

INCLUDES GOOGLE™ SLIDES

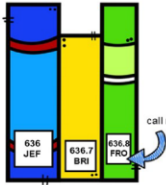
DEWEY DECIMALS ZOMBIE BUNDLE

THE DEWEY DECIMAL SYSTEM

GRADES 5-8

CALL NUMBERS

Have you ever noticed that all our library books have numbers and letters on the spine?




These are a type of code for librarians. The numbers and letters together form a book's **call number**.

In our library, the call number is always a number and up to three letters.


The call number is like the book's address. It tells us where the book "lives" in the library.

"After the Zombie Apocalypse"



ZOMBIE DEWEY DICE GAME

CAN YOU SURVIVE THE...
ZOMBIE APOCALYPSE?



DEWEY CATEGORIES

FOOD & WATER

SHELTER

DANGER!

ZOMBIES

REBUILD

1 1 1 1 1

2 2 2 2 2

3 3 3 3 3

4 4 4 4 4

5 5 5 5 5

GRADES 5-8

What's in YOUR Dewey Tool Kit?



GRADES
5-8

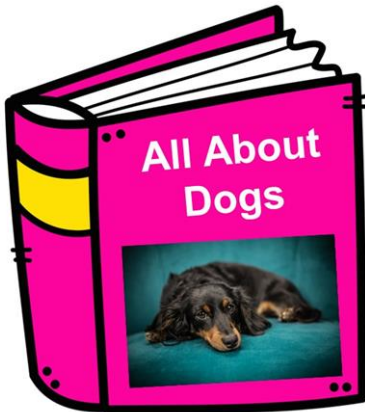
Teaching Dewey? Just add zombies!



ACTIVITIES GO TOGETHER

CALL NUMBER = SUBJECT

What do you think the call number is for this book?



- Folklore = 398
- Outdoor Sports = 796
- Pets = 636
 - Dogs = 636.6
 - Cats = 636.8



Zombie Apocalypse Story (Activity #1)

After completing both activities, students in Grades 5-8 should have a very good understanding of what the Dewey Decimal System is, how it works, and how to use it in the library.

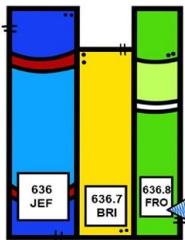
DEWEY DECIMAL ACTIVITY #1

**THE DEWEY
DECIMAL SYSTEM**

GRADES
5-8

CALL NUMBERS

Have you ever noticed that all our library books have numbers and letters on the spine?




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"After the Zombie Apocalypse"



Use me first to teach or review Dewey!

INCLUDES TWO PRESENTATIONS

WHO WAS MELVIL DEWEY?

- Mr. Dewey (1851-1931) created one of the two most widely-used library classification systems in the world.
- Dewey Decimal System assigns numbers to different subjects
- For example, the number 590 is assigned to animals. Number 940 is Europe. Number 777 is cinematography.
- Dewey was also a founding member of the American Library Association and the founder and editor of *The Library Journal*.



Part I

AFTER THE ZOMBIE APOCALYPSE:

A DEWEY HUNDREDS STORY

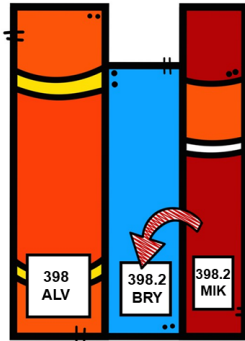


This zombie looks friendly. He's not.

Part II

PART I: DEWEY BASICS

LETTERS = LAST NAME



The blue book has a call number of 398.2 BRY.

The 398 tells us this is a folklore book. The .2 means

CALL NUMBER = SUBJECT

Every call number is a different subject. For example...

- Fairy tales = 398
- Outdoor Sports = 796
- Pets = 636
 - Dogs = 636.6
 - Cats = 636.8

The story of "Hansel and Gretel" is a fairy tale.

You can find fairy tales in 398.

Where will you find the book "Hansel and Gretel"?



The first lesson (Part I) takes about 20 minutes.
It introduces or reviews a few basics about
the Dewey Decimal System.

