Ansel and Clair: Paul Revere’s Ride

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**District:** Smithtown Central School District

**Grade:** 4

**Subject:** Social Studies

**CCLS:** [CCSS.ELA-LITERACY.SL.4.2](http://www.corestandards.org/ELA-Literacy/SL/4/2/)  
Paraphrase portions of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally.

[CCSS.ELA-LITERACY.RI.4.3](http://www.corestandards.org/ELA-Literacy/RI/4/3/)  
Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text.

**Website:** <https://itunes.apple.com/us/app/ansel-clair-paul-reveres-ride/id566045282?mt=8>

**Description of application:** This is an interactive app for students to learn about the events surrounding the Revolutionary War. Ansel and Clair are two aliens who have come to Earth to learn about Paul Revere and his famous ride. The two travel through Cambridge, Concord, and Boston and have conversations with important people from the Colonial period. Concepts like Taxation without Representation, the Boston Tea Party, and the colonies are presented in an easy-to-understand and interactive format. Students can also view documents and paintings as well as complete puzzles that will lead them to their next destination. After each lesson, students are given quizzes that will advance them to the next event. This is not an app that should be rushed through. Students should take their time to explore each area as there is much to learn on each page.

**Incorporation explanation:** The chronology of events surrounding Paul Revere’s ride can be overwhelming for young students, but with this interactive adventure students will learn about each event and key players of the colonies at their own pace. This app is perfect for visual learners because students will explore the events in order by following a map that is filled with pictures. Students are fully immersed with accompanying time-period music. After each section is complete, students are required to take a photograph of the scene which can be printed and handed in as proof of completion. This app would work great as a center where students would be required to take notes of what they learned or answer teacher-made questions.