



FICTION Kindergarten



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This curriculum supplement was developed by the Language and Reading Research Consortium (LARRC). This work was supported by grant #R305F100002, which is part of the U.S. Department of Education Institute of Education Sciences' Reading for Understanding Initiative. The views presented in this work do not represent those of the federal government, nor do they endorse any products or findings presented herein.

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Citation for this supplement: Language and Reading Research Consortium (LARRC; 2013). Let's Know! Columbus, OH: The Ohio State University

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UNIT VOCABULARY



Result

What happens



Exhausted Very, very tired



Useless Not good for anything



Filthy

Very dirty

Setting (noun) Time and place where the story happens





Clever Quick and smart







Talking back and forth



Disguise (verb)

Hide what you really look like



Conversation about something

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Study Resources

• Student Tracking Sheet

- Contact Information
- Survey Information •
- Observation Schedule
- District Calendar

Teacher Resources

- Professional Development Not
- Teaching Techniques •
 - Rich Discussion
 - Comprehension Monitoring
 - Predicting •
 - Rich Vocabulary Instruction
 - Inferencing
 - Retelling
 - Finding the Main Idea





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	LARRC Language and Reading Research Consortium AU + KU + LU + OSU + UNL



UNIT OVERVIEW

FICTION

In this unit, children will learn how to retell narratives using the story elements from their fiction texts.

CAUSE AND EFFECT

Students will identify and discuss cause and effect relationships in the fiction texts.

CLOSE PROJECT

At the end of the unit, students will write a new version of one of their fiction texts for your classroom library.

UNIT SCHEDULE

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	Lesson 2	Read to Me	•
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UNIT TEXTS

During the unit, students will read and discuss three books related to the unit theme. • My Lucky Day by Keiko Kasza

- Big Al by Andrew Clements •
- How Rocket Learned to Read by Tad Hills

The Teacher's Bookshelf suggests additional theme-related texts for independent reading.

UNIT MATERIALS

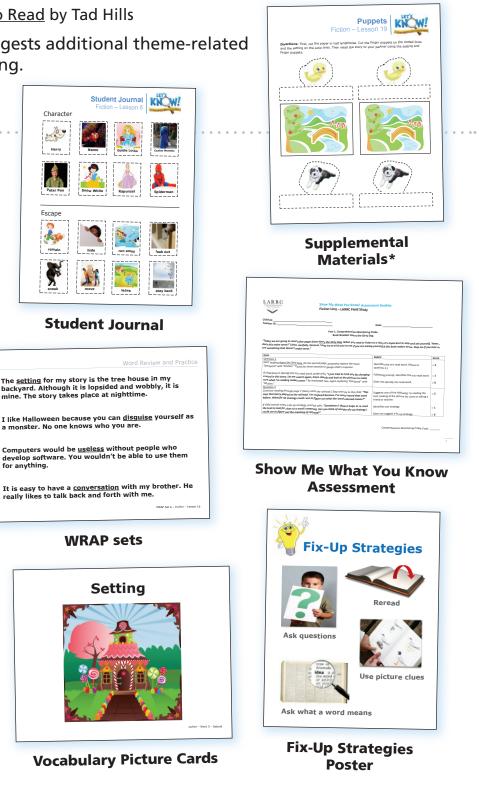


Comprehension

Monitoring Icons







*Most materials are provided in print and for digital use.



Study Resources

- Student Tracking Sheet
- Contact Information
- Survey Information
- Observation Schedule

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• District Calendar



Teacher Resources

- Professional Development Notes
- Teaching Techniques
 - Rich Discussion
 - Comprehension Monitoring
 - Predicting
 - Rich Vocabulary Instruction
 - Inferencing
 - Retelling
 - Finding the Main Idea



The Read to Me lessons are designed to promote children's engagement and experiences with a variety of rich texts aligned to the *Let's Know!* unit themes. During these lessons, you will share texts that contain rich language and content with students in an engaging way. Reading aloud texts with children provides the opportunity to have rich discussions about the texts after reading. The goal of these discussions is to provide students opportunities to use *higher-level inferential language*.

During the Read to Me lessons, the reading of each text will be followed by a teacherfacilitated discussion (of approximately 5-10 minutes in length) involving all of the students. The discussion should center around one or more major questions, topics, or issues concerning the text.

STEPS TO USING RICH DISCUSSION

The goal is to have a discussion that is facilitated but not dominated by the teacher, in which one topic is discussed extensively over multiple turns and multiple students are able to participate.

The teacher should pose a question on a higher-level topic, such as the following:

Narrative texts...

- The goals or motivations of a character and what happened as a result of their actions
- What might happen if the story continued
- Experiences that students have had that relate to the book

Expository texts...

- What would happen if animals did not change or adapt to different environments
- How fossils are formed
- Why it is important to conserve environmental resources

Guidelines for discussion:

- Show that you are listening to what others have to say.
- Respond to what others say in a way that demonstrates understanding.
- Be sure everyone knows what the discussion is about (and if there are any special rules for this discussion).



Comprehension monitoring is the process by which skilled readers identify when they don't or can't understand something (e.g., a novel word, an idea presented by the author) and then attempt to 'fix-up' that understanding.

OUTLINE OF TEACHING SEQUENCE

I Do:

- 1) Model comprehension monitoring. Remind students to pay attention to the story structure (who the characters are, the initiating event, what the characters' goals are, and so on) or to the text structure of an expository text, as these will help them make sense of what they read.
- 2) Begin to read a text. Stop periodically to model, asking yourself, "Is everything making sense? What doesn't make sense about what I just read?"
- 3) Model specific fix-up strategies that students can employ when the text doesn't make sense. Fix-up strategies could include the following:
 - o Using pictures and context clues
 - Asking questions (younger children can ask the teacher)
 - o Rereading a sentence that did not make sense
 - \circ $\;$ Rereading the sentence before and after the sentence that didn't make sense $\;$
 - Finding the meaning of a word or studying a word for clues to its meaning
 - Using graphic organizers to organize what *is* known

We Do:

4) Students should be encouraged to use signs or signals when they don't understand what is being read. The fix-up strategies can be displayed on a poster, with reminders to students of different ways to address the gaps in understanding. Practice using these tools with students as you read together.

You Do:

5) As the students become more skilled in applying the strategy independently, they can work with peers to use the strategy or apply it on their own.

Close:

Remind students to stop periodically and ask themselves, "Does this make sense?" Encourage them to practice using fix-up strategies when parts of a text do not make sense.



The Read to Me lessons are designed to promote children's engagement and experiences with rich texts aligned to the unit focus. One instructional technique to be embedded within Read to Me lessons is that of predicting. Formally, predicting involves the act of foretelling something that will happen in the future, and it usually involves activation of one's background knowledge. Predicting, as applied by students when reading or listening to a text, helps to activate their background knowledge on a given topic and to link that knowledge to new information in the book. In turn, these connections help students create a more precise *mental model* of a text. Having a mental model improves comprehension of the text.

At the same time, the act of predicting helps to create a purpose for reading and can help students become more engaged (as they seek to confirm whether their own predictions are correct). Reading for a purpose and being engaged when reading also improves children's reading comprehension.

PREDICTING INVOLVES...

- Using background knowledge to establish expectations about a text one is listening to or reading.
- Monitoring the accuracy of one's predictions to confirm or adjust them while reading, and thus continue making deeper connections with the text.

HELPING STUDENTS TO PREDICT...

- Students can learn to employ predictions as they read by explicit instruction in use of this strategy by their teacher. See below for a discussion of the steps in explicit strategy instruction.
- Students can produce predictions *before reading, during reading,* and *after reading.*
 - Before-reading predictions do not tend to improve students' comprehension, but rather help students to activate background knowledge and become motivated.
 - During-reading predictions are embedded during reading (or listening) activities and are designed to help students engage more deeply with text, forge connections between background knowledge and a text, and provide students the opportunity to confirm their predictions by continued reading or listening.
 - After-reading predictions generally have no right answers; for instance, students might be asked to infer what will happen after a story ends. Although students cannot confirm these predictions, they can help students to engage more deeply with the text.

FIVE COMPONENTS OF EXPLICIT TEACHING OF COMPREHENSION STRATEGIES

Taken from Duke and Pearson (YEAR), the following examples demonstrate how predicting can follow the steps of explicit strategy instruction for a **narrative text**.

1. An explicit description of the strategy and when and how it should be used.

"Predicting is making guesses about what will come next in the text you are reading. You should make predictions a lot when you read. For now, you should stop every two pages that you read and make some predictions."

2. Teacher and/or student modeling of the strategy in action.

"I am going to make predictions while I read this book. I will start with just the cover here. Hmm... I see a picture of an owl. It looks like he—I think it is a he—is wearing pajamas, and he is carrying a candle. I *predict* that this is going to be a make-believe story because owls don't really wear pajamas and carry candles. I predict it is going to be about this owl, and it is going to take place at nighttime..."

3. Collaborative use of the strategy in action.

"I have made some good predictions so far in the book. From this part on I want you to make predictions with me. Each of us should stop and think about what might happen next. . . Okay, now let's hear what you think and why. . ."

4. Guided practice using the strategy with gradual release of responsibility.

Early on...

"I have called the three of you together to work on making predictions while you read this and other books. After every few pages I will ask each of you to stop and make a prediction. We will talk about your predictions and then read on to see if they come true." Later on...

"Each of you has a chart that lists different pages in your book. When you finish reading a page on the list, stop and make a prediction. Write the prediction in the column that says 'Prediction.' When you get to the next page on the list, check off whether your prediction 'Happened,' 'Will not happen,' or 'Still might happen'. Then make another prediction and write it down."

(This is based on the Reading Forecaster Technique from Mason and Au (1986) described and cited in Lipson & Wixson [1991].)

5. Independent use of the strategy.

"It is time for silent reading. As you read today, remember what we have been working on making predictions while we read. Be sure to make predictions every two or three pages. Ask yourself why you made the prediction you did—what made you think that. Check as you read to see whether your prediction came true. Jamal is passing out Predictions! bookmarks to remind you."

The following examples demonstrate how predicting can follow the steps of explicit strategy instruction for an **expository text**.

1. An explicit description of the strategy and when and how it should be used.

"Predicting is making guesses about what will come next in the text you are reading. You should make predictions a lot when you read. For now, you should stop every two pages that you read and make some predictions."

2. Teacher and/or student modeling of the strategy in action.

"First read the title, look at the table of contents, and look at some of the photographs, charts, and diagrams. Then think about what we already know about the topic and concepts. We call this information our schema, or our prior knowledge; we have to recall this from memory. Finally, I can use my prior knowledge to make an informed prediction about what we might read about in this text... I think the author is going to tell us a lot about the life cycle of a frog. Maybe she will even tell us more information about how a tadpole becomes a frog..."

3. Collaborative use of the strategy in action.

"I've made some good predictions so far in the book. From this part on I want you to make predictions with me. I am going to read the title of the first chapter and show you the photographs... Recall what you know from memory—use your prior knowledge. What interesting information do you already know about frogs? Turn to your neighbor and compare what you already know. Okay, now let's hear what you think and why."

4. Guided practice using the strategy with gradual release of responsibility.

Early on...

"Now, based on the information you think you know, what do you predict the author will write about in this section? Turn and tell your neighbor."

Later on...

"The last thing we have to do is revisit our predictions. Were we on track? Did we learn something new? For example, we read that frogs start their lives as eggs. Before, I said that they start their lives as tadpoles. So I learned something new. I am going to write that on our Prediction Chart under the heading *Now I Know*."

5. Independent use of the strategy.

"It's time for silent reading. As you read today, remember what we've been working on making predictions while we read. Be sure to make predictions and ask yourself why you made the prediction you did—what made you think that. Check as you read to see whether or not you were on track."

References

Duke, N. K., & Pearson, P. D. (in press). Effective practices for developing reading comprehension. To appear in A. E. Farstrup & S. J. Samuels (Eds.), *What Research Has to Say about Reading Instruction*. Newark, DE: IRA.



The Words to Know lessons are designed to promote children's knowledge and use of vocabulary aligned to the unit focus. The teaching technique Rich Instruction characterizes the elements of effective vocabulary instruction summarized by Beck and McKeown (1991, 2007). Specifically, the rich vocabulary instruction approach of *Let's Know!* focuses on increasing the quality and complexity of children's oral language by targeting complex vocabulary and using a discussion-based approach during a group read-aloud. Both younger and older students can learn and use complex vocabulary efficiently from read-aloud activities and discussion. Furthermore, the use of read-aloud activities to teach vocabulary allows teachers to expose children to a variety of good books and broad language experiences.

OUTLINE OF TEACHING SEQUENCE

- 1) Identify the word (i.e., say and show the word to students).
 - Pre-K and K students say the word.
 - Grade 1–2 students spell the word orally.
 - Grade 3 students write the word.

2) Provide a child-friendly definition and use the word in a sentence.

- Pre-K-3 students discuss why/how the picture represents the word.
- Pre-K–3 students provide the definition in their own words.
- Grade 1–2 students provide example sentences for the word orally.
- Grade 3 students write an example sentence using the word.
- 3) Discuss related words (e.g., synonyms, antonyms, and/or other words connected to the target word).
 - Pre-K and K students focus on other words they think about and explain why.
 - Grade 1–3 students address one or more of the types of related words and discuss the difference between the new word and related words.
- 4) Discuss the use of the word meaning in other contexts and/or other meanings of the same word in different contexts.
 - Pre-K-K students discuss the use of the word meanings in other contexts.
 - Grade 1–3 students use the different word meanings in varied sentences.



To make an inference, the reader or listener uses information in the text or illustrations and his or her own background knowledge to fill in information (e.g., about what a character might be feeling) or go beyond/elaborate on what is presented (e.g., what might happen next), resulting in a deeper understanding of the text.

OUTLINE OF TEACHING SEQUENCE

Before the lesson:

1) Preview the text and illustrations to determine where to stop and ask questions that will prompt inferential thinking.

- a. See below for categories and sample questions.
- b. Note that inferential questions typically begin with *Why* and *How;* if *What* is used, it is not for labeling, but rather to link the text to prior knowledge.
- 2) On sticky notes, write questions related to the text or illustration for each stopping point; place them on the page for easy reference when reading aloud.

I Do:

Begin by asking inferential questions and modeling making inferences.

- 3) Introduce the lesson and read the first portion of the text.
- 4) Ask your first question(s) and think aloud to model making an inference. Ensure that students can see how you are using both text clues and prior knowledge to infer something about the text.

We Do:

Gradually release responsibility for question generating and answering to students.

- 5) Ask another inferential question as you continue to read the text.
- 6) Allow students think time and/or time to talk to a partner.
- 7) Discuss answers as a class.
- 8) Repeat steps 5-8 for the remainder of the text or until time has run out.

You Do:

Transition into scaffolding students to generate *Why, How,* and *What do you think...* questions for themselves; provide support and encourage them to request support as needed.*

*Suggestion: Provide young children with icons to help them generate and answer questions. For example, Paris and Paris (2007) used a heart icon to signal inferences about characters' feelings and a head icon for inferences about characters' thoughts.

Close:

Review the steps of making inferences and why it is so important to link our background knowledge to unfamiliar parts of the text to improve our understanding. Suggest how children can apply this technique in other contexts.

CATEGORIES AND EXAMPLES OF INFERENTIAL QUESTIONS

Categories (van Kleeck, Woude, & Hammett, 2006) that promote inferential thinking may be used to plan questions.

- Attitudes, points of view, feelings, mental states, and motives of characters
 - Character's feelings
 - How do you think that made the little dog feel? Why do you think so?
 - [pointing to an illustration] *How is that man feeling? Why?*
 - o Character's motives
 - Why do think Jack climbed the beanstalk?
 - Character's thoughts
 - What do you think the wolf is thinking now? Why do you think that?
- Similarities and differences between elements within the text/illustrations (e.g., objects, events, concepts, people) or between the text/illustrations and students' world knowledge
 - [pointing to an illustration] *What can you tell me about the setting of our story now? How do you know our setting has changed*?
 - What happened to the boy's neighbor? How is that similar/different to what happens in your neighborhood?
 - Look at the coloring of this lizard's skin. Do you think it lives in the jungle or the desert? Why?
 - [pointing to a photo] *What might this area look like after many years if erosion continues?*
- Causes of events that have occurred
 - Why do you think that happened?
- Predictions (may also involve inferences related to characters' motives, thoughts, and feelings)
 - What do you think will happen next? ... Why do you think so?

<u>REMINDER</u>: Refer to both text and illustrations when you create prediction questions, and scaffold students to do the same.



The Integration lessons are designed to provide students with an opportunity to learn and practice retelling and inferencing strategies to help them become more strategic readers. Retelling is a strategy students must learn to apply when listening to or reading narrative texts because it focuses their attention on key story elements that are essential for narrative comprehension (van den Broek, Kendeou, Lousberg, Visser, 2011).

The Retelling technique is designed to support the development of progressively more complete retellings. The steps selected for teaching retelling were adapted from several studies, all of which used one or more supports for developing the skill. Supports included visuals (e.g., icons, pictures, story maps, puppets) or role play/story reenactment (Davies, Shanks & Davies, 2004; Nielsen, 1993; Paris & Paris, 2007) with active engagement and repeated experiences to help students develop more complete retellings.

As with any strategy instruction, the teacher starts by modeling retelling for students. As students become more skilled in applying the strategy independently, they can work with peers to use the strategy or apply it on their own.

OUTLINE OF TEACHING SEQUENCE

Sample Instructional Sequence for Teaching Retelling [Day 1]

1) Introduce the strategy and story element icons.

- a. Introduce students to the goal of this strategy—to listen for the key elements of the story so that they can retell the story. Explain that knowing the key story elements and retelling a story will help them to understand stories they hear read aloud or read themselves.
- b. Explicitly teach students the key story elements using the story element icons as you retell a story; each icon is explained in the *Let's Know!* lesson script. Once the icons are taught, they will be referred to as the teacher reads new stories and as a reminder when the teacher or students engage in retelling a story.

2) Apply the use of the story elements to a new story.

- a. Before reading the new story, introduce the setting and characters briefly, making links to the story element icons.
- b. Set a purpose for listening connected to the story elements related to plot (e.g., characters' goals, attempts to reach goals, outcome/ending). Point to the icons as you set this purpose.
- c. Read the new story. Return to the purpose by engaging the group in discussing the plot-related story elements.

(Narrative)

d. Introduce a story map that communicates the story elements using drawings. Prepare the story map in advance; you could use one piece of paper for each major story element (there may be more pages for attempts to reach goals). Show the drawings, organized in the order of the story.

3) Retell the story.

- a. Demonstrate and explain how to use the story map as a guide when retelling the story.
- b. Introduce the idea of using signal words when retelling a story (as appropriate for the grade level). Post examples of words for students who can read.
 - Introduction (e.g., *there once was, once upon a time*)
 - Connecting words (e.g., *later*, *after that*, *and then*, *when*, *next*)
 - Ending (e.g., *at the end, finally*)

4) Provide guided practice, helping students to retell the story using the story map.

Suggestion: Refer to a poster or cards with the story element icons whenever discussing story elements, and provide students with a small, personal version of the icons.

[Day 2]

- 1) Review the story elements and story element icons.
- 2) Repeat step 2 of Day 1 with a different story (or repeat with the same story).
- 3) Have students draw/assemble their own story maps.
 - a. As stories become longer, add more drawings to represent actions and attempts.
 - b. At grades 2 and 3, you could have students write a retelling 'script' to accompany their story maps, using a paragraph or dramatic (play) format.
- 4) Engage students in retelling the story in pairs or groups. Model and scaffold as needed.
 - a. Pre-K and K: The following are modifications and alternatives with a focus on active engagement and repeated exposure.
 - You may want to make copies of the story map for students to use, rather than have students spend time drawing/assembling their own.
 - Place copies of the story map with the storybook for students to use during center time or free choice time.
 - Engage students in reenacting the story. Act as the narrator and scaffold students through acting out the story. All students may participate (i.e., extra students could 'play' setting props such as trees or use gestures/poses to represent other parts of the story) or the children can take turns being the audience and actors.
 - Make cardstock puppets of the main characters to support retelling.
 - b. Grades 1-3: To meet additional grade-specific objectives, in addition to identifying story elements, you could demonstrate and require students to:
 - Describe main characters when introducing them (indicators of personality and internal state).
 - Integrate key dialogue into retellings.
 - Extend the story map to include more than one episode and explain the concept of an episode.