PART II: ZOMBIE DEWEY STORY

YOU LIVE IN A CAVE

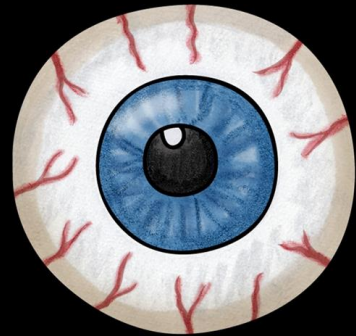


You have not left your cave and the area just outside it since you got here. You survive on rainwater, plants, and

100-PHILOSOPHY & PSYCHOLOGY

You are alone. There is only you, and you are lonely. It is just you in your cave, alone with your thoughts. You are surviving. You have enough to eat and drink, but you worry if you are still sane.

You question yourself, your survival, and your sanity all the time.



The second lesson (Part II) is the star of the show!
This part is a story about a zombie apocalypse that
will help students remember the Dewey hundreds sections.
It takes about 30-40 minutes.

TEACHING THE DEWEY HUNDREDS

400-LANGUAGES

After watching the group for several days
(and they clearly are watching you, too),
you decide to approach them.

Will they speak English? Will you be able to
communicate with them? It's too bad your cell
phone hasn't worked in two years. A translation
app would sure come in handy right now.



400-LANGUAGES



To communicate with other people, you need
language. The 400 section is about Languages.

It includes dictionaries, thesauri, books about
grammar, and books about all languages.

Spanish, French, Japanese, and sign
languages are all in the 400 section. In school
libraries, the 400 section is usually pretty small.



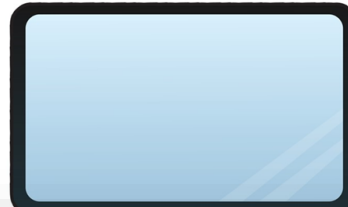
Each Dewey hundreds section has its own part in the story.
Each section includes a piece of “After the Zombie
Apocalypse” and one slide to explain more about the section.

THREE FORMATS

USE THE OPAC!

OPAC is short for the library catalog.

OPAC = Online Public Access Catalog



The library's online catalog
find the numbers when y

WHAT TO REMEMBER



Even though you don't have to remember the numbers, it can be helpful to remember the 10 main sections.

This can help you find books if you are in a hurry, or if the library catalog is being used by another student.

To help you remember Dewey's 10 major subject classifications, let's pretend you are part of a zombie apocalypse...

All pieces of this resource are editable in:
PowerPoint, Google Slides, and PDF.

DEWEY DECIMAL ACTIVITY #2

ZOMBIE DEWEY DICE GAME



The graphic features a central computer monitor displaying a game interface. To the left of the monitor are two overlapping cards titled 'DEWEY CATEGORIES' and 'TOOL CATEGORIES'. To the right are two dice, one green and one orange. In the bottom left corner is an orange circle with the text 'GRADES 5-8'. In the bottom right corner is a circular logo for 'Miss Reader Pants'.

CAN YOU SURVIVE THE...
ZOMBIE APOCALYPSE?

FOOD & WATER	SHELTER	ANGER!	ZOMBIES	REBUILD
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

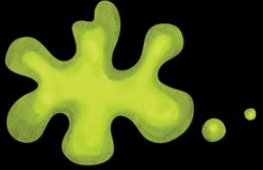
GRADES 5-8

What's in YOUR Dewey Tool Kit?

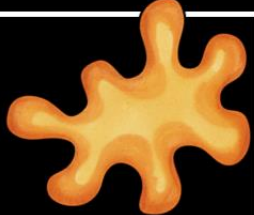
Miss Reader Pants


Use me second to review Dewey!

POWERPOINT ONLY



DANGER-3





You are out searching for your dog Sam, who has been missing for three days. You are worried sick about him.

Suddenly, you hear him whimpering. You find him weak and covered in mud and dried blood.

How can you help him?

