue is broken up into bite-sized pieces and keeps the experience fun. Before they realize it, the student has read a 10,000-plus word novel without the fear or anxiety of reading a normal book this size.
3. The Digital Lizards of Doom books also come with a 21-track orchestral album that follows the story and can be listened to during or after reading the book. The purpose of this album is to stimulate the creative neurons of the student's mind and allow them to interpret new information more easily. This, combined with the artwork, the emoticons and the cleverly designed dialogue, helps strengthen the student's abilities in language development, problem solving and comprehension.



WHAT DOES THE CURRICULUM COME WITH AND WHAT DOES AN EDUCATOR NEED TO TEACH IT?

This curriculum comes with sixteen complete lesson plans and can easily be adjusted to fit any block of learning time you require for your classroom. Again, there is no training required. The question and answer prompts are all pre-written and even come with a guide that helps the students arrive at their correct answers.

You simply read the pages out loud with the students and then move into the discussion phase. Each lesson plan can also be used in order or as an individual lesson. Each lesson can be broken up to fit a 30-, 45-, or 60-minute block of time and is designed to flow with each individual teacher's pace. For anyone wishing to use the curriculum for an after-school program, there are even "extension options" which are included and can easily extend any lesson as needed.

DIGITAL LIZARDS OF DOOM - FIVE DAY LESSON PLAN **PAPERCUT Z**

LESSON 2: TUESDAY
LEARNING ABOUT STORY-PLOT THROUGH MUSICAL TONE

Note: This next part is where you would want to incorporate the book's own orchestral soundtrack into the lesson plan. The album is included with this lesson plan but is also free and available on all streaming services. Simply open your music app and search for Digital Lizards of Doom OST. You can also go to the Digital Lizards of Doom home website and stream it there as well. If you do NOT wish to include the soundtrack part of this lesson you can skip this lesson and continue to lesson 3.

LEARNING ABOUT STORY-PLOT THROUGH MUSICAL TONE

Today you will be asking the students to describe how the musical pieces make them feel and why. You will be connecting the music to individual pages in the book. Luckily each track name matches the page titles from the book introduction. For the purpose of this lesson we will be focusing on tracks 1-8
Let's begin!

Play the first track on the album "Start Your Adventure" through once and let the students listen while they look at the artwork on pages 3 and 4. Play it through a second time and discuss.

Discuss by asking:

1. How does it make you feel and why?
2. What specifically about the song brings out that feeling?
3. Why do you think the author of the book picked this piece to go with this image?



DIGITAL LIZARDS OF DOOM - FIVE DAY LESSON PLAN **PAPERCUT Z**

Play the second track of the album "You Have Been Chosen" through once and let the students listen while they look at the artwork on pages 5 and 6. Play it through a second time, read the text and discuss.

Discuss by asking:

1. How does it make you feel and why?
2. What specifically about the song brings out that feeling?
3. Why do you think the author of the book picked this piece to go with this image?



Play the third track of the album "The Planet Kragladon is Born" through once and let the students listen while they look at pages 7 and 8. Play it through a second time, read the text and discuss.

Discuss by asking:

1. How does it make you feel and why?
2. How is this song different from the last song you heard?
3. Why do you think the author picked this piece to go with the image? Do you think it matches? Why or why not?



Play the fourth track of the album "Division Brings Bad Stuff" through once and let the students listen while they look at pages 9 and 10. Play it through a second time, read the text and discuss.

Discuss by asking:

1. How does it make you feel and why?
2. How is this song different from the last song you heard?
3. Why do you think the author picked this piece to go with the image? Do you think it matches? Why or why not?



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WHAT DOES THE CURRICULUM COME WITH AND WHAT DOES AN EDUCATOR NEED TO TEACH IT? (CONTINUED)

As far as what you need to get started, beyond the curriculum we recommend one copy of the Digital Lizards of Doom graphic novel per student. Each student should have their own book to hold and look through. You will need enough pens, pencils and paper for each student to write down their own answers. You will also need a space to keep track of each student's given responses. Last but not least, you will need a big heart! As teachers, we are here to help guide these young minds and provide them with valuable skills that they can use in their everyday life and eventually their future.