(Narrative)

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(Narrative)



Identifying the *main idea* requires a listener or reader to select what is most important from the text and to disregard the less important information. Then the reader must integrate the most important ideas to determine the overall main idea of the text.

OUTLINE OF TEACHING SEQUENCE

The following examples demonstrate an instructional sequence for teaching students how to find the main idea of an expository text.

I Do:

1) Explain the technique Finding the Main Idea to students.

"After reading the title and looking through the pictures of this book, we know that we are going to read about animal homes. Authors write many things about animals' homes. The most important information that the author wants us to know is written in each section of the text. These are the main ideas. For now, you should stop after each paragraph that you read and say what the main idea of that paragraph was."

2) Model finding the main idea in action.

"I am going to read a paragraph from the book and show you how I find the *main idea*, or what the author thinks is most important about animal homes in that paragraph. [Read the paragraph.] Hmm... The word *food* kept coming up when I read this paragraph. It said that people keep food in their homes and that some animals keep food in their homes. I think the main idea about animal homes in this paragraph is that some animals keep food in their homes, just like people. When a word keeps coming up in a paragraph, it can be a clue to the main idea."

[Write the main idea on a chart and repeat this step with another paragraph.]

We Do:

3) Practice finding the main idea with students.

"I've found the main idea in the paragraphs we've read so far. Now I want you to work with me to find the main idea. As I read, you need to listen for words that are clues to the main idea and be ready to tell the class what you think the main idea is and why." [Continue reading and write students' ideas on the chart.]

4) Provide guided practice on finding the main idea with gradual release of responsibility.

Early on...

"I've called the three of you together to find the main idea while you read this book. After every paragraph each of you must stop, tell me the main idea of the paragraph, and explain how you decided it was the main idea."

(Expository)

Later on...

"Each of you has a chart that lists different pages in your book. When you finish reading a paragraph, stop and write the main idea for each paragraph."

You Do:

5) Have students practice finding the main idea independently.

"It's time for silent reading. As you read today, remember what we've been working on—finding the main idea in paragraphs. Be sure to find the most important information that will be the main idea in each paragraph. Ask yourself what helped you decide that was the main idea."

Close:

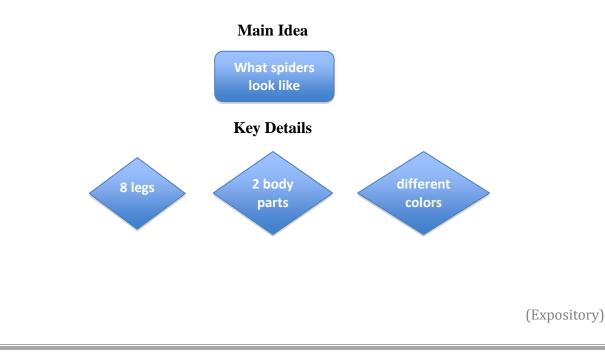
6) Remind students of the importance of finding the main idea and emphasize how repeated words (and phrases) in texts can help them find the main idea.

Once students can identify the main idea at the paragraph level with repeated words as the clue, move to teaching other clues to the main idea (e.g., boldface print, headings, and the first sentence of a paragraph). Later, expand the same process to larger units of text to decide the main idea (e.g., a subsection of a book). Reapply what you taught regarding clues to finding the main idea to larger units of text.

IDENTIFYING SUPPORTING DETAILS

Once students have a solid understanding of main idea, teach them how to identify *key supporting details* (important things to know about the main idea). Take the main idea of a paragraph/section that includes 2-3 important details, and ask questions in order to model how to identify the details. Create a concept map with one *Main Idea* (e.g., What spiders look like) on top and the *Key Details* (e.g., eight legs, two body parts, different colors) below; you could use another shape to signal the difference between the main idea and details.

Note: Not all books lend themselves well to teaching supporting details. Many simpler expository texts may have a clear main idea and examples, but not clear supporting details.





WEEKLY LESSON PLANNER

FICTION

Week 1	Lesson 1	Lesson 2	Lesson 3	Lesson 4
Lesson Type	Hook	Read to Me	Words to Know	SMWYK Practice
Objectives	 Identify and use navigation words appearing in texts that signal the structure of texts, including cause and effect (cause, effect, so, because). 	 Participate in collaborative conversations about topics within Kindergarten texts. Identify when text being read contains information that does not make sense. 	 Children will define target vocabulary words with a visual reference and use Words to Know in sentences. 	 Familiarize yourself with the SMWYK assessment. Briefly describe the Close project; show an example, if possible.
Lesson Texts	• N/A	• <u>My Lucky Day</u> by Keiko Kasza 💿	 <u>My Lucky Day</u> by Keiko Kasza <u>Big Al</u> by Andrew Clements 	• <u>My Lucky Day</u> by Keiko Kasza

Materials

Lesson Materials You Provide	 Several dominoes Bags or paper clips Computer or interactive whiteboard 	 Document camera Sticky notes 	None recommended	None recommended
Unit Materials Provided	 Why? Because slideshow for Lesson #1 Slideshow script for Lesson #1 Sorting cards for Lesson #1 	 Comprehension Monitoring Icons 😂 	 Vocabulary Picture Cards: result, filthy, clever, exhausted Words to Know rings: result, filthy, clever, exhausted @ 1" metal rings @ 	 SMWYK Practice Instructions SMWYK Assessment Booklets (2)



Save Materials

	ET'S KNOW! NDERGARTEN		CTION ND EFFECT	HOOK LESSON 1
		CAUSE AND EFFECT		
SHOW ME V	VHAT YOU KNOW! We'll be	authors! We'll w	rite a book for our cla	assroom from a familiar story.
	-	••••••	texts that signal the s	structure of texts, including cause and
	FECHNIQUES:		LESSON MATERIALS Y	
	ted by teacher		Several domin	
LESSON TEX	(T:		Bags or paper	-
• N/A			UNIT MATERIALS PRO	
	CTURE FOR WE DO/YOU D	D:	<u>Why? Because</u> for slideshow Lesson #1	
 Think 	k-Pair-Share		-	pt for Lesson #1
			Sorting cards feedback	or Lesson #1
	re the lesson	SPECIAL INST	RUCTIONS FOR THIS LES	SSON:
 This I Click This I slides after 	 This lesson is designed to be a fun activity with plenty of opportunities for students to get the 'right answer.' Click on the hypertext when a question is asked and the <i>next</i> arrow to advance or return to the question. 			
		LES	SON ROUTINE	
Set	Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.			
	You could say: "We are starting an exciting unit today; we'll be talking about <i>why</i> things happen, the <i>cause</i> and then the <i>effect</i> . If I set up some dominoes next to each other (demonstrate), I can <i>cause</i> them to fall with my finger. The <i>effect</i> is that all of the dominoes fall. When we're reading, knowing the cause and effect of events helps us understand what we read. Today we're going to learn about cause and effect. Then we'll watch a slide presentation about the causes and effects of some actions and play a game. Are you ready to engage your brain?"			
I Do	Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.			
	You could say: "Let's talk about cause and effect. When I push the first domino, I cause something to happen. What is the effect? All of the dominoes fall down. The <i>cause</i> is the push and the <i>effect</i> is the dominoes falling. <i>Why</i> did the dominoes fall? I pushed the first one down, so that's the cause. What was the effect? The dominoes fell."			
	"When we talk about what happened, we can say, 'The dominoes fell <i>because</i> I pushed the first domino.' I used the word <i>because.</i> But I could also use the word <i>so.</i> I could say, 'I pushed the first domino <i>so</i> all of the dominoes fell down.' Now we're going to watch a slideshow that shows us more about causes and effects."			

WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	Show the <u>Why? Because</u> slideshow, which explains cause and effect through pictured events. Monitor students' comprehension and address any confusion they might have. Allow students to click on the hyperlinks in the text to answer the questions. Click on the happy or sad faces to advance the slides. If desired, help students 'read' the sentences that explain cause and effect relationships. Exit the slideshow when you feel students are ready for independent practice.
	You could say: "Here is a card sort for you and your partner to do. Put the cards with the words <i>CAUSE</i> and <i>EFFECT</i> in front of you, with <i>CAUSE</i> on the left and <i>EFFECT</i> on the right. Then, find the pairs of cards that go together and put them <i>under</i> the correct heading, either <i>CAUSE</i> or <i>EFFECT</i> . Let's do one together. Find the card with the mouse and the girl. Is the mouse the cause or the effect? The <i>cause</i> . Put the mouse under the <i>CAUSE</i> card with the finger. Now find the <i>effect</i> . The girl jumped on a stool. That's the effect, so put it under the <i>EFFECT</i> card with the dominoes. Now the cause was the mouse, and the effect was the girl jumping on a stool."
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	You could say: "Now with your partner, sort the remaining cards into causes and effects."
	"If you finish and want an extra challenge, take turns using the words <i>because</i> and <i>so</i> in sentences for each pair of pictures. For example, I could say, 'The girl was afraid of the mouse <i>so</i> she jumped on a stool.' Or I could say, 'She jumped on a stool <i>because</i> she was afraid of the mouse.' Practice using the words <i>so</i> and <i>because</i> in your sentence, and then at the end, you can share some of your sentences with the class."
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Today we learned that events have causes and effects. We also learned that we can explain to someone else what happened and <i>why</i> it happened. Is dominoes falling a <i>cause</i> or an <i>effect?</i> What is the <i>cause</i> that makes them fall? Our world is full of things that happen, and now we know how to explain what causes them to happen. Tonight when you get home, tell your parent one thing that happened today and <i>why</i> you think it happened."

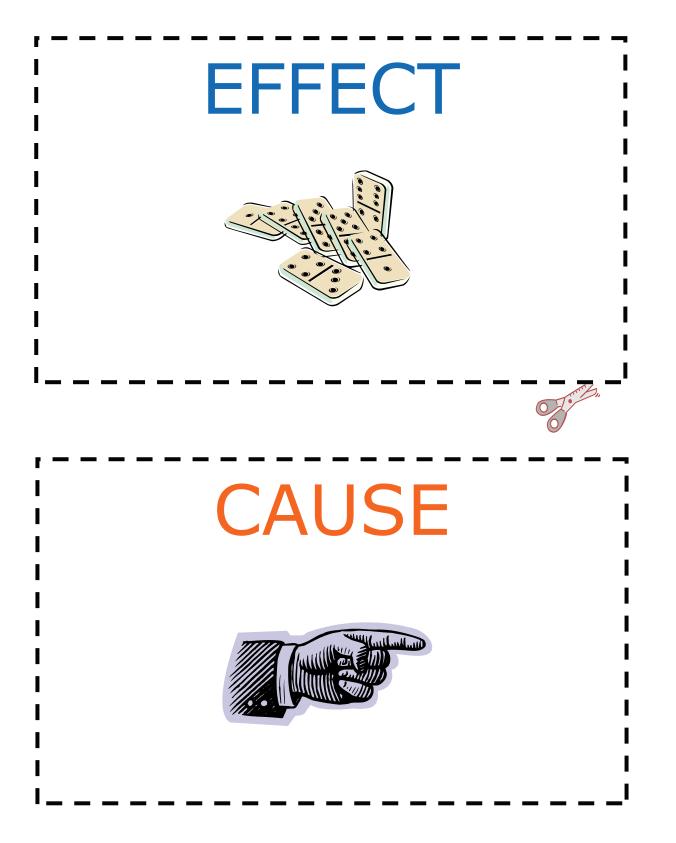
Slideshow Script – Fiction – Lesson 1



- 1. The title of our slide show is Why? Because ...
- 2. Look! It's a mouse! The mouse is the cause. I wonder what effect will be...
- 3. The girl...
- 4. The girl saw the mouse. Now what will be the effect?
- 5. What happened when the girl saw the mouse? The girl jumped on the stool. That's the **effect**.
- 6. <u>Why</u> did the girl jump on the stool? Because she was afraid of the mouse. That's the **cause**.
- 7. A cause leads to a effect. The mouse caused the girl to jump on the stool, the effect.
- 8. Now let's play a game. Which one is the **cause?** <u>The girl jumped on the stool</u> **OR** because <u>she</u> <u>was afraid of the mouse?</u>
 - Option 1: Press the sentence part that says <u>she was afraid of the mouse</u>. Look! We got a happy face. That was the **cause**! Now press the *next* arrow and we'll do another one.
 - Option 2: Press the sentence part that says <u>The girl jumped on the stool</u>. Oh, no! We got a sad face. Let's press the *next* arrow and try again. Which one is the **cause?** Let's go with <u>she was afraid of the mouse</u>. Now we have a happy face. That was the **cause!**
- 9. (Slide 17) The light turned green.
- 10. (Slide 18) The kids crossed the street.
- 11. (Slide 19) The light turned green *so* the kids crossed the street. The light turning green is the **cause** and the kids crossed the street is the **effect**. The kids had to wait for the **cause**, the green light and then the **effect** of the green light was crossing the street.
- 12. (Slide 20) Let's play our game. Which one is the cause?
 - Option 1: <u>The light turned green</u>. Let's touch that part of the sentence. A happy face! The light turning green was the cause. Touch the arrow.
 - Option 2: <u>the kids crossed the street.</u> Oh, the sad face. Let's touch the arrow and look for the **cause** again. Why did the kids cross the street? **Because** the light was green. That's the **cause**. Now we have a happy face. Let's touch the arrow.
- 13. Let's look at this sentence. The kids crossed the street because the light turned green.
- 14. (Slide 28) Which one is the cause?
 - Continue to guide students in choosing the cause or effect
- 15. (Slide 34) Which one is the **cause**? My mom was tired when she read me a bedtime story so she fell asleep on my bed.
- 16. (Slide 37) Which one is the effect?
- 17. (Slide 40) Which one is the cause? I ran to school because I was late.
- 18. (Slide 43) Which one is the effect? I ran to school because I was late.
- 19. (Slide 46) Which one is the effect? The sun was hot outside so the man drank some water.
- 20. (Slide 49) Which one is the cause? The sun was hot outside so the man drank some water.
- 21. (Slide 52) Which one is the cause? The boy was late for school because he overslept.
- 22. (Slide 55) Which one is the effect? The boy was late for school because he overslept.
- 23. (Slide 58) Which one is the **cause**? <u>The snowman dropped his gifts</u> <u>because he slipped on the banana.</u>
- 24. (Slide 61) Which one is the **effect**? <u>The snowman dropped his gifts</u> <u>because he slipped on the banana.</u>
- 25. (Slide 64) Which one is the effect? The ice was too slippery so the man lost his balance.
- 26. (Slide 67) Which one is the cause? The ice was too slippery so the man lost his balance.
- 27. (Slide 70) Which one is the effect? The surfer left the beach because the sun was going down.
- 28. (Slide 73) Which one is the cause? The surfer left the beach because the sun was going down.
- 29. (Slide 76) THE END! Excellent job, kindergarten students. You did it!



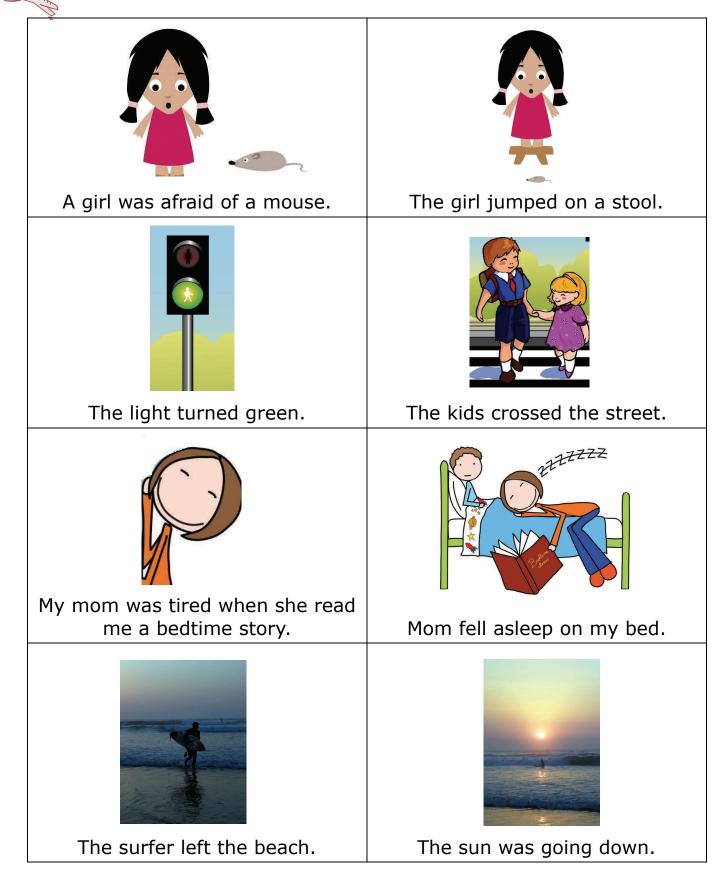








Cut out squares. Lay down the picture of the cause or effect for each picture pair under the correct card.