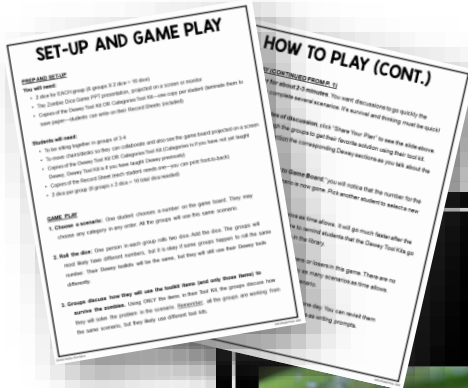
[SHARE YOUR PLAN](#)

Zombie Dewey Dice Game

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This game uses trigger animations that do not work in Google Slides, Open Office, LibreOffice, or other software.

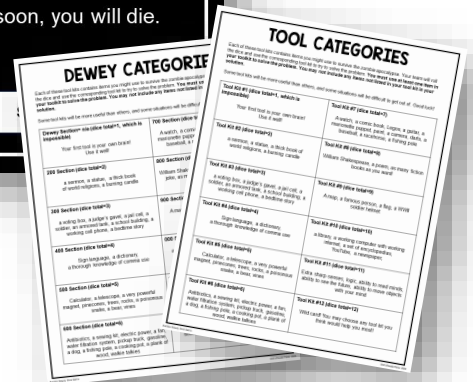
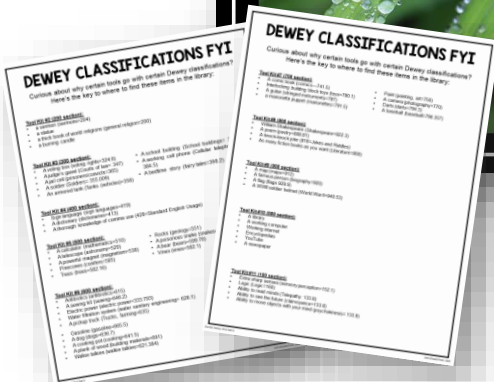
EDITABLE



DANGER-5

You haven't had any water in at least two days.
You can't remember the last time you ate anything.

Your lips and tongue are parched, and you know if you do not get water soon, you will die.



All scenarios in the PowerPoint are fully-editable.

Printable pages are also editable.

BEFORE YOU BEGIN...

You will need:

- 2 dice for EACH group (8 groups X 2 dice = 16 dice)
- The Zombie Dice Game, projected on a screen or monitor
- Copies of the Dewey Tool Kit OR Categories Tool Kit—one copy per student (laminates them to save paper)
- Copies of the Record Sheet (optional, but it encourages students to write down their group's solution)

Students will need:

- To be in groups of 3-4
- To move chairs/desks so they can collaborate and also see the game board projected on a screen
- Copies of the Dewey Tool Kit OR Categories Tool Kit (Categories is if you have not yet taught Dewey; Dewey Tool Kit is if you have taught Dewey previously)
- 2 dice per group

STEP 1: CHOOSE A SCENARIO

One student chooses a number on the game board.

They may choose any category in any order.

All the groups will begin with this same scenario.



STEP 2: ROLL TWO DICE

One person in each group rolls two dice.
Add the dice. This group rolled a 3.



The other groups will also roll their
two dice and add their numbers.

STEP 3: THE TOOL KIT

Since our sample group rolled a 3,
they will use Toolkit #3. The items in
this Tool Kit go with subjects found in
the 300 Dewey Section.

TOOL CATEGORIES	
Each of these tool kits contains items you might use to survive the zombie apocalypse. Your team will roll the dice and use the corresponding tool kit to try to solve the problem. You must use at least one item in your tool kit to solve the problem. You may not include any items not listed in your tool kit in your solution.	
Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!	
Tool Kit #1 (dice total=1, which is impossible) Your first tool is your own brain! Use it well!	Tool Kit #7 (dice total=7) A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a race horse, a fishing pole
Tool Kit #2 (dice total=2) a sermon, a statue of Buddha, a Bible, a dream catcher	Tool Kit #8 (dice total=8) William Shakespeare, a poem, as many fiction books as you want!
Tool Kit #3 (dice total=3) a voting box, a judge's gavel, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	Tool Kit #9 (dice total=9) A map, a famous person, a flag, a WWII soldier helmet
Tool Kit #4 (dice total=4)	Tool Kit #10 (dice total=10) a library, a worki internet, a
Tool Kit #5 (dice total=5) Calculator, a telescope, a very powerful magnet, pine cones, trees, rocks, a poisonous snake, a bear, vines	Tool Kit #11 (dice total=11) Extra sharp senses ability to see the fi vit
Tool Kit #6 (dice total=6) Antibiotics, a sewing kit, electric power, a fan, water filtration system, pickup truck, gasoline, a dog, a fishing pole, cooking pot, a plank of wood, fireworks	Tool Kit #12 (dice total=12) Wild card! You may would