LESSON 4: THURSDAY THE STUDY OF CHARACTER TRAITS AND PERSONALITIES:

As we continue to move further into the story, have the students follow along as you read pages 29 through 36. Stop when you get to pages 35 and 36.

START HERE:

END HERE:



Examine how the author casually lets us know that the location and scene has changed, without interrupting the flow of the story. The author delivers this scene change information to us in a way that resembles a notification that would appear at the top of your tablet or phone.

Note: Bring attention to the notification box at the top of the page and discuss its story-telling use. Remind the students that this is the only book that uses this type of message delivery system. And that it is unique to the Digital Lizards of Doom story. This is a good time to remind the students that this book was made with them in mind and that nothing the author is doing here is by mistake. Discuss what that could mean for the rest of the story and why we should be paying attention to the small details.

After reading pages 29-36 discuss by asking:

1. What are we noticing as the interaction between the characters takes place?
2. We are meeting two new characters, who have been mentioned before. Who are they?
3. What sort of new potential conflict is the author preparing us for?
4. Do you think Commander E.K.O. will try to attack Dizzy's home planet of Kragladon? Why or why not?

Expected Responses:

1. The characters seem... (insert comment) The interactions seem... (insert comment)
2. We are meeting Warty Morda and Commander E.K.O. for the first time.
3. It sounds like Commander E.K.O. is thinking about attacking Kragladon.
4. I think he might attack now that he has a powerful witch on his side.

Explain to the students what an inference is and remind them that an inference in storytelling is always based on a combination of the evidence and personal experience. An inference is not a guess, it is an educated assessment.

DEFINITION OF INFERENCE:

An inference is when you come to a conclusion about something by analyzing the information you already have about it. For example: "Based on how quickly Pineapple Pete ate his breakfast and how fast he combed his hair, I can infer that Pineapple Pete was in a hurry."

Discuss by asking:

1. Let's look at Warty Morda. Based on her first dialogue, what can we infer about her character?
2. We finally hear E.K.O. speak on page 31. What does his first dialogue tell us about his personality? What words specifically lead you to this inference?
3. Do you think there is any significance that the smelly skellies don't say who they serve?
4. Do you think that Warty Morda is actually helping Commander E.K.O. or do you think she has her own evil plan on the side? Why or why not?

Expected Responses:

1. Warty Morda sounds like she is up to something evil.
2. Commander E.K.O. is being mean to Spider Nose and Warty Morda.
3. Well if Warty Morda made the smelly skellies, maybe they only serve her.
4. I think Warty Morda is helping or not helping Commander E.K.O. because...

Discuss with the students more about the characters and what we can learn from how the author has introduced them into the story so far. Ask the kids to examine the character's posture, the faces they make with their emoticons and the words they are choosing to use.

Discuss by asking:

1. If you had to describe Spider Nose with just one word, what would it be?
2. Out of the three characters Commander E.K.O., Warty Morda and Spider Nose. Who do you think is in charge? And what brings you to that conclusion?
3. Do you think the character that's in charge seems like the most powerful of the 3? Why or why not?

Expected Responses:

1. Spider Nose seems: Scared, Helpful, silly, cute, loveable, evil, creepy.
2. The character in charge seems to be: Commander E.K.O. Warty Morda, Spider Nose.
3. I think (insert name) is: The biggest, the most powerful with magic, the smartest.

A message to educators by David Ebert, the creator of the Digital Lizards of Doom curriculum.

"I was thrilled when I discovered the Digital Lizards of Doom book series. I knew I needed to design a curriculum based around these books and have been using this curriculum with the students in my own classroom, and now I am sharing it with my fellow educators everywhere. This book series presents an amazing opportunity to teach not only the graphic novel genre, but to do it in a brand-new way that resonates with the students of today. The book's dialogue is written in a text message format that instantly catches the interest of kids of all ages and backgrounds. Using this book gave me an excellent opportunity to teach students how to use illustration in order to increase their comprehension of a text.