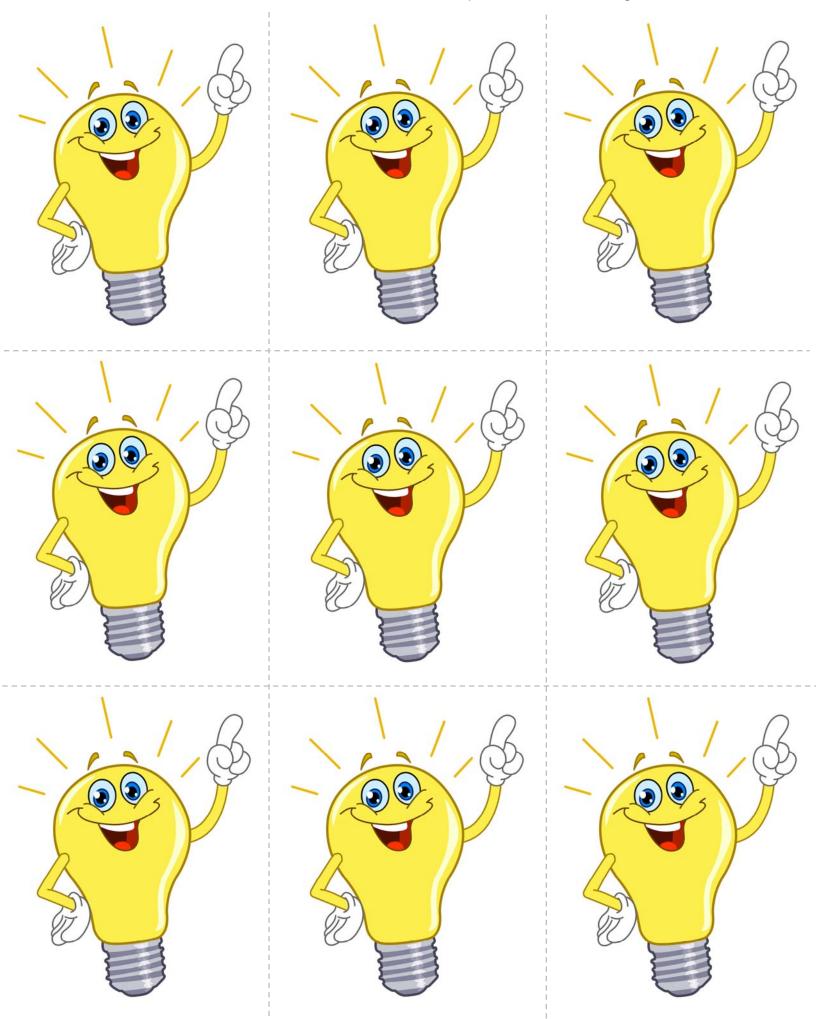


2_Fiction_K_SupMat_L1_Hook_Sorting Cards

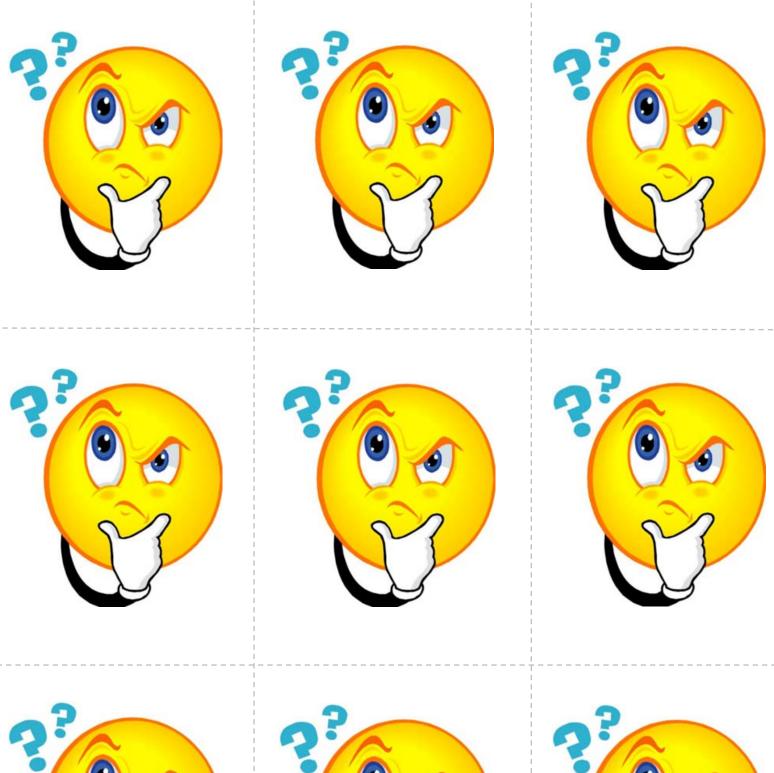
LET'S KNOW! KINDERGARTEN	FICTION CAUSE AND EFFECT	READ TO ME Lesson 2			
	IOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.				
-	onversations about topics within Kinder contains information that does not ma	-			
TEACHING TECHNIQUES:	Lesson Materials Y				
Comprehension Monitoring	Document cam	iera			
Rich Discussion Lesson Text:	Sticky notes UNIT MATERIALS PRO				
My Lucky Day by Keiko Kasza		n Monitoring Icons			
Talk Structure for We Do/You I	-	in Fromeoring reons			
Group Discussion					
	SPECIAL INSTRUCTIONS FOR THIS LESSO	N:			
 and place them on the develop additional exos of Cut out and laminate to students how they 'Read it like you mean it' is a an enjoyable and social expensively and social expensively. Most students love to be read paying more attention than y others), try sitting them near Use the Comprehension Mon 	 to students how they are used. 'Read it like you mean it' is a reminder to us – teachers and related professionals – that reading is foremost an enjoyable and social experience. It is not a chore. As you read to your students today, be sure to show the students how much <i>you</i> enjoy books and using them as a tool to learn. Most students love to be read to. Even students who look like they are not enjoying a read-aloud are likely paying more attention than you think. However, if some students seem very disengaged (or distracting to others), try sitting them near you and proactively explaining to them how they can and cannot participate. 				
	LESSON ROUTINE				
SET Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension. You could say: "Do you like it when someone reads to you? I do! I love to listen to stories. We are starting a new unit called Fiction. Fiction books are stories that are made up; they are imaginary. The book for today is called My Lucky Day. I think you'll really like this book! I'm going to stop at certain points so we can talk about what we don't understand. Good readers stop to talk about what is in a book; they want to make sure they understand what they're reading."					
-	Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.				
doesn't make sense, I h going to stop if I don't	"One thing I always do when I read is make sure that I understand what I'm reading. If something doesn't make sense, I have to stop and try to fix the problem. As we read this book, <u>My Lucky Day</u> , I'm going to stop if I don't understand something. When I don't understand, I will hold up my Doesn't Make Sense sign." (show students the Doesn't Make Sense side of the Comprehension				

Start reading <u>My Lucky Day</u> and pause after reading the word <i>startled</i> on the first page. You could say:
"Hmm I'm a little confused. Something doesn't make sense. (hold up Doesn't Make Sense sign)
I wonder what <i>startled</i> means. I could read more and see if I can figure out what it means 'he was
<i>startled</i> by a knock at the door.' I'll bet <i>startled</i> means that he was shocked because he heard a knock
on the door. Now it makes sense. (turn icon to Makes Sense side) Now I can keep reading."
Read the next page and stop. You could say:
"Wait a minute. What's going on here? (hold up Doesn't Make Sense sign and reread the first sentence) I'm going to read this again. Oh, I see (turn sign to Makes Sense side) Someone is outside and thinks it's Rabbit's house. But it's not Rabbit's house, it's Fox's house! The fox said he
would eat a rabbit for breakfast. Oh, no! I wonder if it's a rabbit outside the door."
Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
You could say:
"Now as I read, if <i>you</i> don't understand something, you can raise your hand and we'll stop and fix what you don't understand."
Read the next three pages of text. If no student raises a hand, stop on the page where the fox is
holding up the pig. You could say:
"I'm wondering if you understand the word <i>struggle</i> . The book says, 'It was useless to <i>struggle</i> .' Ask a friend, 'What does <i>struggle</i> mean?' (allow students to ask other students) Did you find out?"
Continue reading. If students don't raise their hands, stop after reading the page where the fox is laying on the floor and hold up the Doesn't Make Sense sign. You could say: "I noticed the word <i>exhausted.</i> If you don't know the word <i>exhausted</i> , one thing you can do is look at the pictures. I can see from the picture that the fox looks really tired. The book says that he was passed out, so what do you think the word <i>exhausted</i> means? Right, it means 'really tired.' That makes sense. (flip the sign to Makes Sense side) Now let's go on reading."
Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
Ask questions to evoke rich discussion. This should be teacher-led but student-dominated
conversation. Prompt students to take multiple turns and use higher level language.
• Why do you think the pig went to the fox's house? Was it a mistake or on purpose? How do
you know?
• How did the pig trick the fox? (to help students with this discussion, you could say:
"What did the fox think when the pig said that he was filthy? What was the pig really doing?")
 What will happen at Bear's house?
Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
Ven could com
You could say: "Today we read <u>My Lucky Day</u> and talked about it. We made sure that we understood what the author
was saying, and when we didn't, we fixed what didn't make sense. Who would you rather be—the fox
or the pig? If you'd be a fox, raise your hand A pig? The next time someone reads to you, maybe you can teach them how to ask questions and talk about the story while you are reading together."

Directions: Cut out and laminate the Comprehension Monitoring Icons.



Directions: Cut out and laminate the Comprehension Monitoring Icons.



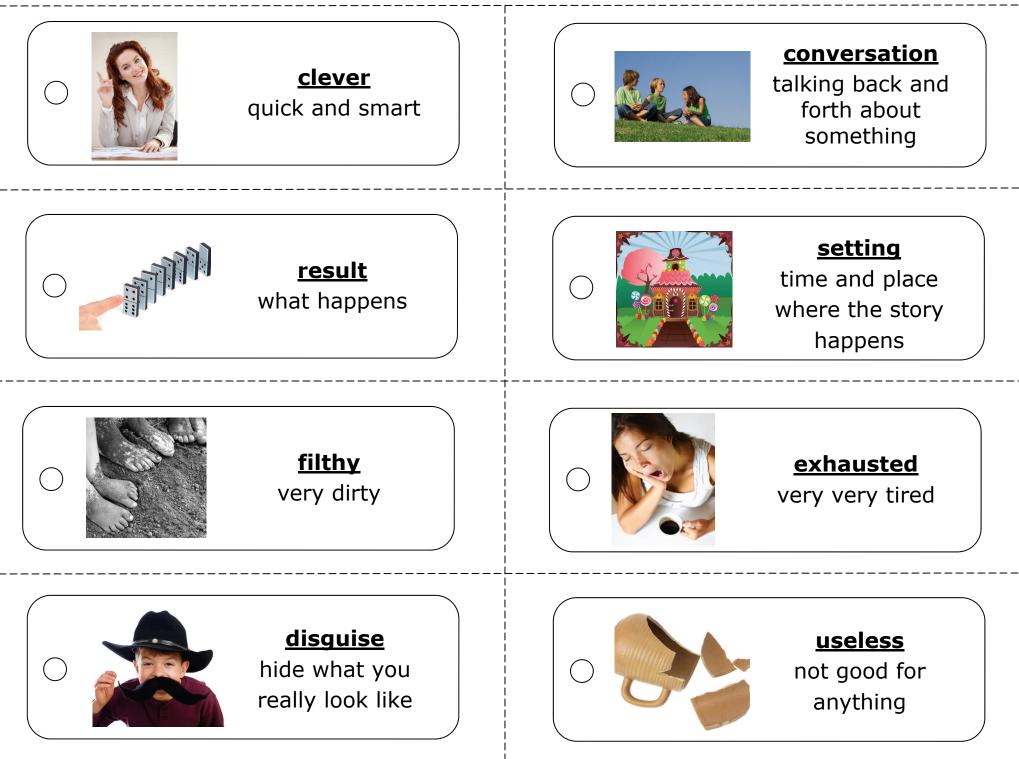






LET'S KNOW! Kindergarten	FICTION CAUSE AND EFFECT		Words To Know Lesson 3		
SHOW ME WHAT YOU KNOW! We'l	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.				
TEACHING OBJECTIVE: Define target vocabulary w 	ords with a visual reference and	use Wor	ds to Know in sentences.		
 TEACHING TECHNIQUE: Rich Discussion LESSON TEXTS: My Lucky Day by Keiko Kas Big Al by Andrew Clements TALK STRUCTURE FOR WE DO/YOU Think-Pair-Share 	za • None UNIT MATEI • Vocab exhau Do: • Word exhau	recomm RIALS PR Julary Pi Isted s to Kno	OVIDED: cture Cards: result, filthy, clever, w rings: result, filthy, clever,		
 SPECIAL INSTRUCTIONS FOR THIS LESSON: Before the lesson Assemble the Words to Know rings; cut and punch the first four Words to Know strips (result, filthy, clever, exhausted) and attach them to the metal rings. Mark pages in the lesson texts where the Words to Know appear so you can show the words to students. In this lesson, you'll introduce the Words to Know in context, give a student-friendly definition, and then engage in word activities that allow students to deeply process the words and make multiple connections. During the lesson, students are asked to 'read' the definition; however, since most students are not reading yet, the object is to look at the word strip and say the definition as the teacher reads it. Use the Vocabulary Picture Cards to provide context for each Word to Know. WORDS TO KNOW result: What happens filthy: Very dirty clever: Quick and smart 					
	Lesson Routine				
SETEngage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.You could say: "There are many, many words that we hear every day. We know most of these words but we don't know ALL of the words we hear, right? We need to get really good at learning new words because words help us understand and talk about our world. Today we are going to learn four new Words to Know. These are excellent words that you can learn quickly!"					
I Do/ WE Doskill or concept study Provide guided pray Check for understate moving to YOU DO.You could say: "The first word is filt • Say the word • This picture s filthy, so the back of the second sec	ents will practice in YOU DO. S tice, feedback, and support, ending, ensuring that students a ny. Find the word filthy on your filthy. Filthy means 'very dirty.' nows feet that are filthy. In <u>My L</u>	Show a d nsuring ure read word ri: <u>ucky Da</u> ny in the	y (show book page) the pig said he was dirt, you are probably filthy . If you		

	Read with me: Filthy means 'very dirty.'
	 Now turn to your partner and take turns saying what filthy means."
	(clever)
	"Now we'll work on the word clever . Find the word clever on your word ring.
	• Say the word clever . Clever means 'quick and smart.'
	• In the picture, this girl looks very clever , or 'quick and smart.'
	• In <u>My Lucky Day</u> , which of the characters was clever ? Yes, the pig was clever . If you think of a
	solution to a problem, your mom might say you are very clever . Someone who can build a tree
	house would be clever .
	Read with me: Clever means 'quick and smart.'
	 Now turn to your partner and take turns saying what clever means."
	(exhausted)
	"The next word is exhausted . Find the word exhausted on your word ring.
	Say the word exhausted . Exhausted means 'very, very tired.'
	• Here is a picture of exhausted . What do you see?
	• After the fox gave the pig a massage, he was exhausted . When you get home from school, I'll
	bet you are exhausted . I know I am! After a day at the swimming pool in the summer, you're
	usually exhausted . If you run around the block, you're usually exhausted when you get home.
	Read with me: Exhausted means 'very very tired.'
	• Now turn to your partner and take turns saying what the word exhausted means."
	(result) "The next word is regult. Find the word regult on your word ring.
	"The next word is result . Find the word result on your word ring.
	• Say the word result . Result means 'what happens.'
	 Here is a picture what will be the result? Demember the circle in the click shows that was a fixed of the means? What was the result of
	 Remember the girl in the slide show that was afraid of the mouse? What was the result of being scared? She jumped on the stool! In our book <u>My Lucky Day</u> remember after the fox gave
	the pig a massage? The result was that the fox was exhausted and the pig escaped.
	 Read with me: Result means 'what happens.'
	 Now turn to your partner and take turns telling what the word result means."
	• Now turn to your partner and take turns tening what the word result means.
	"Now let's make a sentence using each word. Let's start with clever . Hmm 'I was clever when'
	How could we end it? Let's make another sentence with clever Now help me make a sentence with
	result. 'When I cooked dinner, the result was a smoky house!' Who can think of another sentence?"
	Provide at least two opportunities for each student to complete independent practice of the
You Do	skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring
	students back together and focus their attention on you before beginning the CLOSE.
	You could say:
	"Now you're going to make some sentences with your partner using the other two Words to Know.
	Get with your partner. The one with the shortest hair will start first. Make a sentence for your partner
	that uses the word filthy ; the second partner can make a sentence with the word exhausted . Then you can switch words. You can talk to your partner for two minutes."
	you can switch words. Tou can taik to your partner for two initiates.
	Allow talk time and then ask students to report.
	mow tank time and then ask statents to report.



LE	ET'S KNOW!	FI	CTION	SMWYK PRACTICE	
Kin	NDERGARTEN	CAUSE AND EFFECT		Lesson 4	
SHOW ME W	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.				
	BJECTIVES: arize yourself with the s y describe the Close proj				
TEACHING T	· · · · · ·		LESSON MATERIALS Y	ou Provide:	
• N/A	_		None recomme		
LESSON TEXT	r : <u>cky Day</u> by Keiko Kasza		 UNIT MATERIALS PRO SMWYK Practic 		
	TURE FOR WE DO/YOU D		SMWTRTTact SMWYK Testin		
	dual Testing				
Week 6 to e	xamine the project-sele	ssment (SMWYK) cted students' pro	ogress toward the uni	d assessment that you'll administer in t's objectives.	
instru Admir Ideally	• Before the lesson Look over the SMWYK materials, view the SMWYK training module, and review instructions for the Close project in Lesson 24.				
		LES	SON ROUTINE		
Set	This lesson is intended for your practice only. Test students individually. Allocate 10-15 minutes for each assessment. Score assessments to gain practice at real time scoring and to gain a clearer understanding of your students' strengths and areas for improvement. Begin by explaining to the class why two students are being tested.				
	You could say: "Today I am going to give a short test to two students in the class while the rest of you are working. They won't be graded on this test; it's just a chance for me to practice giving the test and for them to answer some fun questions."				
I Do/ WE Do/ You Do	0/				
	After administering the assessments, create enthusiasm among students by describing the Close project and, if possible, sharing an example.				
	You could say:				
	l want to give you a preview of a project we're going to create at the end of this unit. In a few weeks ou're going to have a chance to put together everything you're learning in one exciting project."				



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Lesson 4: These materials are not available for download.



WEEKLY LESSON PLANNER

FICTION

Week 2	Lesson 5	Lesson 6	Lesson 7	Lesson 8
Lesson Type	Words to Know	Words to Know Practice	Integration	Integration Practice
Objectives	 Define target words and find related words. Use words correctly in spoken sentences. 	• Children sort target words into semantic categories.	• Retell a narrative that includes the <i>setting</i> , characters, goals, attempts, and outcome.	• Retell a narrative that is coherently organized and follows a logical sequence.
Lesson Texts	• N/A	• N/A	• <u>My Lucky Day</u> by Keiko Kasza	• <u>My Lucky Day</u> by Keiko Kasza

Materials

Lesson Materials You Provide	 Chart paper, document camera, or interactive whiteboard 	Bags or paper clips	 Chart paper, document camera, or interactive whiteboard 	Craft sticks
Unit Materials Provided	 Teacher Journal Lesson #5 (print or digital) Image: Image	 WRAP set #1 Vocabulary Picture Cards: result, filthy, clever, exhausted Student Journal Lesson #6 😴 🔊 	 WRAP set #2 Vocabulary Picture Cards: result, filthy, clever, exhausted Teacher Journal Lesson #7 Student Journal Lesson #7 	 WRAP set #3 Vocabulary Picture Cards: result, filthy, clever, exhausted Teacher Journal from Lesson #7 Puppets for Lesson #8

