

Chasing Vermeer

WebQuest Description: Activities relating to the book Chasing Vermeer including recording ideas in a Detective's Journal, learning about the work and life of Vermeer, and exploring pentominoes.

Grade Level: 3-5

Curriculum: English / Language Arts

Keywords:

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Introduction

You are embarking on an exciting reading adventure that will challenge you to solve a mystery and a puzzle. This WebQuest will provide you with the tools you need to help Petra and Calder solve the mystery. It will take you on an historical scavenger hunt. Before you finish, you will have found the solution to the puzzle that is woven through the pictures in the book. Are you ready to do some detective work?

Tasks

A detective needs to keep track of discoveries, write notes, and organize information. You will be completing a Detective's Journal to record your discoveries as you help Petra and Calder solve the mystery.

Process

In Chapter One, three people receive a mysterious letter. They are told not to show the letter to anyone or to contact the police. If you had received this letter, what would you have done? 1. Below, double click on the DOWNLOAD FILE tab for the Detective's Journal (Tab # 1). 2. You will have a choice to OPEN, SAVE, or CANCEL. Select SAVE. 3. Name the document Detective's Journal 1 and SAVE to your documents file. 4. Open the saved file. Click on TYPE HERE and type in three things you could have done if you had received the letter. You may share ideas with other members of your group. In Chapter Two, you learn that Calder likes pentominoes. Click on the Pentominoes link; http://www.scholastic.com/blueballiett/games/pentominoes_game.htm to have some fun with pentominoes. In Chapter Three, you discover that Petra was named for an ancient stone city in Jordan. She was pleased to be named after a mysterious place of buried secrets. The picture above is of Petra. You can see that it is also a beautiful place. 1. Visit this website and read about Petra; <http://www.calvin.edu/petra/about/> 2. Go to this website and click on the PEOPLE OF PETRA tab; <http://www.amnh.org/exhibitions/petra/> 3. Ask questions or talk to another group member if you read something you don't understand. 4. In your Detective's Journal type five sentences about what you have learned. 5. Save Detective's Journal 1.

Evaluation

The Rubric below will be used to evaluate the work you have completed.

Category and Score	Beginning (0-5 points)	Developing (5 to 10 points)	Very Good (11 to 15 points)	Excellent (16 to 20 points)	Score
Research on Petra	Websites visited but written assignment not completed.	Some information about the ancient city of Petra is provided.	Information to answer the questions Where, What, When, and Why about the ancient city of Petra is provided.	Information to answer the questions Where, what, When, and Why about the city of Petra is developed in detail.	20%
Exploring the life and art of Vermeer.	Student identified favorite work of art but didn't complete the written assignments.	Student identified favorite work of art and completed some elements of the written assignments.	Student identified favorite work of art and completed all elements of the written assignments.	Student identified favorite work of art and completed all elements of the written assignments with well developed ideas.	40%
Authenticity Controversy	Student did not complete the assignment.	Student wrote an opinion about the authenticity of the paintings but included few convincing details.	Student wrote an opinion about the authenticity of the paintings with several convincing details.	Student wrote an opinion about the authenticity of the paintings with well developed observations and ideas.	20%
Solving the Hidden Message Puzzle.	Student did not attempt to solve the mystery.	Student worked on solving the mystery but was unable to decode the secret message.	Student successfully solved the mystery by decoding the secret message after being given several helpful hints.	Student successfully solved the mystery by decoding the secret message independently.	20%
				Total Score	

Conclusion

Congratulations on completing the book, learning about Vermeer and his art, recording information in your Detective's Journal, and discovering the solution to the message hidden in the pages. You have become quite a problem solver! Blue Balliet has written another book about Calder and Petra who have now been joined by Tommy. Put your detective skills to work again and read The Wright 3.

Teacher Page

This WebQuest was created to be used with fourth grade students with advanced reading ability. Its purpose was to provide background information, to broaden understanding of the events, to explore the work of Vermeer, and to develop students' writing and problem solving skills. The WebQuest was used as a supplementary activity and different assignments were presented following the reading and discussion of specific parts of the book. It was designed to model the spirit of inquiry that permeates the book.

Standards

Credits

Other