



Bring Stories to Life:
Epic Storybooks + Lumio for
Reading Comprehension

Wednesday, July 1
9:30–9:50 a.m. Exhibit Hall
Booth #1001





Presented by:

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Two powerful tools working together

The logo for Epic! is displayed in a blue box. It features the word "epic!" in a white, rounded, lowercase font with a black outline and a small exclamation mark.

Epic = text source

Epic books as a source of rich literature, student choice, and application of skills (phonics, comprehension, fluency, etc.)

The Lumio logo is shown in a blue box. It includes a small icon of a yellow lightbulb with a black outline and a yellow glow, positioned above the word "Lumio" in a large, bold, black sans-serif font. A small "TM" trademark symbol is to the right of the word.

Lumio = interactive response space

Lumio games, templates, and features **to strengthen and assess reading comprehension.**

- +
- • Students read or listen to engaging, “just right” books—then demonstrate understanding through interactive learning activities.

+

• ◦

Why use
Epic +
Lumio
together?

Differentiation

Student choice

Accessibility

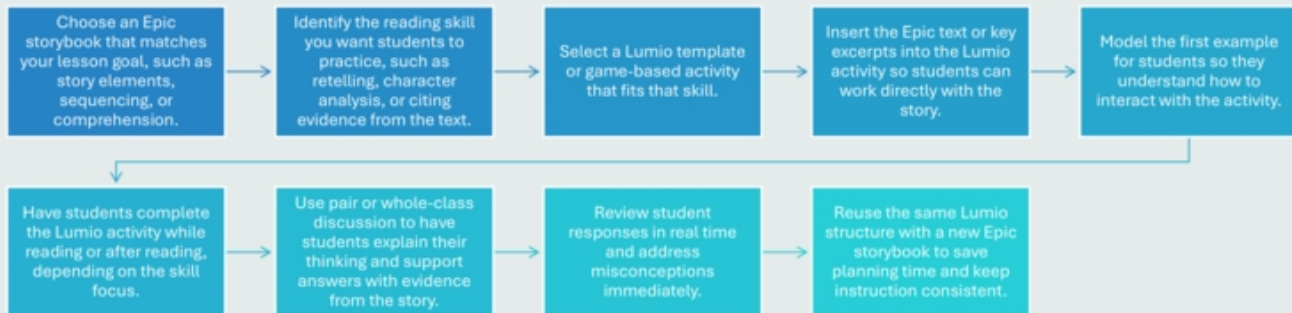


Epic vs. Lumio: What Do They Do?



Flip Out

Transforming Reading Instruction with Epic and Lumio





Sample Lesson:

The Three Little Pigs



The True Story of the 3 Little Pigs



The Three Little Pigs



Can you record your voice
retelling the story?





Super Sort



Response

What story was your favourite and why?



Record your voice explaining why that story was your favourite.



What story was your favourite and why?
Print or type at least two sentences.



EXIT

TICKET

Create a six-word summary of your favourite story.





Lumio Game-Based Activity with AI Assist: Monster Quiz



X

The image displays a collection of 12 game cards arranged in a 4x3 grid. Each card is designed for a 4th-grade math review and includes a title, a brief description of the game, and a 'Play' button. The cards are as follows:

- Fill in the Blanks:** For independent work and live in class. Students drag words or numbers into the blanks. It reinforces deduction, composition, and memory.
- Game Show:** Perfectible for live in class. Students take turns answering multiple choice or true or false questions. It's a fun way to review lesson content.
- Match 'Em Up!:** Students match related items to enhance use of nine comparison and working memory.
- Monster Quiz:** Live in class only. Teams of students compete to beat their monsters by answering multiple choice and true or false questions while encouraging peer interaction.
- Speedup:** Perfectible for live in class. Students compete in this racing game to answer multiple choice and true or false questions quickly and correctly.
- Team Quiz:** Perfectible for live in class. Teams of students compete to reach the end by answering multiple choice and true or false questions quickly and correctly.
- Flip Out:** For independent work and live in class. Students flip cards to improve recall, vocabulary, and use of one correspondence skills.
- Label Reveal:** For independent work and live in class. Students learn the names of specific parts of an image. It encourages memory and deduction.
- Memory Match:** For independent work and live in class. Students pick matching pairs of cards to strengthen concentration and short-term and visual memory.
- Rank Order:** For independent work and live in class. Students arrange items in ranked order, strengthening comparison, deduction, and sequencing skills.
- Super Sort:** For independent work and live in class. Students sort items into two categories. It facilitates learning through classification, grouping, and logical thinking.
- Word Search:** For independent work and live in class. Students search for hidden words in this classic puzzle. It reinforces vocabulary for any subject.