Prep Materials

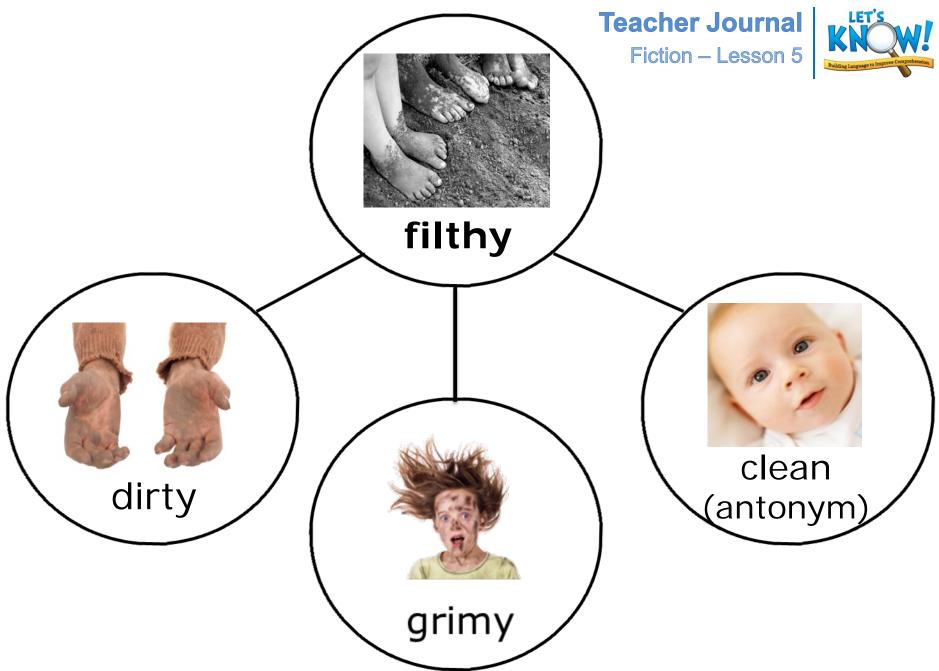
Game

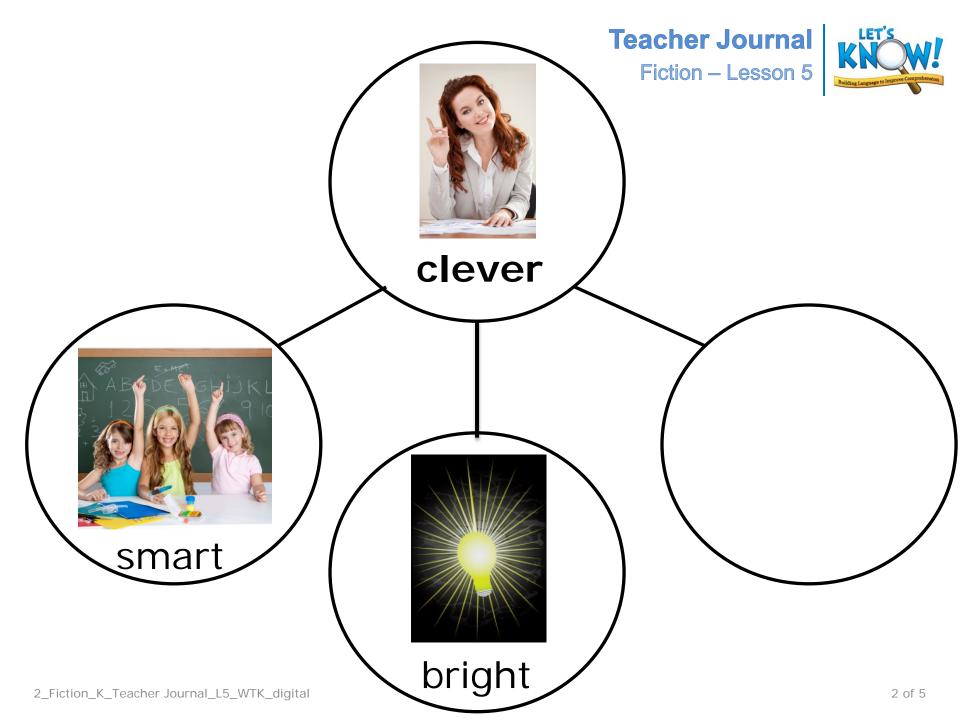


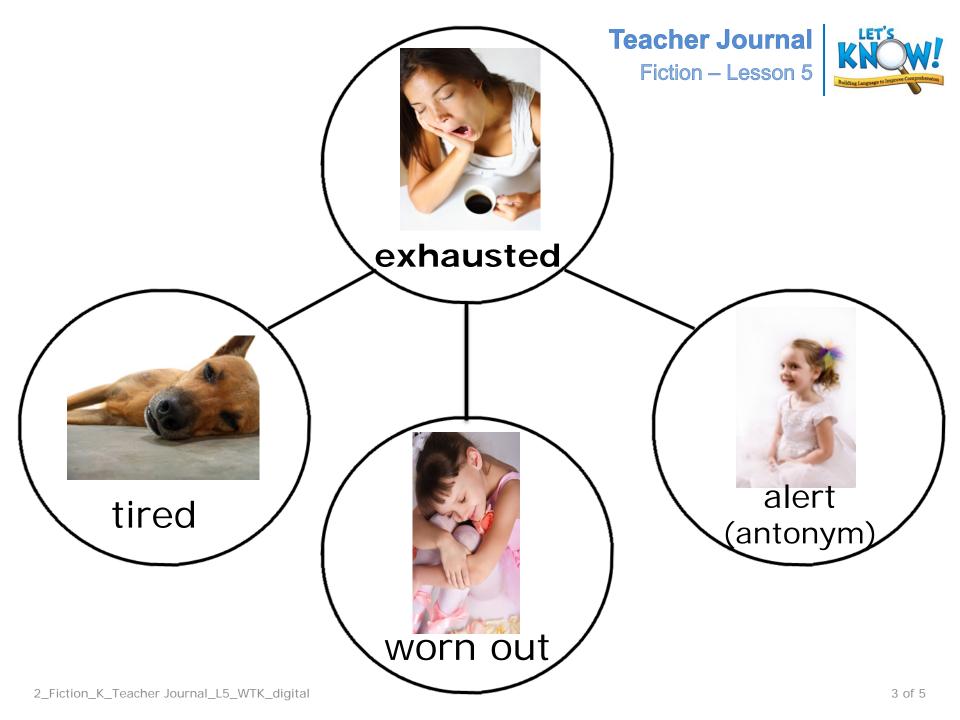
LET'S KNOW! Kindergarten	FICTIONWORDS TO KNOWCAUSE AND EFFECTLESSON 5				
 SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story. TEACHING OBJECTIVES: Define target words and find related words. Use words correctly in spoken sentences. 					
 TEACHING TECHNIQUE: Rich Instruction LESSON TEXT: N/A TALK STRUCTURE FOR WE DO/YOU DO Think-Pair-Share 	 Chart paper, d whiteboard UNIT MATERIALS PRO Words to Know exhausted 	 UNIT MATERIALS PROVIDED: Words to Know rings: result, filthy, clever, exhausted Teacher Journal Lesson #5 (print or digital) 			
, u 0 ,					
	LESSON ROUTINE				
SET teach by providing an listening or reading constrained of the second	example. State the purpose of the le mprehension. ds have relatives just like people do? I s a lot like me. Words are like that too.	have cousins. They look a little like me. They can have related words that mean s that mean just the opposite. In today's ver , and exhausted . We'll think of			

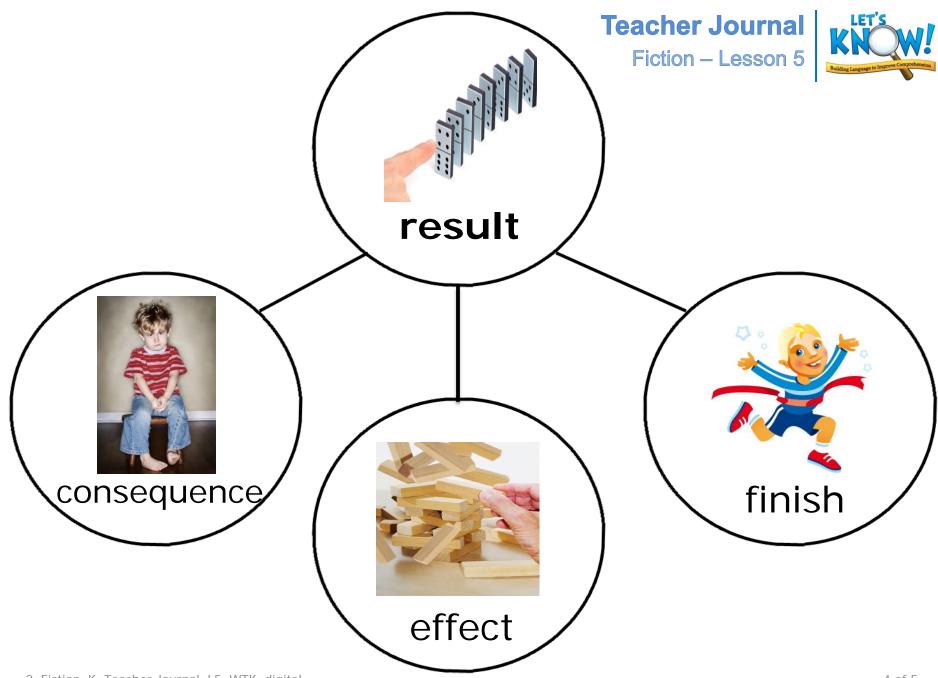
I Do	Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.
	Display Teacher Journal Lesson #5. You could say: "The first word is filthy . It means 'very dirty.' The pig in <u>My Lucky Day</u> convinced the fox that he was filthy so the fox would give him a bath. When you are playing in mud, you probably get filthy . Now I'm going to think of other words that are related to or belong with filthy . When I think of filthy , another word that comes to my mind is <i>dirty</i> . I'll put filthy in the middle circle and <i>dirty</i> in one of the circles outside. Another word is <i>grimy</i> . (write <i>grimy</i> in another circle) I can think of <i>unclean</i> and <i>nasty</i> to write in other circles. If you think about the opposite of filthy , you could use <i>clean</i> . Now we have the words <i>dirty</i> , <i>grimy</i> , <i>unclean</i> , <i>nasty</i> , and <i>clean</i> that are related words for filthy ."
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	You could say: "The next word is clever. It means 'quick and smart.' The pig in <u>My Lucky Day</u> was very clever because he tricked the fox. You are clever when you figure out a mental math problem. Talk with your partner for a minute and think of words that are related to the word clever. (allow partner time) I'll write clever in the center bubble. Now, what related words did you and your partner find for clever? (write related words such as <i>smart, intelligent, gifted, talented,</i> and <i>bright</i> in outer bubbles) Let's read around the word web for clever: <i>smart, quick, intelligent, bright, talented.</i>
	(exhausted) "Now let's work on the word exhausted. One word is <i>tired.</i> Talk with your partner and think of some other related words." Write related words for exhausted, such as <i>tired, worn out, used up, spent,</i> and <i>drained</i> on the word web; you can use the teacher journal for pictures. Then read around the word web.
	(result) "Our last word is result. It means 'what happens.' Yesterday, I saw the result of brushing my teeth every day. I had no cavities at the dentist's office! I also saw a student running on the sidewalk. Guess what happened? She fell. That was the result. Think with your partner about other words that are related to result and we'll write them in our bubble map." Suggested words include consequence, effect, end, outcome, and cause (opposite). Review by reading around the word web.
	"Now we know a lot more about our Words to Know. Look at these pictures. I'm going to tell a story that uses some of our words. I'll make up a story about the princess and dragon 'Once there was a very mean dragon. He caught a princess and was going to eat her. But she was very clever . She told him she would fix him dinner if he would find some special mushrooms. The dragon went into the forest and got the mushrooms, but he got filthy . While he was taking a bath the princess ran home.' "
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Display p. 5 of the teacher journal. You could say: "Now you're going to make up a silly story using one or two of the new words. Look at these pictures to use with your partner. You can use your word rings to help you remember the words. First, think about a story and one or two words to include in your story. You'll have 5 minutes to work with your partner. Remember, you need to think of different stories. I'll be listening for good stories that use your words!"

CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.					
	You could say:					
	"Today we learned even more about our new words— result , filthy , clever , and exhausted . Get your					
	Words to Know rings. I'm going to say something about a word. I want you to decide which word I'm					
	talking about. (have students hold up and say the word)					
	• Which one is similar to a <i>consequence</i> ?					
	• Which one means the opposite of <i>clean?</i>					
	What happens when you run around the track 10 times?					
	• Which one means <i>smart</i> ?					
	I'm going to be listening to see how you use those words when you talk in class and to your friends!"					





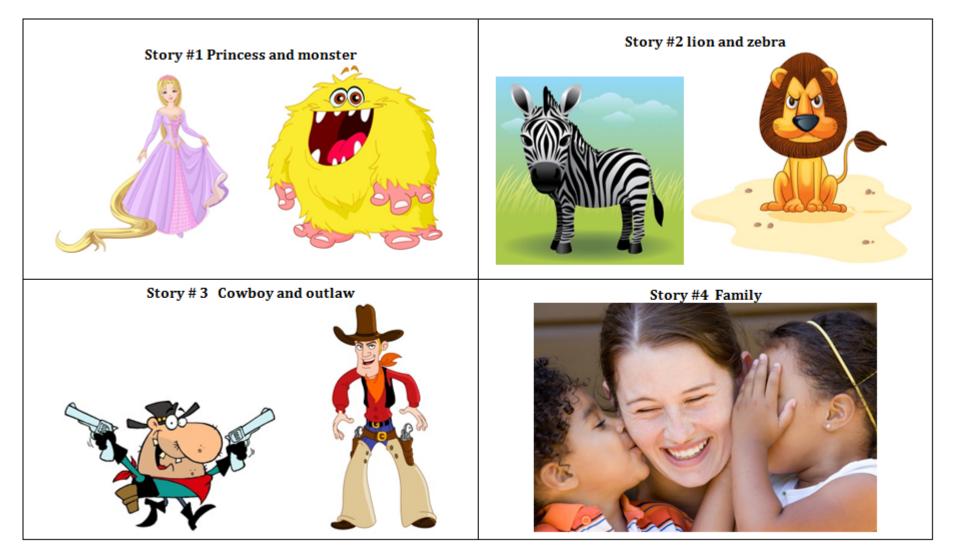






Directions: Use a story starter to create a story.

Use one or two of the words (result, filthy, clever or exhausted) in a story.













filthy



grimy

clean (antonym)







bright



smart







exhausted



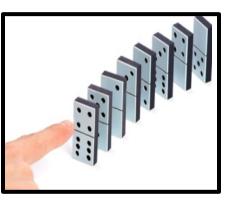
tired



worn out



alert (antonym)









effect

result

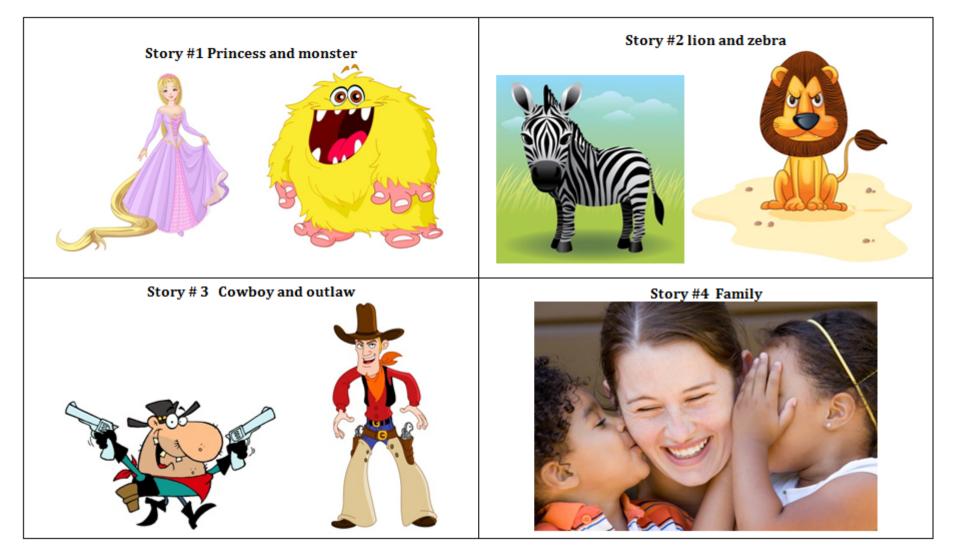
consequence

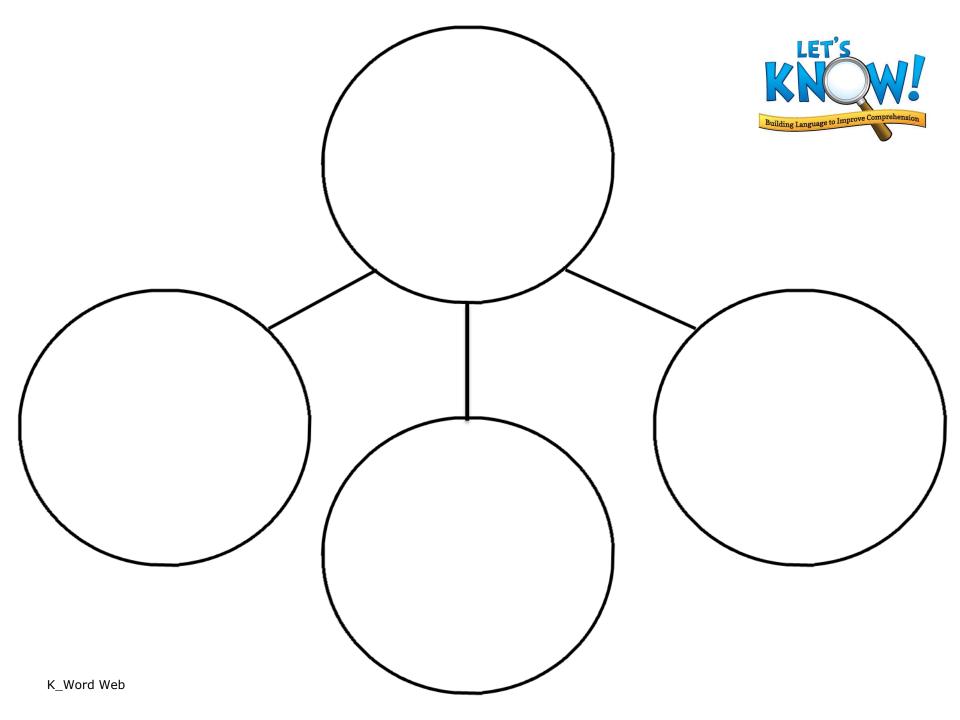
finish



Directions: Use a story starter to create a story.

Use one or two of the words (result, filthy, clever or exhausted) in a story.





	LET'S KNOW! INDERGARTEN		CTION AND EFFECT	Words To Know practice Lesson 6		
SHOW ME	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.					
	 TEACHING OBJECTIVE: Sort target words into semantic categories. 					
	Teaching Technique: Lesson Materials You Provide:					
	Instruction		Baggies or pap			
LESSON TEX	XT:		UNIT MATERIALS PRO	OVIDED:		
• N/A	CTURE FOR WE DO/YOU D	0.	WRAP set #1 Vocabulary Bio	ture Carde recult filthy clover		
	k-Pair-Share	0:	• vocabulary Pic	cture Cards: result, filthy, clever,		
			Student Journa	l Lesson #6		
			CTIONS FOR THIS LESSO			
	e	-		urnal Lesson #6, p. 1 to save time.		
-	orting game.	er to distribute to	students for the You	Do activity; p. 2 of the student journal		
	ew the Words to Know qu	lickly to give stud	lents plenty of time fo	r the practice activity.		
		LES	SON ROUTINE			
Com	,					
Set	START TH	E LESSON WITH W	RAP SET #1: RESULT, F	ILTHY, CLEVER, EXHAUSTED		
	Engage students' inter	est; activate the	ir background knov	vledge on the skill or concept you will		
		-	he purpose of the le	sson and why it's important for		
	listening or reading co	omprenension.				
	You could say:					
				sins of words? Today we'll talk about the		
				s. Then we'll play a game that uses the use many words so we can talk clearly		
	about whatever we war			ise many words so we can talk clearly		
	-	•		or steps. Model two examples for the		
I Do	skill or concept stude	nts will practice	in YOU DO. Show a c	completed sample if appropriate.		
	You could say:					
	"I like the word exhaus			n say it and by my voice, I can show what		
			-	n I'm exhausted , I'm <i>tired, worn out,</i>		
				rds, like relatives. Exhausted can also d all of your money, your money would		
	-		-	<i>sed up</i> . The opposite of exhausted		
	would be <i>refreshed</i> . All of these related words go with the word exhausted ."					
				active participation of all students.		
WE DO						
	You could say:					
		e word filthy . I ge	et filthy when I work	in my garden. What other words are		
	related to filthy ? What would be the opposite of filthy ?"					

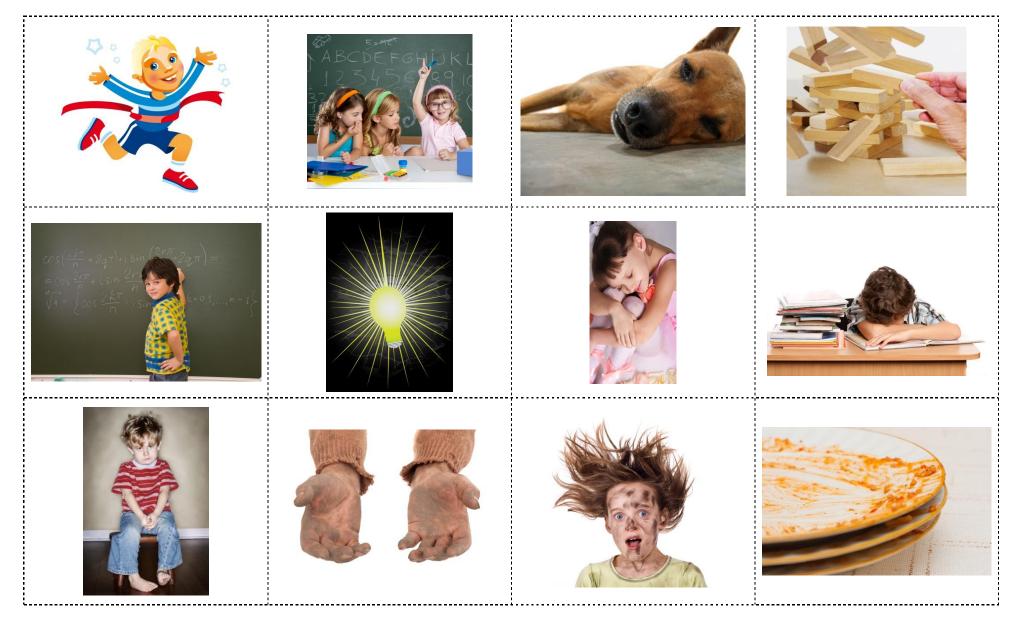
	 Continue with the remaining words, result and clever. Encourage students to relate personal experiences to each word. Suggested related words: filthy ('very dirty'): dirty, grimy, clean (antonym) clever ('quick and smart'): smart, bright result ('what happens'): consequence, effect, finish
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	 Distribute Student Journal Lesson #6, or the precut pictures; have students cut out the pictures if you haven't precut them. You could say: "Now we're going to play a game. You'll use page 2 of your journal for your game board. Look at the Words to Know at the top, find a picture that matches that word, and put it on the board in the space under that word. Partners will work together to sort the pictures. Let's do one together. Find a picture of clever. Did everyone find one? Excellent! When you're finished sorting the pictures, turn to your partner and compare your game boards. Make sure all of your pictures are under the correct word." Have students sort the pictures while you circulate and provide feedback. If they have time, students may reshuffle and sort the pictures again.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Today we talked more about our new words. Tell me which Words to Know go with these related words— <i>consequence</i> (result) , <i>clean</i> (filthy) , <i>gifted</i> (clever) , and <i>worn out</i> (exhausted) . Nice job. We played a game by sorting our related words pictures and matching them to our words. Think of times when you can use these words during the day and at home. Try to use one of the words at least once today. We want to learn and use new words all the time."