I also used these lessons to help students access and understand new characters, their emotions and how a setting can provide a different point of view. The DLOD books give them an intriguing world to engage with, one that quite literally speaks directly to them. It was so great watching them connect with the various characters and pick out their favorites. All of the work we did left them excited, inspired and looking forward to the next books in the series. I can't wait to use these lesson plans with my students next year, and I hope it serves your classroom just as well as it has my own."

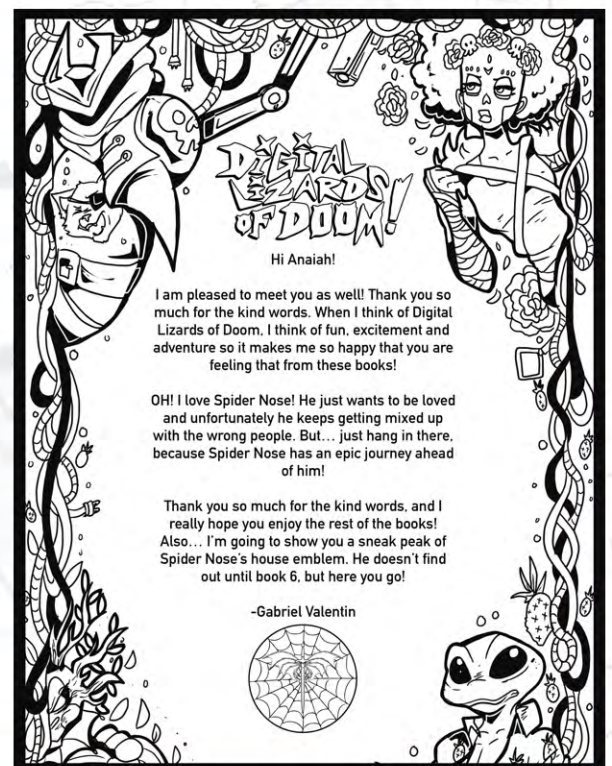
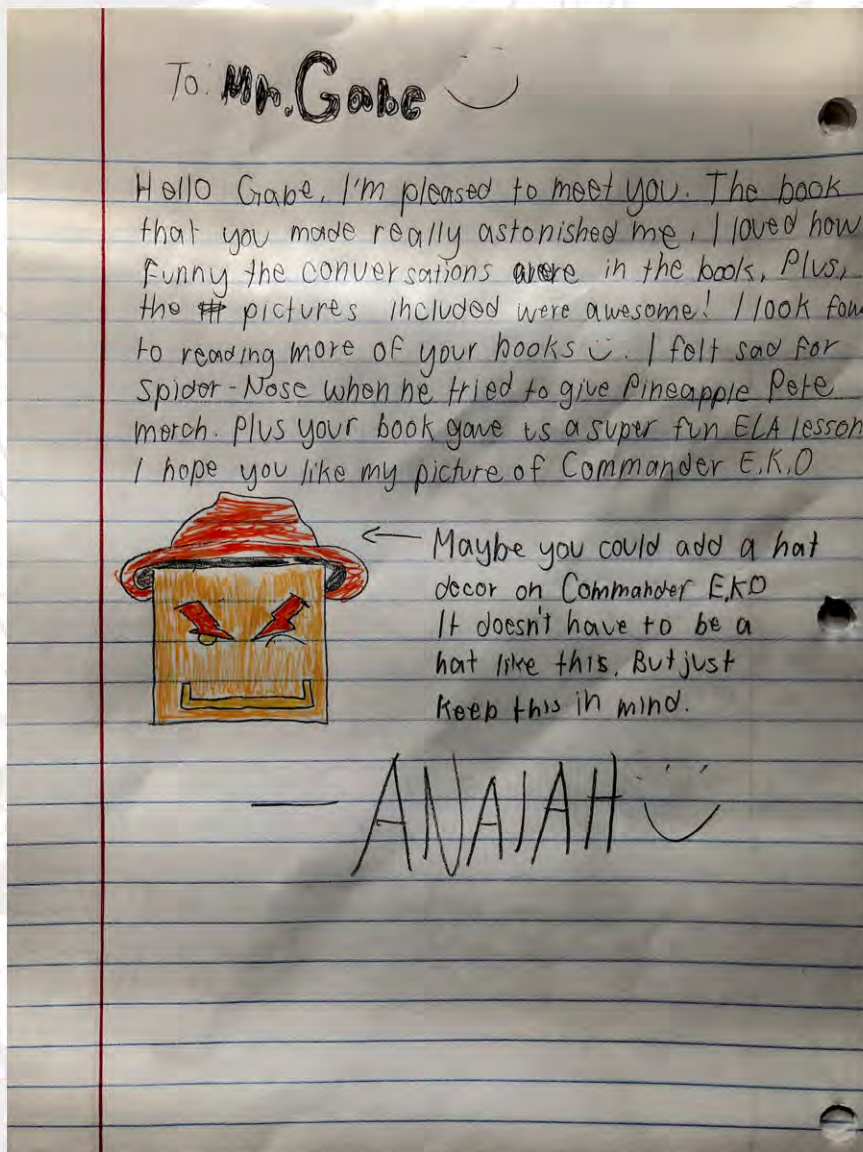
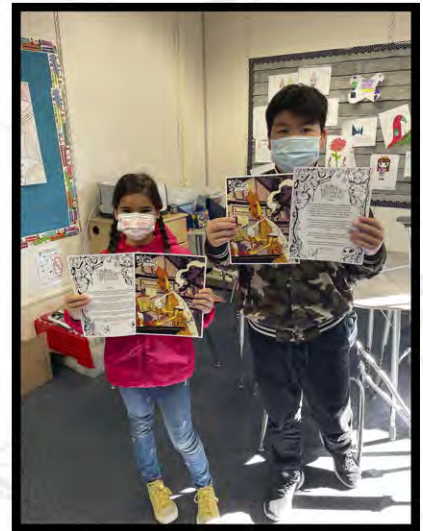
-David Ebert