Tool Kit #3 (dice total=3)

a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story

Tool Kit #4 (dice total=4)

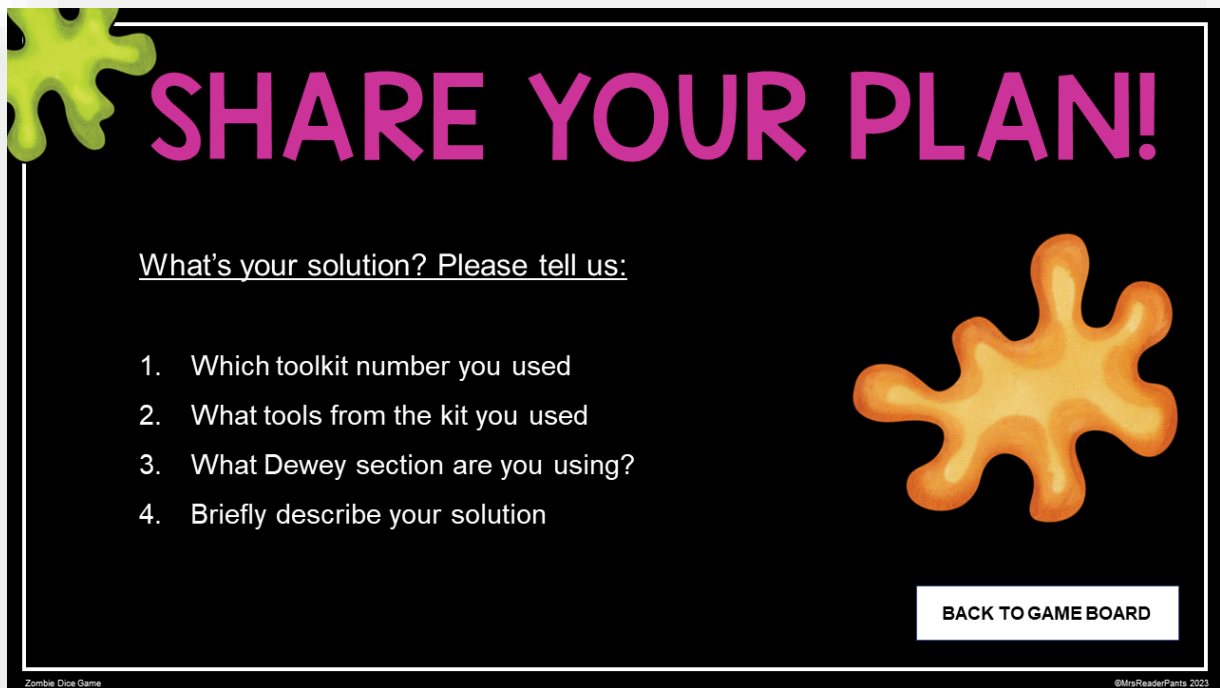
STEP 4: DISCUSSION

TOOL CATEGORIES	
Each of these tool kits contains items you might use to survive the zombie apocalypse. Your team will roll the dice and use the corresponding tool kit to try to solve the problem. You must use at least one item in your toolkit to solve the problem. You may not include any items not listed in your tool kit in your solution.	
Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!	
Tool Kit #1 (dice total=1, which is impossible) Your first tool is your own brain! Use it well!	Tool Kit #7 (dice total=7) A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a racehorse, a fishing pole
Tool Kit #2 (dice total=2) a sermon, a statue, a thick book of world religions, a burning candle	Tool Kit #8 (dice total=8) William Shakespeare, a poem, as many books as you want!
Tool Kit #3 (dice total=3) a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	Tool Kit #9 (dice total=9) A map, a famous person, a flag, soldier helmet
Tool Kit #4 (dice total=4) Sign language, a dictionary, a thorough knowledge of comma use	Tool Kit #10 (dice total=10) a library, a working computer, internet, a set of encyclopedias, YouTube, a newspaper
Tool Kit #5 (dice total=5) Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines	Tool Kit #11 (dice total=11) Extra sharp senses, logic, ability to see the future, a white shirt, a white glove
Tool Kit #12 (dice total=12)	

DEWEY CATEGORIES	
Each of these tool kits contains items you might use to survive the zombie apocalypse. Your team will roll the dice and use the corresponding tool kit to try to solve the problem. You must use at least one item in your toolkit to solve the problem. You may not include any items not listed in your tool kit in your solution.	
Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!	
Dewey Section= n/a (dice total=1, which is impossible) Your first tool is your own brain! Use it well!	700 Section (dice total=7) A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a racehorse, a fishing pole
200 Section (dice total=2) a sermon, a statue, a thick book of world religions, a burning candle	800 Section (dice total=8) William Shakespeare, a poem, a knock-knock joke, as many fiction books as you want!
300 Section (dice total=3) a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	900 Section (dice total=9) A map, a famous person, a flag, a WWII soldier helmet