Student Journal – Fiction – Lesson 6



Directions: Cut the pictures apart on the dotted lines.

Sort the pictures of related words and place them under the matching Word to Know on the second page.





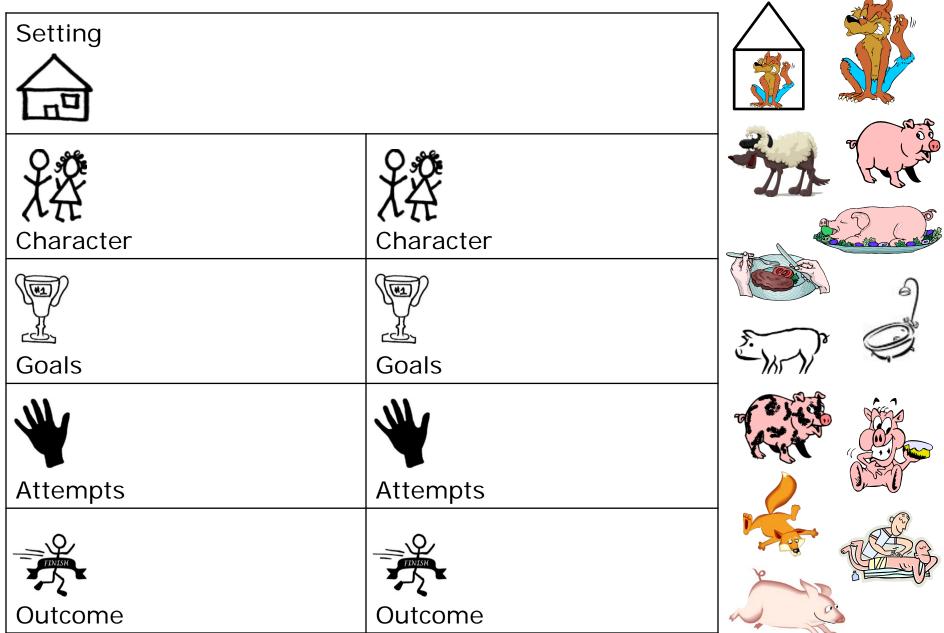
Student Journal – Fiction – Lesson 6

clever 🔊	filthy	result	exhausted
clever	filthy	result	exhausted
clever	filthy	result	exhausted
clever	filthy	result	exhausted

	LET'S KNOW! INDERGARTEN	FICTION CAUSE AND EFFECT		INTEGRATION LESSON 7		
SHOW ME V	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.					
	 TEACHING OBJECTIVE: Retell a narrative that includes the <i>setting</i>, <i>characters</i>, <i>goals</i>, <i>attempts</i> and <i>outcome</i>. 					
 Retell a narrative that includes the <i>setting</i>, <i>characters</i>, <i>goals</i>, <i>attempts</i> and <i>outcome</i>. TEACHING TECHNIQUE: Selected by teacher LESSON TEXT: My Lucky Day by Keiko Kasza TALK STRUCTURE FOR WE DO/YOU DO: Think-Pair-Share LESSON Text: 			ocument camera, or interactive DVIDED: cture Cards: result, exhausted, filthy, al Lesson #7 al Lesson #7 N: tures that depict the story elements in the lesson, cut out the pictures and be pictures into the correct boxes.			
The sDuring	don't have to reread each student journal has the co ng the You Do segment, c <i>Teacher Journal Lesson #</i>	irculate the room	ap for students to pra to support students v	5		
		LESS	SON ROUTINE			
Set	START THE LESSON WITH WRAP SET #2: RESULT, FILTHY, CLEVER, EXHAUSTED Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.					
	You could say: "Do you like to hear stories about when you were a baby? Retelling stories helps us remember what happened to us. Today, you are going to practice retelling a story, like your parents did when they told a story about you. We are going to read our book, <u>My Lucky Day</u> , and this time, I want you to listen for the most important parts of the story. We're going to make a story map using some story icons, kind of like pictures to help us. Our purpose today is to retell the story using our story map. Put on your great listening ears and turn on your brains. Good listeners and good story tellers show that they really understand the story. Let's get started!"					
I Do	_	_		or steps. Model two examples for the ompleted sample if appropriate.		
	"I'm going to show you One day a fox eat the pig, so giving him a ba the pig told hir was too small cook him, the make him tend	what a story retel was at his house whe let him come i outh, some food, an n he was filthy , s to eat, so the fox f pig said that he ler. By that time,	l looks and sounds lik when a pig knocked o into the house. The p d a massage. First the o the fox gave him a l fixed a big meal for hi was very tough, so th	a guide. You could say: the using this story map on his door. The fox wanted to ig wanted to trick the fox into a fox put the pig into a pan, but bath. Then the pig told him he im. When the fox was going to he fox gave him a massage to ted and fell asleep, so the pig visit next."		

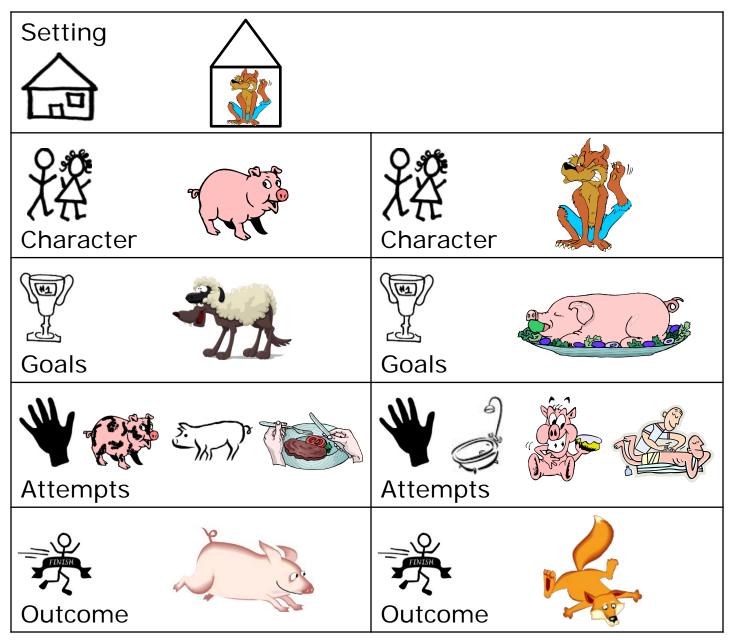
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.					
	You could say: "Now we're going to find story elements to help us remember the most important parts of <u>My Lucky</u> <u>Day</u> . The first story icon is the <i>setting</i> of the story. (show icon for <i>setting</i>) The <i>setting</i> is where and when the story takes place. The icon looks like a house to remind us of the <i>setting</i> . (show pages of <u>My Lucky Day</u>) It looks to me like the story takes place one day in the fox's house, right? That's the <i>setting</i> of the story. (draw or place the house/fox in the <i>setting</i> box) The next icon is the one for <i>characters</i> , or who is in the story. The story icon is of a boy and girl. The <i>characters</i> in this story are the fox and the pig!" (draw or place the fox/pig in the next box)					
	"Now we need to look at their <i>goals</i> , what they want to do. The icon is a trophy, reminding us of what they want to win. (look at the next pages in text) We know the fox wanted to eat the pig. That was his <i>goal</i> . But what did the pig want? He really wanted to trick the fox into giving him a bath, a meal, and a massage. Let's stop and retell this part of the story: 'One day a fox was at his house when a pig knocked on his door. The fox wanted to eat the pig, so he let him come into the house. The pig wanted to trick the fox.' Turn to your partner and tell your partner that part of the story. Younger partners start first today."					
	"Now let's look at their <i>attempts</i> , what the <i>characters</i> did to get what they wanted. The hand reminds us of doing something. What did the pig do to trick the fox? What did the fox do?"					
	"The <i>outcome</i> , or result of their <i>attempts</i> is a finish line. Did they win? What happened at the end?" Go through the rest of the book, placing the remaining pictures by the story icons on the map.					
	Then review the story using the story map. You could say: "Now let's use our story map to retell <u>My Lucky Day</u> . I could start with, "One day a fox was" Point to the house and scaffold as students retell the story using the story icons and pictures on the story map. Then ask students to practice with their partners until they are ready to retell the story independently.					
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.					
	Distribute Student Journal Lesson #7. You could say: "Now it's your turn to tell the story using the story map from your student journal. You'll see a story map like the one we just completed. I want you to work with your partner. First, look at the story icons and pictures to remember the story. Then take turns using the story map to retell the story. I'll be listening for great stories as I walk around the room."					
	If you have time, ask for volunteers to retell their stories.					
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.					
	You could say: "Today we used some story icons to help us remember the important parts of our story. Help me name them the <i>setting</i> , <i>characters</i> , <i>goals</i> , <i>attempts</i> , <i>and outcome</i> . Excellent! We learned how to make a story map that helped us remember how to retell the story. Today, the story map that we made helped us tell wonderful stories. The next time you hear a story, try to think of the <i>setting</i> , <i>characters</i> , <i>goals</i> , <i>attempts</i> , and <i>outcome</i> of the story. It will help you remember when you want to tell someone else about the awesome story that you heard."					

Let's Know! Teacher Journal – Fiction – Lesson 7



2_Fiction_K_Teacher Journal_L7_INT

Let's Know! Teacher Journal – Fiction – Lesson 7

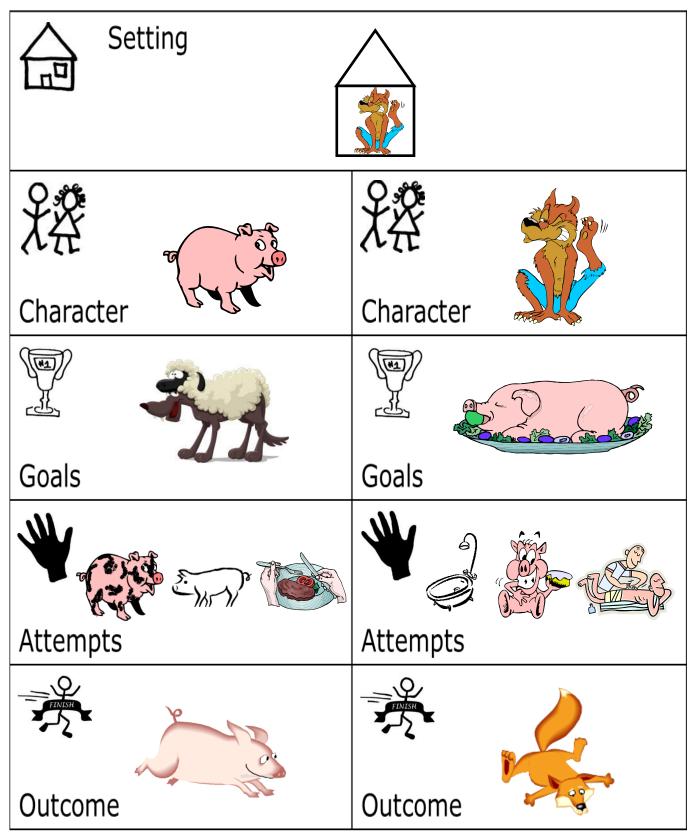


2_Fiction_K_Teacher Journal_L7_INT

Student Journal – Fiction – Lesson 7



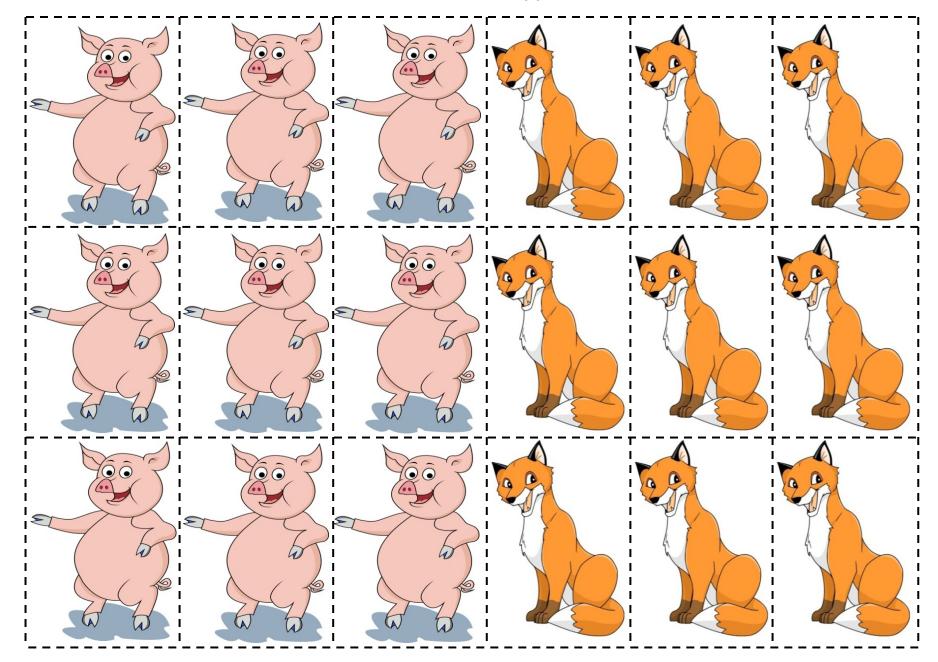
Directions: Retell the story of <u>My Lucky Day</u> using the story icons and pictures.



		CTION AND EFFECT	INTEGRATION PRACTICE Lesson 8			
SHOW ME	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.					
	 TEACHING OBJECTIVE: Retell a narrative that is coherently organized and follows a logical sequence. 					
 Retell a narrative that is concrenity organized a TEACHING TECHNIQUE: Retelling Lesson Text: My Lucky Day by Keiko Kasza TALK STRUCTURE FOR WE DO/YOU DO: Think-Pair-Share 		 LESSON MATERIALS YOU PROVIDE: Craft sticks UNIT MATERIALS PROVIDED: WRAP set #3 Vocabulary Picture Cards: result, exhausted, filthy, clever Teacher Journal from Lesson #7 Puppets for Lesson #8 (1 per student) 				
 Use t inclu Allow 	re the lesson Cut out the story map from Teach de all of the important story time at the end of the less the puppets from this less	he puppets for Le er Journal Lesson ory elements. sson for several s	n #7 to help students in the students to share the in	to craft sticks. retell the story in the correct order and		
		LES	SON ROUTINE			
Set	START THE LESSON WITH WRAP SET #3: RESULT, EXHAUSTED, FILTHY, CLEVER Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for					
	 Iistening or reading comprehension. You could say: "I know you really enjoy listening to stories, but have you ever been a storyteller? Today you'll practice being a storyteller! You can use puppets to tell the story of <u>My Lucky Day</u>. You'll practice first with your partner and then when you're ready, you could volunteer to tell the class the story using puppets! Students who can retell a story really understand the story and can tell their listeners everything about it. Are you ready to be storyteller?" 					
I Do	Teach main concept o	r skill using clea	r explanations and/	or steps. Model two examples for the completed sample if appropriate.		
	You could say: "I'm going to show you l remember all of the most Listen to my story called Once there Rabbit's ho him. But the the pig said bath.' So the skinny,' so dinner. New massage.' A the door an	how to tell the sto st important parts d <u>My Lucky Day</u> was a fox sitting i use?' said the pig e pig didn't want to be fox gave the p the fox said, 'I'll f tt, the pig said, 'I'll fter that, the fox	bry of <u>My Lucky Day</u> . I s. Here are the puppe in his house. Knock! K g. Fox said, "Come in, the fox to eat him. Wh eat a filthy pig?' 'No, ig a bath. Then the p fix you something to m too tough to eat,' so was exhausted and he fox. At the end of th	e puppets to model retelling. I'll use the story map to help me ts that you'll use to tell the story. Knock! 'Who's there?' 'Is this " because he wanted to eat hen the fox put him in a pan, ,' said the fox, 'I'll give you a pig said, 'I'm too small and eat.' Fox made the pig a big the fox said, 'I'll give you a fell asleep. The pig ran out he story, the pig said, 'Hmm.		

	As you narrate the story, refer to the story map from Lesson #7. Move the puppets as if they					
	were talking and acting out the story.					
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.					
	 Have students retell two parts of the story using the puppets. You could say: "Now we're going to practice being storytellers. We'll use the story map and the puppets to help us. First we'll want to talk about the <i>setting</i> of the story—one day at the fox's house. The <i>characters</i> in this story are the fox and the pig. What about their <i>goals</i>? What was fox's <i>goal</i>?He wanted to eat the pig. What was the pig's <i>goal</i>?He wanted to trick the fox. Now let's put that all together. Partner 1, tell your partner, 'One day, fox is sitting in his house and hears a knock on the door. It was a pig! Fox invites him in and puts him in a pan to eat him, so Pig has to think of how to trick the fox!' " After the first student shares, have the partner retell this part of the story. 					
	"There are three <i>attempts</i> in this story. First the fox put the pig in a pan, but the pig told him that he was filthy , so the fox put him in a tub and scrubbed him. Then what did the pig say?That he was skinny, so the fox cooked him a big meal. Then the pig said he was tough, so what did the fox do?He gave him a massage. By then the fox was exhausted , so the pig ran away. That's the <i>outcome!</i> At the end, the pig was planning to visit Bear's house! Take turns telling this part of the story."					
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.					
	You could say: "Now it's your turn to tell the whole story to your partner. Use the puppets to retell the story. Remember to include all of the story elements from our story map. The partner with the shortest hair can start. Then you can switch. After you've practiced two times, someone can volunteer to tell their story to the group." Monitor students' retelling and support students who are struggling.					
Cr. e e e	Help students briefly review the key skills or concepts they learned, suggest how they could					
CLOSE	apply them in other activities or contexts, and bring the lesson to an orderly close.					
	You could say: "Today we learned that we could be great storytellers. We used the story map and puppets to help us remember the most important parts of <u>My Lucky Day</u> . We retold the story to each other and then to the whole class. Tell me what the pig's goal was The fox's goal?Which character met his goal?Pig of course! See if you can tell this story to your parents tonight. Storytelling helps us understand and remember the story much better. It's fun to do, too."					

Puppets – Fiction – Lesson 8 Let's Know!