Speedup

Add questions



Lumio AI Assist

Add/edit

Multiple Choice

Grade 4

5 questions

EN

Topic / prompt

Type the topic or learning objectives into this text box. Be specific. Iterate with additional prompts to refine the results.

Standard (optional)

None

Strand (optional)

None

Level (recommended)

☐ Easy ☐ Intermediate ☐ Advanced ☐ Mix

Generate

1 New Question

Please review the questions generated by AI before you save.

Previous

Next



Monster Quiz



Shout It Out!

← Activating Prior Knowledge



KWLQ (know, want to know, lear...



What do you want to know about...



Is this statement true or false?



Entrance ticket



Draw what you know about the t...



Questioning & Reflection



A template for a 'Plus, Minus, Interesting' activity. It consists of three vertical rectangular boxes. The top of each box has a header bar with a small icon: a plus sign, a minus sign, and a speech bubble. The boxes are intended for students to write their responses.

Plus, Minus, Interesting

A template for a '3 facts, 2 questions, 1 opinion' activity. It consists of three vertical rectangular boxes. The top of each box has a header bar with a small icon: a notepad, a question mark, and a speech bubble. The boxes are intended for students to write their responses.

3 facts, 2 questions, 1 opinion

A template for a 'Do you agree or disagree?' activity. It features a large rectangular box with a header bar containing a thumbs up icon and a thumbs down icon. The box is intended for students to write their responses.

Do you agree or disagree?

A template for a 'How do you feel about the topic?' activity. It features a large rectangular box with a header bar containing three smiley face icons. The box is intended for students to write their responses.

How do you feel about the topic?

A template for a '3-2-1 Countdown' activity. It consists of three vertical rectangular boxes. The top of each box has a header bar with a small icon: a notepad, a question mark, and a speech bubble. The boxes are intended for students to write their responses.

3-2-1 Countdown

A template for a 'Summarize what you've learned' activity. It features a large rectangular box with a header bar containing a speech bubble icon. The box is intended for students to write their responses.

Summarize what you've learned

A template for an 'Exit ticket' activity. It features a large rectangular box with a header bar containing a speech bubble icon. The box is intended for students to write their responses.

Exit ticket

A template for a 'Share three things you learned' activity. It consists of three vertical rectangular boxes. The top of each box has a header bar with a small icon: a notepad, a question mark, and a speech bubble. The boxes are intended for students to write their responses.

Share three things you learned

A template for a 'One-minute paper' activity. It features a large rectangular box with a header bar containing a speech bubble icon. The box is intended for students to write their responses.

One-minute paper

A template for a 'Six-word summary' activity. It features a large rectangular box with a header bar containing a speech bubble icon. The box is intended for students to write their responses.

Six-word summary

A template for a 'How would you explain what you...' activity. It features a large rectangular box with a header bar containing a speech bubble icon. The box is intended for students to write their responses.

How would you explain what you...

A template for a 'Cause and effect' activity. It features a large rectangular box with a header bar containing a speech bubble icon. The box is intended for students to write their responses.

Cause and effect

← Select a Graphic Organizer



Brain Dump
By Lumio Technologies



Brain Dump Board with editable...



Graphic Organizers Designed I...
By Lumio Technologies



Graphic Organizers Designed I...



Social Media Templates
By Lumio Technologies



Social Media Templates



Mind Maps
By Lumio Technologies



Mind Maps



KWL Reading Organizers
By Lumio Technologies



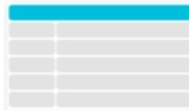
KWL Reading Organizers



Freeform Webs
By Lumio Technologies



Freeform Webs



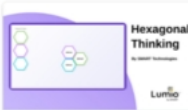
Tables and Columns Graphic O...



Tic-Tac-Toe Choice Board
By Lumio Technologies



Tic-Tac-Toe Choice Board



Hexagonal Thinking
By Lumio Technologies



Hexagonal Thinking



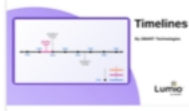
Notes: 2 and 3 Column



Brainstorming Web



Cause and Effect



Timelines
By Lumio Technologies



Timelines



Describing Wheels
By Lumio Technologies



Describing Wheels



Three Circle Venn Diagrams
By Lumio Technologies



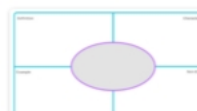
Three Circle Venn Diagrams



Content Mapping



Cornell Note Taking



Frayer Model