400 Section (dice total=4) Sign language, a dictionary, a thorough knowledge of comma use	000 Section (dice total=10) a library, a working computer with working internet, a set of encyclopedias, YouTube, a newspaper
500 Section (dice total=5) Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines	100 Section (dice total=11) Extra sharp senses, logic, ability to see the future, a white shirt, a white glove

Using **ONLY** the items in their Tool Kit, the groups discuss how they will solve the problem in the scenario. Remember, all the groups are working from the same scenario, but they will likely use different tool kits.

STEP 5: SHARE SOLUTIONS



SHARE YOUR PLAN!

What's your solution? Please tell us:

1. Which toolkit number you used
2. What tools from the kit you used
3. What Dewey section are you using?
4. Briefly describe your solution

[BACK TO GAME BOARD](#)

Zombie Dice Game

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After 2-3 minutes of discussion, click “Share Your Plan” to see the slide above. Quickly go through the groups to get their favorite solution using their tool kit. Don't forget to discuss the corresponding Dewey sections as you talk about the solutions.

STEP 6: NEXT SCENARIO!



When you click “Back to Game Board,” you will notice that the number for the previously-selected scenario is now gone.

Pick another student to select a new scenario from the board.

WHAT PEOPLE ARE SAYING ABOUT THE ZOMBIE DEWEY STORY...



I used this with my 5th grade students. They had not been taught about Dewey prior and this was an engaging way to teach them. The topic of zombies made the lesson fun and more relevant than the caveman version. This is a great resource!

WHAT PEOPLE ARE SAYING ABOUT THE ZOMBIE DEWEY DICE GAME...



Totally worth it. I did this as an add-on to a lesson opening a non-fiction unit with my 7th graders and they went absolutely WILD for it and would have played it for ages. It engaged them and made them laugh...

MORE LIBRARY LESSONS

LIBRARY ORIENTATION

PPT Trivia Game

BACK TO THE LIBRARY!

Book Care	Genres	Text Features	Our Library	Surprise Me
\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500

GRADES 3-6

INCLUDES GOOGLE SLIDES

DIGITAL BULLETIN BOARD

HALLOWEEN TRIVIA

How many children each year are seriously injured or killed from poisonous candy given by strangers during Trick-or-Treating?

GRADES 7-12

"Halloween"

"LA LLORONA" STORY & DISCUSSION

GRADES 7-10

PDF & Google™ Slides for distance and face-to-face learning!

HALLOWEEN PPT TRIVIA GAME

PUMPKINS \$300

Name one food or dish that is typically made with pumpkins.

GRADES 5-8

GREAT FOR CLASS PARTIES!