WEEKLY LESSON PLANNER

FICTION

Week 3	Lesson 9	Lesson 10	Lesson 11	Lesson 12
Lesson Type	Read to Me	Integration	Words to Know Practice	Words to Know
Objectives	 Participate in collaborative conversations about topics within Kindergarten texts. Make, confirm, and revise predictions in stories read aloud. 	• Use information from texts to make accurate inferences about <i>characters</i> and events.	 Provide a simple definition and related words for Words to Know. 	 Define target vocabulary words. Use Words to Know in sentences.
Lesson Texts	 <u>Big Al</u> by Andrew Clements 	 <u>Big Al</u> by Andrew Clements 	• N/A	 <u>My Lucky Day</u> by Keiko Kasza <u>Big Al</u> by Andrew Clements

Materials

Lesson Materials You Provide	 Sticky notes Document camera 	 Sticky notes Document camera 	None recommended	Sticky notes
Unit Materials Provided	• N/A	 WRAP set #4 Vocabulary Picture Cards: result, filthy, clever, exhausted Teacher Journal Lesson #10 	 Word cards for Lesson #11 🕞 🛇 	 Vocabulary Picture Cards: setting, disguise, useless, conversation Words to Know rings: setting, disguise, useless, conversation



Save Materials

			CTION AND EFFECT	READ TO ME Lesson 9	
SHOW ME WHAT YOU KNOW! We'll be authors! We'll w			rrite a book for our cla	assroom from a familiar story.	
Partici	 TEACHING OBJECTIVES: Participate in collaborative conversations about topics within Kindergarten texts. Make, confirm, and revise predictions in stories read aloud. 				
TEACHING TECHNIQUES: • Rich Discussion • Predicting LESSON TEXT: • Big Al by Andrew Clements TALK STRUCTURE FOR WE DO/YOU DO: • Group Discussion		LESSON MATERIALS Y • Sticky notes • Document cam UNIT MATERIALS PRO • N/A	iera		
 predict Allow p discuss 	 Predicting, ask students to make predictions, or pose discussion questions. Allow plenty of time for discussion of higher-level questions during the You Do segment; suggested discussion questions are included in the lesson, but you are not limited to those listed. 			mark pages on which you will model stions. the You Do segment; suggested ted to those listed.	
		Les	SON ROUTINE		
SET t	Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.				
f I F	You could say: "Do you have a good imagination? Could you imagine being a superhero? I am going to read anothe fiction book today called <u>Big Al</u> . Remember that fiction is about imaginary characters and events. I'm going to stop at certain points so we can talk about what might happen next. That's called <i>predicting.</i> Good readers often stop and <i>predict</i> what might happen in the book. They use their imaginations to guess what might come next. Predicting helps us understand what we're reading."			t imaginary characters and events. hight happen next. That's called ppen in the book. They use their	
	Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.				
t f I I	the title, <u>Big Al</u> , I'm goin fish. I <i>predict</i> that the bi prediction is correct, or	g to think about v g fish is going to p if I have to chang l the little fish we	what the story might l play with the little fish e it. (read the title p	look at the cover of the book and read be about. I see a big fish and two little n. Let's read more and we'll see if my age and the first three pages of text) ther, but they're not even friends. I'll	
Looking at the next page, you could say: "Look at Big Al—he's wearing seaweed! I predict that he will NOT get some friends this way. (r the page) My prediction was correct. The other fish didn't like Big Al's disguise."		• • •			

WE DO	 Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO. You could say: "Now you help me <i>predict</i> what might happen." Continue to read, stopping at least two more times to help students make, confirm, and revise predictions. You might ask students to make predictions about the following: What will happen to Big Al when he's covered by the sand? What will happen to the fish in the net? Can Big Al save the little fish? What will happen to Big Al after he's caught?
You Do	 Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE. You could say: "What a brave fish Big Al was! At the beginning of the story he was very lonely, but after he saved the fish from the net, they realized how friendly he was. Let's talk about some of the ideas from the book. Have you ever felt like Big Al? When? Why did you feel that way? Why did Big Al try so hard to be like the little fish? Do you think Big Al is a superhero? Why or why not?"
CLOSE	 Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close. You could say: "Today we read <u>Big Al</u>, and what did we do as we read? We made <i>predictions!</i> We also talked about the book. Every time we read, we can make predictions and talk about things we think about while we are reading together. It really helps us understand what we're reading. The next time you're reading a book, practice making predictions. It's very fun!"

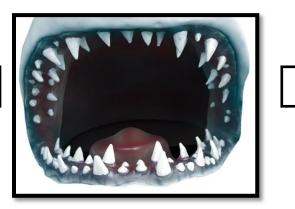
LET'S KNOW! Kindergarten		FICTION CAUSE AND EFFECT		INTEGRATION LESSON 10	
SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a			rite a book for our cla	assroom from a familiar story.	
	 TEACHING OBJECTIVE: Use information from texts to make accurate inferences about <i>characters</i> and events. 				
 TEACHING TECHNIQUE: Inferencing LESSON TEXT: Big Al by Andrew Clements TALK STRUCTURE FOR WE DO/YOU DO: Think-Pair-Share 		LESSON MATERIALS Y • Sticky notes • Document cam UNIT MATERIALS PRO • WRAP set #4 • Vocabulary Pio exhausted • Teacher Journal	iera DVIDED: cture Cards: result, filthy, clever,		
infere questi • Infere	ntial questions. Suggesti ions.	the lesson text. Us ions are provided er or listener to us	in the lesson, but you se information from t	k pages on which you will ask 1 may want to develop additional he text or illustrations, using their own	
		Les	SON ROUTINE		
	START THE LESSON WITH WRAP SET #4: RESULT, FILTHY, EXHAUSTED, CLEVER Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension. You could say: "Do you like to color in coloring books? You color in the spaces between the lines so you can see what the picture is. You have to fill in the blanks. Today we are going to fill in the blanks with our book, Big Al. This is called making <i>inferences</i> . As we read, I am going to stop and ask questions that will require you to fill in the blanks, or make inferences. When you make inferences, you use what you already know or add new information. The questions will make you think because you have to use what's in the story and what you already know to <i>infer</i> , or fill in the blanks. Are you ready to think?				
I Do	skill or concept studen Read the first two pag "Remember that I am go <i>inference</i> . I'm wonderin very big scare me. And I different from the little Before reading the new "Look at the picture of E very sad because can't f Read the page and com	nts will practice es of text. You co bing to stop and a g why the other fi ook at those teeth fish. I think things at page, you coul Big Al. His mouth i ind his friends. W	in YOU DO. Show a control of the say: sk some questions. I has have a source of the so	ake an inference. I think he is feeling iends, I feel sad."	

WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	You could say:
	"Now it's your turn. Remember I'll stop and ask questions. Think about what you already know and fill in the blanks to make an <i>inference.</i> We'll revise our inferences if we find out we were wrong."
	Continue to read and model at least two more inferential questions. You don't need to read the entire book. You might ask the following inferential questions:
	When Big Al puffed himself up, how did the little fish feel? Why?
	Why couldn't Big Al be a part of the school of fish?
	• Why was Big Al able to free the fish from the net?
	How did the fish feel when Big Al was captured in the net?
	Why did the fishermen throw Big Al back?
	Why did the little fish think Big Al was a hero?
	Can you have a friend that's different from you?
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Display Teacher Journal Lesson #10. You could say: "Now you can practice making inferences on your own. To make these inferences, you'll think about what you know about animals and fill in the blanks from a picture. Look at these pictures. (point to teacher journal) You'll see different kinds of mouths. I want you to look at each picture and discuss with your partner two things—what animal you think it is and what the animal eats. Then talk about <i>why</i> you made your inferences."
	Allow 5-7 minutes for students to talk with their partners, and then gather the group. Go through each picture to confirm or revise inferences. The pictures are as follows: 1. Shark, 2. Snake, 3. Bird (ibis), 4. Fish, 5. Crocodile, 6. Zebra. Invite students to discuss their choices.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Today we learned how to make <i>inferences</i> . How do we make inferences? We need two things to fill in the blanks: what we already know <i>and</i> information from the book. We read <u>Big Al</u> and discussed our inferences about the book. Now we know that we can use our brains every time we read to make inferences. We'll become even smarter than we are right now!"





4













6

3



LET'S KNOW! Kindergarten		ICTION AND EFFECT	Words To Know practice Lesson 11	
SHOW ME WHAT YOU KNOW! V	Ve'll be authors! We'll w	write a book for our cla	assroom from a familiar story.	
 TEACHING OBJECTIVE: Provide a simple definition and related words for Words to Know. 				
 TEACHING TECHNIQUE: Rich Instruction LESSON TEXT: N/A TALK STRUCTURE FOR WE DO/YOU DO: Mix-Pair-Share 		LESSON MATERIALS Y • None recomme UNIT MATERIALS PRO	ended	
 SPECIAL INSTRUCTIONS FOR THIS LESSON: Before the LessonYou might cut out the word cards for Lesson #11 to save time. Demonstrate how to match the word cards during the I Do segment; then distribute one card to each student during We Do. During the game, students will find three others who have cards that match the same word as theirs. Students can put the cards together like a puzzle. The four cards within each group should all be different. After each member of a group has said why their card belongs, have the students scatter and tracards with someone from another group to begin again. If your class doesn't evenly divide by four, make sure that at least two of the cards for each word distributed. 			1 to save time. then distribute one card to each t match the same word as theirs. rds within each group should all be gs, have the students scatter and trade	
	LE	SSON ROUTINE		
SET teach by providi listening or read	Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.			
we're going to lea to be word super	irn even more about ou	ır words result, filthy now lots of words. Tod	erful than a superhero! That's why , clever , and exhausted . We are going lay we'll play a game and learn more our enemies!"	
			or steps. Model two examples for the ompleted sample if appropriate.	
say the word, de "I'm going to show every Word to Kr words. We have t	Show the word cards for result and clever. Explain how to put the four cards together and then say the word, definition, and two related words. You could say: "I'm going to show you how to play a word game with our Words to Know. There are four cards for every Word to Know. One is a picture of the word, one is the definition, and two are pictures of related words. We have to find the four pictures that go together and then say how the word, the definition, and the two related words belong together.			
picture, here's the a race, a good res his or her card be that the definition words go with re	e card with the definition ult, and here's a boy in clongs in the group. I con n card says result mean sult . You could say, 'He	on, and here are the tw trouble, a <i>consequence</i> ould say, 'This word can ns 'what happens.' Oth e's finishing the race; th	a puzzle. Here's the card with the yo related words—one is a boy <i>finishing</i> e. Each person playing should say why rd is the picture for result ,' or tell you er people could say why their related he result is that he won!' If you have the a <i>consequence</i> , or result , of doing	

	"Here's another word, clever . I'll put these four cards together— clever the picture, the meaning card, and the two related words, <i>bright</i> and <i>smart</i> . Then we can each say why each word card belongs to the others, or how they're related."
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	Pass out one word card to each student. Have students stand or come to the front as you help them match their cards with the others in their group.
	You could say: "Let's do the next two words together. [Student name] has dirty feet. Which word goes with these dirty feet? Filthy! Who has cards that go with filthy? Stand up and come to the front. There should be a picture, a definition, and two related words. (there will be multiple cards, so choose the first student with each type of card) Now we have filthy feet, the definition, filthy hands, and a filthy face. Now your job is to tell us how your card fits with the word All of these words go with filthy; the definition card says filthy means 'very dirty.' The other cards show filthy hands and a filthy face. Excellent job, friends. Now you can sit down."
	"Our last word is clever . Who has a word card for clever ? Stand up and come to the front. We have a picture of a clever woman, the definition, a <i>bright</i> light bulb, and some clever girls. Tell me how all of these cards go with clever Very clever , kindergarteners.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Now instruct students to trade cards with another student and find the others who share their new word. You could say: "When I tell you to go, find the others whose cards match your new card. Remember there can only be one kind of card in a group, so if you have the same card as another student, go find another group with that same word. When you get four different cards for the same word, sit down and put your cards together like a puzzle. Then each of you should tell the others why you belong in the group. When everyone is done, and I give you the signal, you can trade your card and start again."
	Circulate among students and facilitate the matching process. Make sure students explain <i>why</i> their cards fit with the others in their groups. If there is time, have students trade cards and begin another round.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	 You could say: "Wow! You really worked hard on using your Words to Know. When I say a word, give me the definition: clever (quick and smart) filthy (very dirty) result (what happens) orbausted (work work tired)
	• exhausted (very, very tired) When you know words like these, you can better understand what you read and talk with others more clearly. Tonight when you get home, tell your family that you're exhausted or filthy and see what they say. They may tell you to go to bed or to go wash. It should be really funny!"

Word Cards – Fiction – Lesson 11 Let's Know!

	what happens	
very dirty		

Word Cards – Fiction – Lesson 11 Let's Know!

quick and smart	A BOOM OF THE REAL
very, very tired	

	LET'S KNOW! INDERGARTEN		CTION AND EFFECT	WORDS TO KNOW LESSON 12
SHOW ME V	WHAT YOU KNOW! We'll be	authors! We'll w	vrite a book for our c	lassroom from a familiar story.
Defin	OBJECTIVES: ne target vocabulary word Words to Know in sentend			
Rich Lesson Tex <u>My L Big A TALK STRU </u>	<u>y Lucky Day</u> by Keiko Kasza <u>g Al</u> by Andrew Clements RUCTURE FOR WE DO/YOU DO: .ink-Pair-Share		conversation	OVIDED: icture Cards: <i>setting</i> , disguise, useless, i w rings: <i>setting</i> , disguise, useless,
• Use t • WOR	 Before the lesson Cut and punch the word strips for <i>setting</i>, disguise, useless, and conversation and attach them to students' Words to Know rings. Mark pages in the lessons texts where the Words to Know appear so you can show the words to students. Use the Vocabulary Picture Cards during the discussion to give each word a context. WORDS TO KNOW setting: The time and place where the story happens disguise: Hide what you really look like useless: Not good for anything conversation: Talking back and forth about something 			
			SON ROUTINE	
Set	 Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension. You could say: "Did you know that there are thousands, up to 300,000 English words to learn? We have a few more to learn! We need to get really good at learning new words because words help us understand and talk about things. Today we are going to learn four new Words to Know. I know that you can learn 			esson and why it's important for sh words to learn? We have a few more ecause words help us understand and Is to Know. I know that you can learn
I Do/ We do	these words as quickly as you learned the first four words. Let's go!" Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate. Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.			
	 Say the word set Here is a picture In our book <u>Big A</u> setting was one <u>Mirror Mirror]</u>, t story. Read your word Take turns tellin 	ting. Setting mean that shows a set Al, the setting of f day in Fox's hous he story takes pla ring with me: Th g your partner w	ans 'the time and pla ting. This story takes the story was one da se. It's where and whe ace once upon a time e setting is 'the time that the word setting	y in the ocean. In <u>My Lucky Day</u> the en the story took place. In the [movie in a castle. That's the setting of the and place where the story happens.'

-				
	(disguise)			
	"Now we'll work on the word disguise. Find the word disguise on your word ring.			
	 Say the word disguise. Disguise means 'hide what you really look like.' 			
	• In the picture, this boy has on a disguise . The hat and mustache hide what he really looks like.			
	• In <u>Big Al</u> , what did Big Al use for a disguise ? Yes, seaweed! Not a very good disguise . If you			
	don't want someone to recognize you, you could wear a disguise . Sometimes your mom might			
	try to disguise vegetables so you'll eat more of them.			
	• Read with me: Disguise means 'hide what you really look like.'			
	 Now take turns with your partner showing a disguise." 			
	(conversation)			
	"The next word is conversation . Find the word conversation on your word ring.			
	• Say the word conversation . Conversation means 'talking back and forth about something.'			
	• Here is a picture of conversation . What do you see?			
	• The pig and the fox in <u>My Lucky Day</u> had several conversations . When you talk on the phone,			
	you have a conversation . When you get a new video game, you'll usually have a conversation			
	with your friends about your new game.			
	• Read with me: Conversation means 'talking back and forth about something.'			
	 Now take turns telling and showing your partner a conversation." 			
	(useless)			
	"The last word is useless . Find the word useless on your word ring.			
	• Say the word useless . Useless means 'not good for anything.'			
	• Here is a picture that shows useless . How is this cup useless ?			
	• In <u>My Lucky Day</u> , the pig said that to struggle was useless . He knew he couldn't get away.			
	What do we usually do with things that are useless ? We usually throw them away. The trash is full of useless things.			
	Read with me: Useless means 'not good for anything.'			
	• Now turn to your partner and take turns telling what the word useless means."			
	"Let's practice making a sentence using each of our words. I'll start with <i>setting</i> . I'll say, 'The <i>setting</i>			
	for <u>Peter Pan</u> was in Neverland.' Now let's try disguise . 'He wore a disguise to the costume party.'			
	(conversation) 'I had a conversation with my teacher.' (useless) 'I felt useless because I couldn't fix			
	the car.' "			
	"Now you help me make a sentence with conversation . (support students as they help you make a sentence) How about <i>setting</i> ? Now let's think of a sentence for disguise.			
	Provide at least two opportunities for each student to complete independent practice of the			
You Do	skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.			
	You could say:			
	"Now you're going to make some sentences with your partner using our Words to Know. Get with			
	your partner. The one with the shortest hair will start first. Make a sentence for your partner that uses			
	the word disguise ; the second partner needs to make a sentence with the word setting . Then you can			
	switch words. You can talk to your partner for two minutes!"			
	Allow talk time and have students create several sentences. Then assign the last two words,			
	conversation and useless. You could say:			
	"Now short-haired people have the word conversation to use in a sentence, and long-haired people will use useless . Remember to switch words after you make one sentence. You have two minutes."			
	Have students share sentences after they talk with their partners.			

CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "We need to get really good at learning new words, because words help us understand things and talk clearly. Today we learned four new Words to Know – <i>setting</i> , disguise , useless , and conversation . As I say the meaning, hold up the word on your word ring. The first word means 'not good for anything.' (useless) Next, 'hide what you really look like.' (disguise) How about 'the time and place where the story happens?' (<i>setting</i>) Last, 'talking back and forth about something.' (conversation) Super work today! Try to use these words every day when you talk."



WEEKLY LESSON PLANNER

FICTION

Week 4	Lesson 13	Lesson 14	Lesson 15	Lesson 16
Lesson Type	Integration	Integration Practice	Words to Know	Words to Know Practice
Objectives	• Retell a narrative that includes the <i>setting</i> , <i>characters</i> , <i>goals</i> , <i>attempts</i> to reach <i>goals</i> , and <i>outcome</i> ; narrative is coherently organized.	• Use information from texts to make accurate inferences about <i>characters</i> and events; revise inferences with scaffolding.	 Expand definitions of words. Sort words into semantic categories. 	• Use related words for Words to Know.
Lesson Texts	• <u>Big Al</u> by Andrew Clements	• <u>Big Al</u> by Andrew Clements	• N/A	 <u>My Lucky Day</u> by Keiko Kasza <u>Big Al</u> by Andrew Clements

Materials

Lesson Materials You Provide	 Chart paper, document camera, or interactive whiteboard ⁽²⁾ Props such as a long scarf for seaweed, a blanket for sand, a net, <i>character</i> cards (optional) ⁽²⁾ 	 Document camera or interactive whiteboard 	 Chart paper, document camera, or interactive whiteboard Bags or paper clips 	Bags or paper clips
Unit Materials Provided	 Teacher Journal Lesson #13 Student Journal Lesson #13 	 WRAP set #5 Vocabulary Picture Cards: setting, disguise, useless, conversation Teacher Journal Lesson #14 	 Teacher Journal Lesson #15 (print or digital) © Word web Word cards for Lesson #15 Words to Know rings: setting, disguise, useless, conversation 	 WRAP set #6 Vocabulary Picture Cards: setting, disguise, useless, conversation Words to Know rings: setting, disguise, useless, conversation Word cards for Lesson #16 © 3 Word cards from Lesson #15 3



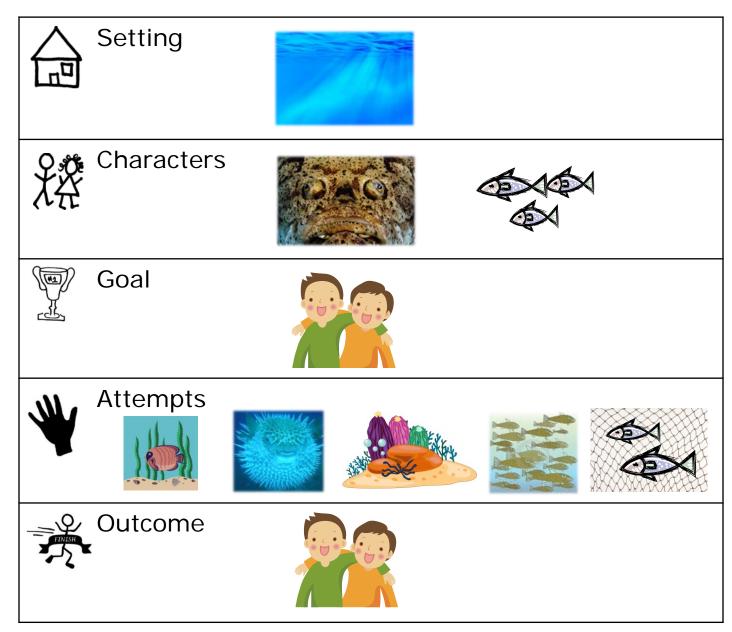


	LET'S KNOW! INDERGARTEN	FICTION CAUSE AND EFFECT		INTEGRATION LESSON 13
SHOW ME	WHAT YOU KNOW! We'll be	authors! We'll w	vrite a book for our cla	assroom from a familiar story.
	-	s the setting , cha	racters, goals, attemp	<i>ts</i> to reach <i>goals,</i> and <i>outcome</i> ; narrative
 TEACHING TECHNIQUE: Retelling LESSON TEXT: Big Al by Andrew Clements TALK STRUCTURE FOR WE DO/YOU DO: Think-Pair-Share 		whiteboardProps such as a	ocument camera, or interactive a long scarf for seaweed, a blanket for <i>aracter</i> cards (optional) WIDED: al Lesson #13	
routi chare their Durin retel Durin stude book After	students should be familiar with the story and can help identify story elements without reading the entire book. Jointly retell the story as a group, practicing the story retell until students are independent.			ction of Big Al's story (see You Do Materials You Provide. You could create so the actors can wear them around p on Teacher Journal Lesson #13, p. 1 to s story map on page 2 with students; y elements without reading the entire til students are independent. e one student play the role of narrator,
<u> </u>		-	SON ROUTINE	
Set	 Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension. You could say: "Do you remember when we retold the story of <u>My Lucky Day</u>? We had a lot of fun retelling the story of the pig and the fox. Today, you get to retell the story of <u>Big Al</u>. First I'm going to show you what your retell should look and sound like. Then we're going to look at important parts of the story using the story icons. Then you can use the icons to retell the story. When you can retell a story, you really understand it. You will have so much fun; I can't wait to get started!" 		sson and why it's important for ? We had a lot of fun retelling the story <u>Al</u> . First I'm going to show you what k at important parts of the story using When you can retell a story, you really	
	skill or concept studen Display Teacher Journ "I'm going to think about retell the story. The set	al Lesson #13. Y t the important p ing is where the wanted friends s tcome is what hap	in YOU DO. Show a c You could say: parts of the story, the s story takes place, the so that's his <i>goal</i> . He h ppened at the end of t etell the story.	