THE IMPACT DIGITAL LIZARDS OF DOOM HAS HAD ON STUDENTS.

"Each year after completing their lesson plans, my students will write letters to the author Gabriel and he always responds to each and every one of them. This always has such an impact on them, and it is a memory that they will have for the rest of their life. Giving our students the opportunity to hear directly from a published author who cares and takes the time to share his story with them is truly something special to witness. Below are a few examples of the letters and Gabe's responses."

-David Ebert



ABOUT THE AUTHOR:

Now that you know more about Digital Lizards of Doom, let's meet the person behind the brand. Gabriel Valentin, the creator and author of the Digital Lizards of Doom brand, grew up in a low-income family and used the power of creativity to expand his world and build a better future for himself. Gabriel has now made it his mission to empower young minds through the magic of storytelling, imagination, and of course music, with a grand emphasis on classical music. Gabriel Valentin is a partner with Comic Books 4 Kids, an organization that provides child-friendly comic books to children in hospitals and cancer centers across the U.S., Canada and the U.K. Gabriel's efforts have been noted in major publications such as Forbes, Entertainment Monthly, Publisher's Weekly, and Hollywood Reporter. Now Gabriel is focused on bringing the joy of learning into classrooms everywhere!



WHAT ARE THE NEXT STEPS?

First off, I want to say thank you for your time and interest in Digital Lizards of Doom. If you would like to review a sample of our curriculum materials or have any other questions, you can reach out to me using my contact information below. Let me know if we can schedule a phone call or virtual meeting to discuss the implementation of this new and exciting curriculum and how we can better serve your staff and students.

Contact Information:

For all further inquiries and support, please contact Nathan Ball.

Email: nate@dlodworld.com

Phone: 619-806-6654

We look forward to hearing from you and have a wonderful day!