I Do	Once there was a big, ugly fish named Big Al. He was very lonely because he was so big and different. The other fish were afraid of him. But Big Al really wanted to have friends. So first he disguised himself in the seaweed. The fish saw his big teeth and were afraid of him. Then he puffed himself out to be funny. The fish were scared; they didn't think he was funny. Then he hid in the sand so the fish couldn't see how big he was. But then he sneezed, and the fish hurried away. Next, he tried to swim in a school of fish, but he was so big and clumsy that he bumped all the little fish, and they swam away. Big Al was so sad! Then one day, some fishermen caught the little fish and Big Al rescued them. Even though the fisherman caught him instead, they threw him back. After that, the little fish knew he wasn't scary. He was their hero, so they became friends with him. Mission accomplished!"
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	Display Teacher Journal Lesson #13, p. 2. You could say: "Now you can help me put the most important parts of our story in the story map that we're going to use to retell our story. (look at the text and put the story elements into the blank story map) Let's put Big Al and the little fish into the character box. Now what were Big Al's <i>attempts?</i> " Continue with the remainder of the story, having students help identify the story elements while you place pictures in the boxes.
	When finished, point to the story map as you retell the story with students. You could say: "Now let's retell the story of <u>Big Al</u>
	Once in the (<i>setting</i>), there was a big, ugly fish named Big Al. There were also some little fish. Big Al was very lonely because the other fish were afraid of him. Big Al really wanted to have friends. So first he covered himself with seaweed to disguise what he looked like. It didn't work. Next, he puffed up really big to be funny, but the little fish were even more afraid of him. Then he covered himself with sand so the fish wouldn't see how big he was. It didn't work because he sneezed and scared everyone. Last, Big Al pretended to be a part of a school of fish, but he was so big that he bumped into everyone. Then one day the little fish got caught in a net, and Big Al rescued them. Big Al got caught in the net, but the fishermen let him go. Now Big Al has lots of friends.
	What a story! Let's practice retelling the story again." Retell the story again, having different students retell parts of the story.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Distribute Student Journal Lesson #13. Have students use the story map to retell the story to their partners while you circulate the room to provide feedback and support. You could say: "On your student journal page, there's a story map for <u>Big Al</u> . Now you get to practice retelling the story of <u>Big Al</u> to your partner. Use the story map to help you remember all of the important parts of the story. Both partners need to retell the story, so the partner with the darkest hair can go first. When we're finished, we'll have you report about your story retells."
	If you opt to have a classroom production, identify the students who may be able to fill the roles of narrator, Big Al, and the little fish. You might provide simple props, such as a long scarf for seaweed, a blanket for sand, and a net.

CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Today we retold the story of <u>Big Al</u> . We used a story map to help us remember the most important parts. What are they? The <i>setting</i> , <i>characters</i> , <i>goals</i> , <i>attempts</i> and <i>outcome</i> ! I really enjoyed watching and listening to you. You were great! Tonight when you get home, try retelling the story to your parents. I bet they'll be very impressed with you."





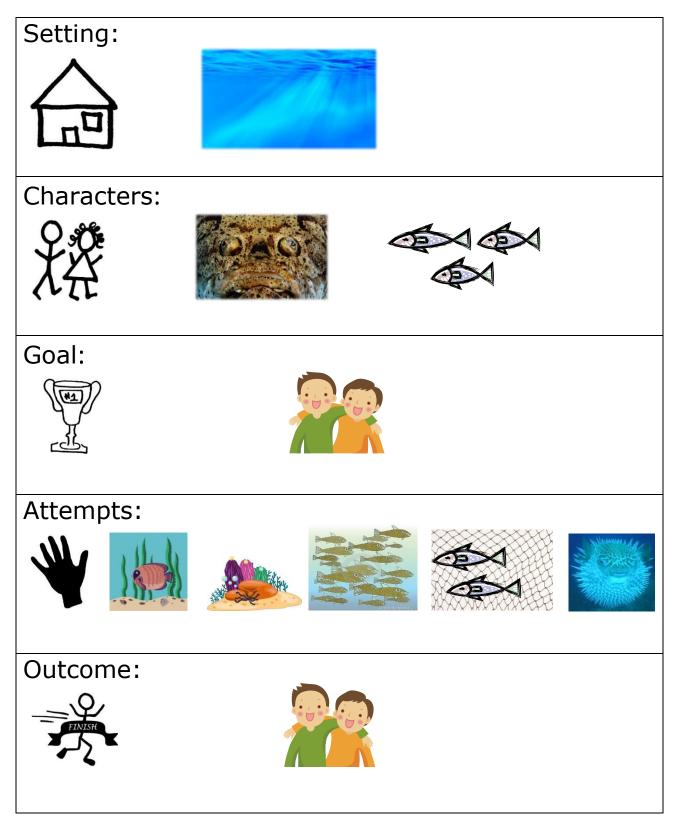








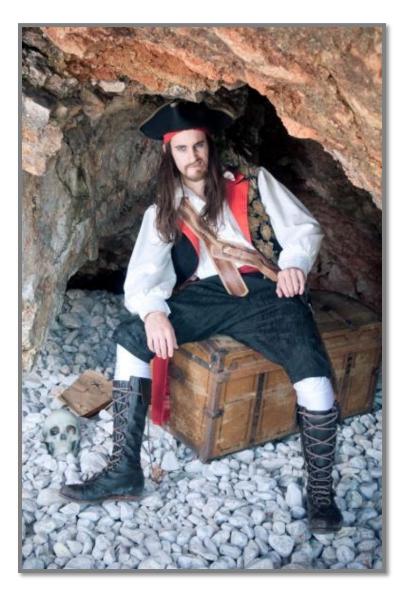
Directions: Retell the story of <u>Big Al</u> using the story icons and pictures.



	JET'S KNOW! INDERGARTEN	FICTION CAUSE AND EFFECT		INTEGRATION PRACTICE Lesson 14	
SHOW ME V	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.				
• Use in	 TEACHING OBJECTIVE: Use information from texts to make accurate inferences about <i>characters</i> and events; revise inferences with scaffolding. 				
TEACHING TECHNIQUE:• InferencingLESSON TEXT:• Big Al by Andrew ClementsTALK STRUCTURE FOR WE DO/YOU DO:• Think-Pair-Share		UNIT MATERIALS PRO • WRAP set #5	nera or interactive whiteboard DVIDED: cture Cards: <i>setting</i> , disguise, useless,		
 SPECIAL INSTRUCTIONS FOR THIS LESSON: Before the lesson Preview the lesson text and write inferential questions on sticky notes. You don't hat to read the entire book; just mark the pages that will be useful for making inferences. Inferential question you may want to ask students include What inference did the little fish make about Big Al at the beginning of the book? (I Do) Big Al made an inference about a disguise. Was it correct? (I Do) What does the net mean for the little fish? What do you know about nets, and what inference can you make? (We Do) How was Big Al able to rip through the net, but the little fish couldn't? (We Do) Why did the fishermen throw Big Al back into the ocean? During the You Do segment, display the pictures from the first page of Teacher Journal Lesson #14 using document camera or interactive whiteboard. If you can't display the pictures, print copies for students. You have the interpretein the story on the second page of the teacher journal after students have shared their 			estions on sticky notes. You don't have aking inferences. Inferential questions ginning of the book? (I Do) Do) about nets, and what inference can couldn't? (We Do) of Teacher Journal Lesson #14 using a pictures, print copies for students. You nal after students have shared their		
	stories. It is based on the pirate picture from p. 1 and incorporates some of the Words to Know. LESSON ROUTINE				
SET	Engage students' inter	est; activate the example. State t	ir background know	GUISE, USELESS, CONVERSATION vledge on the skill or concept you will sson and why it's important for	
	You had to make an <i>infe</i> figure out that she was when we listen and read inferences."	<i>rrence</i> . You had to really telling you d books—we use	use what you know a to wash your face. Th what we know and fil	at she really means, 'Go wash your face.' bout your mom, fill in the blanks, and at's an <i>inference</i> . That's what we do l in the blanks. Good readers make good	
I Do	-	•		or steps. Model two examples for the ompleted sample if appropriate.	
	want to be friends. But to scary. They had to chan have to change our infer was really a very nice fi	that wasn't a corr ge or revise their rences when we g sh. On the next pa ne little fish like h	ect inference. He was inference when they get more information, ge, Big Al made an <i>inj</i>	s very scary looking and they didn't really nice even though he looked learned more about him. Sometimes we like the little fish did about Big Al. He <i>ference</i> about the fish. He thought a ! The inference wasn't correct, so he	

WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	You could say: "On this page, I see a net. What does the net mean? What do you know about nets and what <i>inference</i> can you make?"
	Discuss students' knowledge of nets and the inferences they can make. Encourage many students to comment during the discussion.
	Move on to the next page of the text. You could say: "Look at Big Al. Why was he able to rip through the net when the little fish couldn't?"
	If students need to practice making more inferences, you might ask why the fishermen threw Big Al back into the ocean.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Display Teacher Journal Lesson #14. You could say: "Now it's your turn to make inferences with your partner. Look at the two pictures. Choose one picture. Look carefully at the picture, thinking about the <i>setting</i> , the <i>characters</i> , what they're doing and feeling, what you think about their <i>goals, attempts</i> , and the <i>outcome</i> . Then make up a story about the picture. You'll be making inferences based on what you already know and what you add from looking at the picture. Take turns telling your partner a story. There are many different stories you could tell. Be prepared to share your story with the group."
	Circulate among students to help those needing assistance, using the story elements to help them structure their stories. After students have practiced their stories with partners, have some students share their stories with the class. You may want to read the pirate story from Teacher Journal Lesson #14, p. 2.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Tell me what we learned to make today <i>Inferences!</i> We used two things—what we already know and what's in the book to make an inference. You made some great inferences today. But if our inferences aren't right, what do we have to do? Like the little fish, we have to <i>change</i> our inferences. That's what good readers do—they make and change inferences."





DIRECTIONS: Think of a short fiction story about one of the pictures. Start with *Once there was...*







Once there was a pirate who traveled the vast oceans in search of treasure. One day, a strong wind pushed his ship off course. This **resulted** in a loud crash into an island!

The pirate was not happy because his ship was now **useless**. He walked onto the beach and saw a cave.

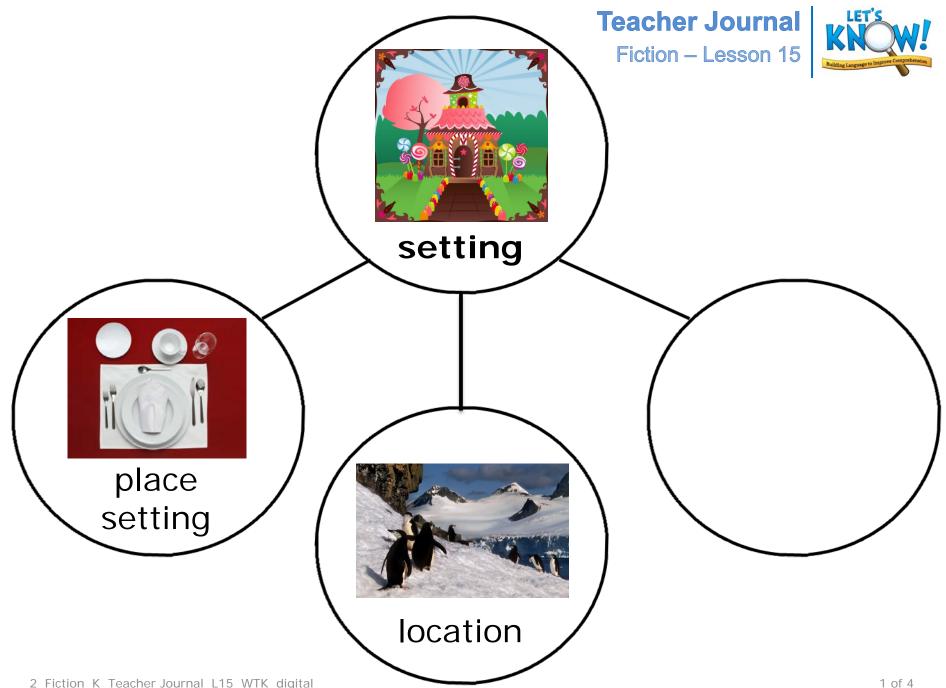
Inside the cave was a large treasure chest! The treasure chest was locked. The pirate searched his ship for tools that could bust it open.



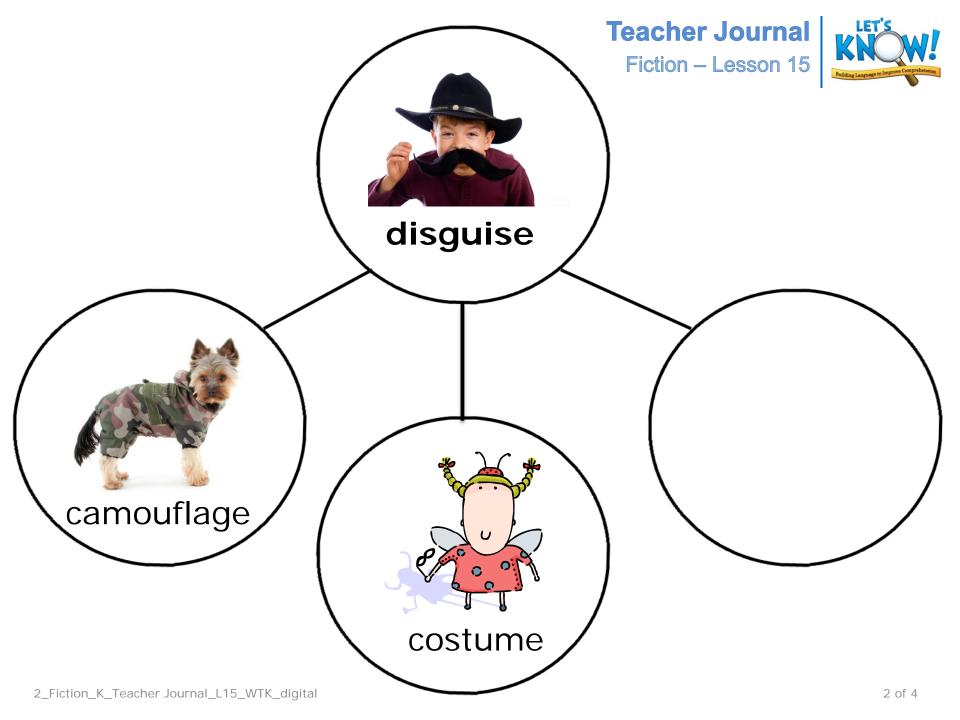
The **<u>clever</u>** pirate finally figured out a way to open the chest and found gold and shiny jewels inside!

LET'S KNOW! Kindergarten	FICTION CAUSE AND EFFECT	Words To Know Lesson 15	
SHOW ME WHAT YOU KNOW! We'll be	e authors! We'll write a book for our cl	assroom from a familiar story.	
 TEACHING OBJECTIVES: Expand definitions of words. Sort words into semantic cate 	gories.		
 TEACHING TECHNIQUE: Rich Instruction LESSON TEXT: N/A TALK STRUCTURE FOR WE DO/YOU D Think-Pair-Share 	 Chart paper, d whiteboard Bags or paper UNIT MATERIALS PR Words to Kno conversation Teacher Journ Word web (optimination) 	 Bags or paper clips UNIT MATERIALS PROVIDED: Words to Know rings: <i>setting</i>, disguise, useless, conversation 	
	Word cards fo Special INSTRUCTIONS FOR THIS LESS		
 Before the lesson To save time, you could precut and paper clip or bag the word cards for Lesson #15. For this lesson, you need four word webs to fill in with words or pictures; you could use Teacher Journal Lesson #15 (digital) or cut and place the images from the print version on a blank word web. WORDS TO KNOW setting: The time and place where the story happens disguise: Hide what you really look like useless: Not good for anything conversation: Talking back and forth about something SUGGESTED RELATED WORDS setting: place setting, location disguise: camouflage, costume useless: waste, worthless, useful (antonym) conversation: discussion, partner, argument (antonym) Save the word cards for Lesson #15 for use in Lesson 16. 			
	LESSON ROUTINE		
SET teach by providing an listening or reading constant of the second set of the second set of the second s	"Do you remember a time when your relatives came over? There were a bunch of people that were all <i>related</i> . Well today we're going to talk about the relatives of <i>setting</i> , disguise, useless, and conversation. We'll think of more about the words and their relatives so we can learn how to use them. When we know lots of words, we can say what we want to say, and other people can		
Teach main concept o	understand us. That's what's so cool about words. Let's start!" Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.		
You could say: "The first Word to Know our book <u>Big Al</u> ? The se <u>Day</u> was the fox's house When you set the table,	v is <i>setting</i> . It means 'the time and pla	ce where the story happens.' Remember wide blue sea. The <i>setting</i> for <u>My Lucky</u> ed to <i>setting</i> . One is a <i>place setting</i> . her is called a <i>setting</i> . The <i>setting</i> , or	

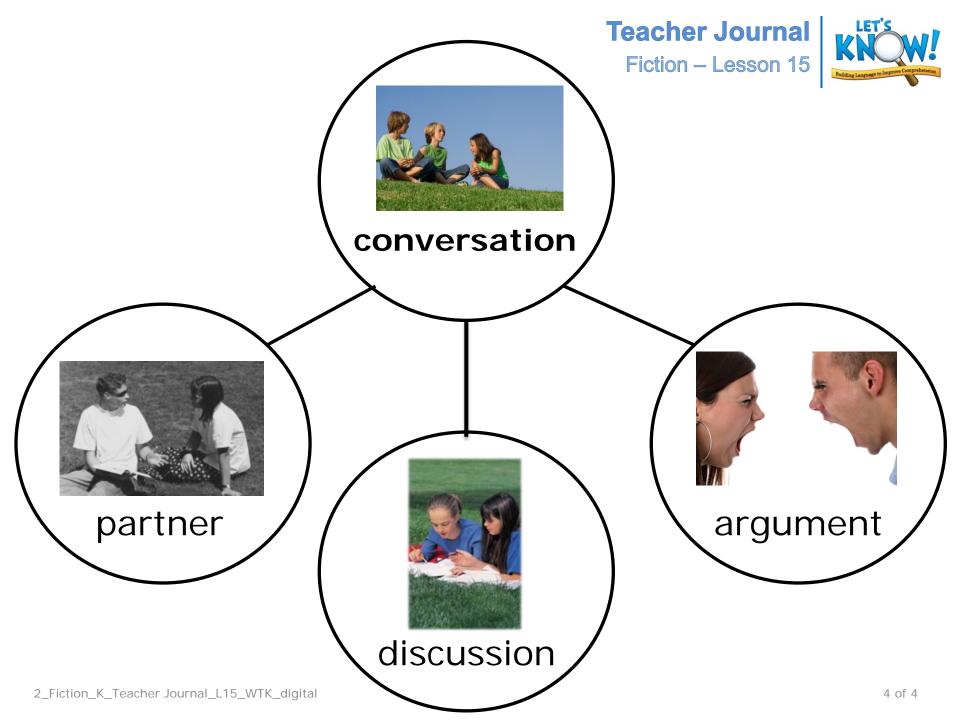
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	You could say: "The next Word to Know is disguise. It means 'hide what you really look like.' Big Al tried to disguise himself, but it didn't work! You might wear a disguise to a <i>costume</i> party. Talk with your partner for a minute and think of words that are related to the word disguise. (allow partner time) I'll write disguise in the center bubble. Now what related words did you and your partner find for disguise? (write related words in surrounding bubbles, such as <i>camouflage</i> and <i>costume</i>) Let's read the related words for disguise."
	(useless) "Now let's work on the word useless. It means 'not good for anything.' This old truck is useless. One related word is <i>worthless.</i> Talk with your partner and think of some other related words." Write related words for useless on the word web, such as <i>waste, worthless</i> and an antonym, <i>useful.</i> Then read around the word web.
	 (conversation) "Our last Word to Know is conversation. It means 'talking back and forth about something.' Yesterday, I had a conversation with my friend. Think with your partner about other words that are related to conversation, and we'll write them in our bubble map." Suggested words include discussion, partner, and argument (antonym). Review by reading around the word web.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Distribute the word cards for Lesson #15. You could say: "Now each of you is going to sort pictures and match them to the correct Words to Know. Find the names of the Words to Know and make a row at the top of your desk. Match the pictures that go with each of our Words to Know and put them under the word in a column. When you're finished, show the results to your partner and make sure you have the pictures sorted under the correct word. If you have questions, you can ask other friends. Then take turns telling your partner what each of the words mean. You can use your Words to Know rings to help you."
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	 You could say: "Today we found related words and then matched them to our Words to Know. Which words go with these words? <i>Location (setting)</i> <i>Costume (disguise)</i> <i>Waste (useless)</i> <i>Discussion (conversation)</i> Awesome job today, friends. I'll be listening for our Words to Know AND related words. Keep using them when you talk. I'll be listening."



2_Fiction_K_Teacher Journal_L15_WTK_digital







Teacher Journal – Fiction – Lesson 15 Let's Know!



setting



place setting



location



disguise



costume



camouflage

Teacher Journal – Fiction – Lesson 15 Let's Know!



useless

waste



worthless



useful (opposite)



conversation









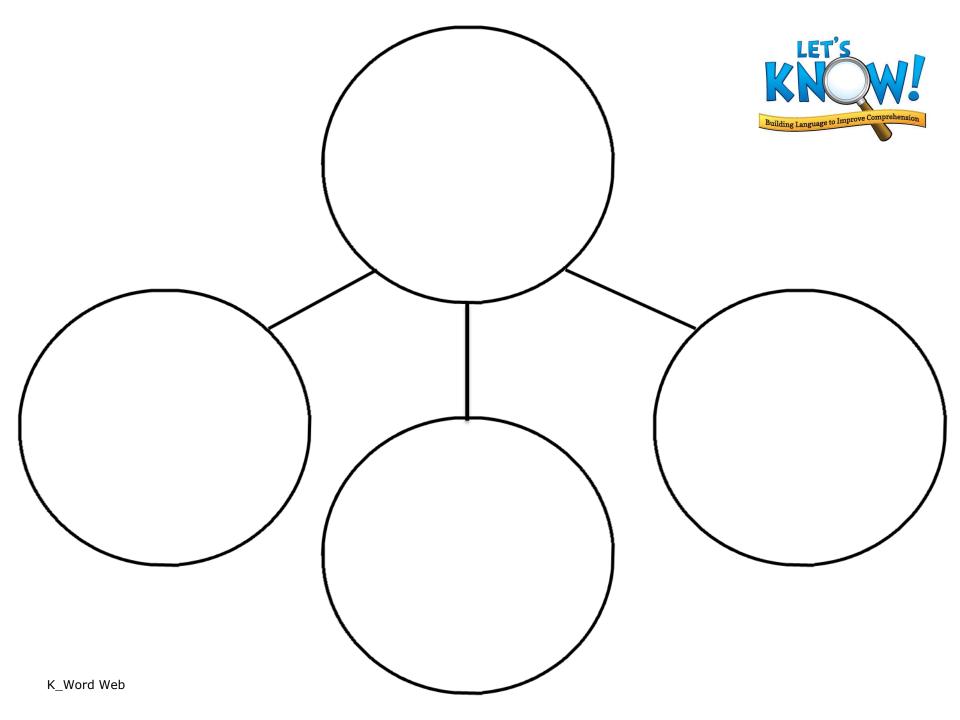
argument



Word Cards Fiction – Lesson 15



2_Fiction_K_SupMat_L15_WTK_Word Cards



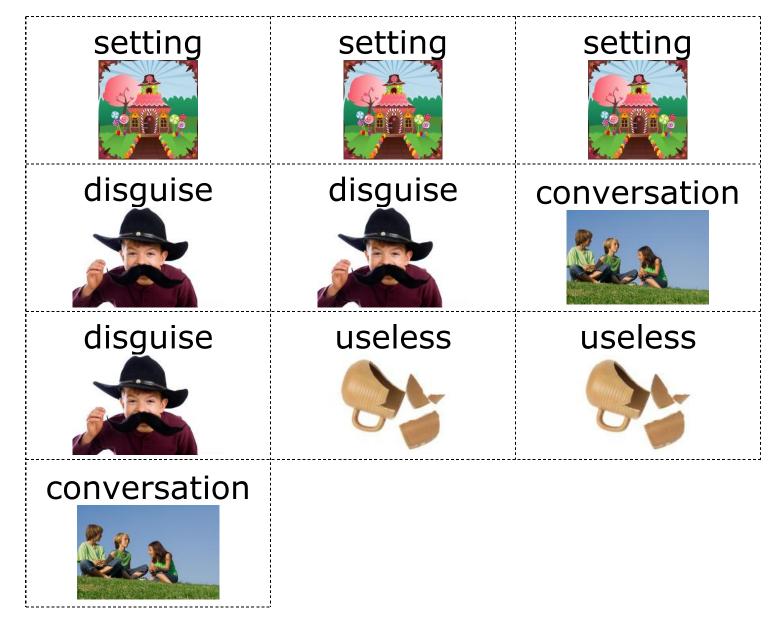
		CTION AND EFFECT	Words To Know practice Lesson 16		
SHOW ME V	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.				
TEACHING	DBJECTIVE: elated words for Words t	to Know.			
TEACHING TECHNIQUE: • Rich Instruction LESSON TEXT: • My Lucky Day by Keiko Kasza • Big Al by Andrew Clements TALK STRUCTURE FOR WE DO/YOU DO: • Think-Pair-Share		 conversation Words to Know conversation Word cards for Word cards from Word cards from UCTIONS FOR THIS LESSO 	clips DVIDED: cture Cards: <i>setting</i> , disguise, useless, w rings: <i>setting</i> , disguise, useless, r Lesson #16 om Lesson #15		
 Use t shout are n Direct o 	 Before the lesson To save time, precut the word cards for Lesson #16 and bag or clip them together. Use the word cards for this lesson and the word cards from Lesson #15 to play the memory game (you should have an equal number of pictures and words). Students will try to match a picture to a word. If they are not reading yet, they can use the pictures and their Words to Know rings for help. Directions for the memory game: Lay the cards face down in rows. The first player chooses two cards to turn over. If the cards don't match, the player turns them face down again, and the partner has a turn. If the cards match, the player says the Word to Know before removing the cards from the game. Then the other player takes a turn. 			415 to play the memory game (you ry to match a picture to a word. If they ow rings for help. o cards to turn over. ain, and the partner has a turn.	
		LES	SON ROUTINE		
Set	Engage students' inter	est; activate the example. State t	eir background know	UISE, USELESS, CONVERSATION vledge on the skill or concept you will sson and why it's important for	
	useless, and conversat	t ion . We'll learn n e using the words	nore about these word	g our four words— <i>setting,</i> disguise, ds and their related words. Then we'll able to use many words so we can talk	
I Do/ WE Do	Teach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate. Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.				
	look like.' Big Al tried to	do that, but it wa disguise themse	asn't a very good disg elves for what reason?	ecause it means 'to hide what you really uise ! When have you tried to disguise ? (camouflage) Think of another u really look like?'	

1	
	(useless) "Now let's talk about useless . Useless means 'not good for anything.' When Fox caught the pig in <u>My</u> <u>Lucky Day</u> , Pig knew it was useless to struggle. When is something useless ? One related word for useless is <i>worthless</i> . What's another related word? The opposite of useless is <i>useful</i> . Which word means 'not good for anything?' "
	(conversation) "How about conversation Conversation means 'talking back and forth about something.' You might have a conversation with your friend about a movie you saw. Your parents might have a conversation about your filthy room! A related word is <i>discussion</i> . What's another related word? Conversations are different than <i>arguments</i> , a word that's like an opposite. What word means 'talking back and forth about something?'"
	(setting) "The last word is setting . It means 'time and place where the story happens.' What was the setting of <u>Big Al</u> ? One day in the wide blue ocean. Another word for setting is <i>location</i> . What's another related word? What does setting mean?"
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Pass out the word cards for Lesson #16, and ask students to get out the word cards from Lesson #15. They could put their initials on the back of their cards to help them identify their sets of cards.
	You could say: "Now you're going to play Memory with your partner using the cards from the last lesson and the word cards from this lesson. You'll match a picture to the word. Start with one set of cards and place all of the pictures and word cards face down. Mix them up so you don't know where they are. Turn over a card and name or read what is on it. If you need help, use your word rings. When you find a match for a picture and word, you must say the Word to Know before you can keep the cards. Take turns with your partner. When you're finished, if you're really brave, you can put both sets together and play."
	Circulate among students. They may have time for more than one memory game.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	 You could say: "Which four words did we work with today? (allow students to respond) Setting, useless, disguise and conversation! We played a game with them and matched them with related words. Which word is part of a story? (setting) Which word involves talking? (conversation) Which related word is worthless? (useless) Which might involve a mask? (disguise)
	Think of ways to use these words during the day and at home. Think of new words you want to learn. We want to learn and then use new words all the time."



Directions: Cut the cards apart on the dotted lines.

Then play a memory game and match the pictures with each of the Words to Know.





WEEKLY LESSON PLANNER

FICTION

Week 5	Lesson 17 Lesson 18		Lesson 19	Lesson 20
Lesson Type	Read to Me	Integration	Integration Practice	Words to Know Practice
Objectives	 Make, confirm, and revise predictions in stories read aloud. Participate in collaborative conversations about topics within Kindergarten texts. 	 Retell a narrative that includes the <i>setting</i>, main <i>characters</i>, <i>goals</i>, <i>attempts</i>, and <i>outcome</i>. 	 Retell a narrative that includes the <i>setting</i>, main <i>characters</i>, <i>goals</i>, <i>attempts</i>, and <i>outcome</i>. 	Define all eight of the Words to Know.
Lesson Texts	How Rocket Learned to Read by Tad Hills	How Rocket Learned to <u>Read</u> by Tad Hills	How Rocket Learned to Read by Tad Hills	• N/A

Materials

Lesson Materials You Provide	 Sticky notes Document camera 	 Chart paper, document camera, or interactive whiteboard 	 Chart paper, document camera, or interactive whiteboard Scissors and tape 	Bags or paper clips
Unit Materials Provided	• N/A	 WRAP set #7 Vocabulary Picture Cards: setting, disguise, useless, conversation Teacher Journal Lesson #18 Student Journal Lesson #18 	 Puppets for Lesson #19 >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	 WRAP set #8 Vocabulary Picture Cards: setting, disguise, useless, conversation Words to Know rings (all 8 words) Word cards for Lesson #20 💬 🔊

Prep Materials

Game



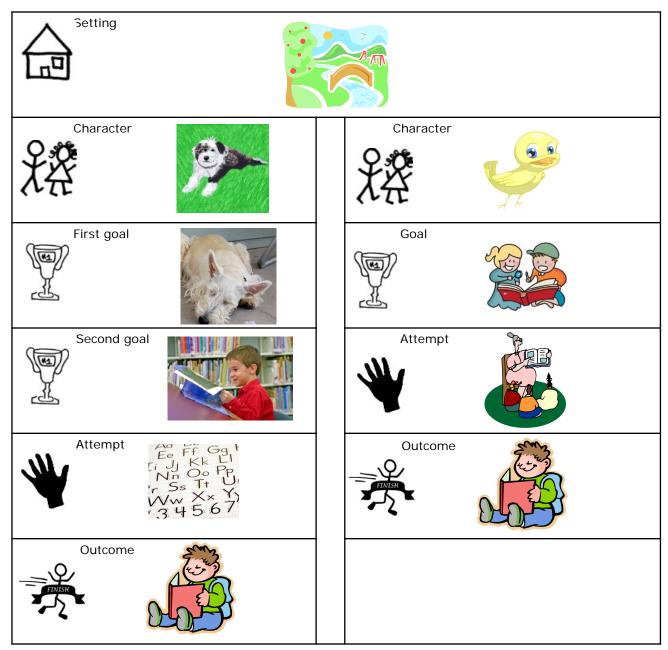
LET'S KNOW!	FICTION		READ TO ME	
KINDERGARTEN	CAUSE AND EFFECT		Lesson 17	
SHOW ME WHAT YOU KNOW! We'll b	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.			
TEACHING OBJECTIVES:				
 Make, confirm, and revise pre Participate in collaborative co 			rearton touta	
TEACHING TECHNIQUES:		Lesson Materials Y	6	
Predicting		Sticky notes	ou r Rovide.	
Rich Discussion		 Document camera 		
LESSON TEXT:		UNIT MATERIALS PRO		
How Rocket Learned to Read	by Tad Hills	• N/A		
TALK STRUCTURE FOR WE DO/YOU D	0:			
Group Discussion				
		CTIONS FOR THIS LESSO		
			mark pages on which you will model	
predicting, ask students to ma	•			
Allow plenty of time for discu discussion questions are inclu	0		the You Do segment; suggested	
-		-	ersations with opportunities for	
multiple turns.	acher-leu but stut		ersations with opportunities for	
	Lac			
		SON ROUTINE		
	example. State t		vledge on the skill or concept you will sson and why it's important for	
read. In Kindergarten, r <u>How Rocket Learned to</u> Remember that predict while they're reading; i	You could say: "Raise your hand if you already know how to read. Now raise your hand if you're still learning how to read. In Kindergarten, most of you are still learning how to read. We have a new book today called <u>How Rocket Learned to Read</u> . It's about learning to read! We'll stop to make some <i>predictions</i> today. Remember that predictions are guesses about what will happen. Good readers make predictions while they're reading; it helps them understand what the author is saying. I'm excited for you to find out how Rocket learns to read."			
I DoTeach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.				
going to make a <i>predict</i> rockets. Uh-oh. I can alu 'Rocket.' That means th revise or change it whe	"I'm looking at the cover of the book. The title says that Rocket learned to read, but who is Rocket? I'm going to make a <i>prediction</i> about who Rocket is. I think it's the bird because birds can fly fast like rockets. Uh-oh. I can already tell that my prediction is wrong. Look at the name tag on the dog. It says, 'Rocket.' That means that Rocket is the dog. The dog learns to read. I made a prediction, but I had to revise or change it when I found some more information. That's what good readers do—they make predictions and then revise their predictions when they learn more. Let's read and make some more			
After reading the first "I'm going to predict the teachers teach reading,	at the bird is goin	ng to teach Rocket how	v to read. She wants to be a teacher and w to read."	

WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	You could say: "Now you can make some predictions. If you have one, raise your hand. Sometimes I'll stop after a page so you can think of a prediction. Let's keep going."
	 Continue reading the text, stopping to make, confirm, and revise predictions. You could prompt student to make the predictions about the following: Will Rocket be a good student? (on the page with the alphabet banner) Will the little yellow bird come back? (when Rocket finds the little bird is gone) What will Rocket do after the little yellow bird leaves? (when the bird flies south for winter)
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	To evoke rich discussion, you might ask questions such as the following:
	• Why didn't Rocket want to learn to read at the beginning of the book?
	How did the little yellow bird get Rocket interested in books?
	 Have you ever tried something you didn't like, and then found out you really liked it? What will Rocket and the little yellow bird do now?
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "As we read our book today, we talked about making <i>predictions</i> . Predictions are like guesses! Correct. You can make predictions every time you read, and it will help you understand. I really enjoy reading and discussing books with you. Grownups do the same thing in book clubs. They discuss books they are reading. Now you're doing the same thing in Kindergarten. You are VERY grown up. Very cool!"

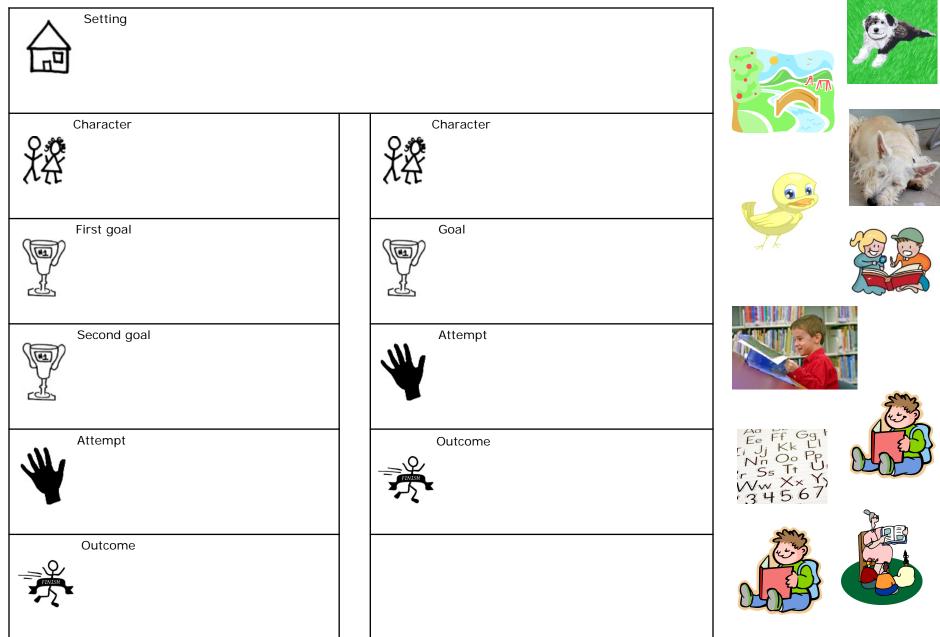
	ET'S KNOW! NDERGARTEN	FICTION CAUSE AND EFFECT		INTEGRATION LESSON 18
SHOW ME V	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.			
TEACHING (• Retel	DBJECTIVE: l a narrative that include	s the <i>setting, ma</i>	in characters, goals, at	tempts, and outcome.
Lesson Text:whiteboard• How Rocket Learned to Read by Tad HillsUNIT MATERIALS PROVTALK STRUCTURE FOR WE DO/YOU DO:• WRAP set #7		ocument camera, or interactive DVIDED: cture Cards: <i>setting</i> , disguise, useless, al Lesson #18 Il Lesson #18		
came Then • Try to	 SPECIAL INSTRUCTIONS FOR THIS LESSON: During the I Do segment, you will demonstrate a story retell using a story map. You may use a document camera or interactive whiteboard to project Teacher Journal Lesson #18, or draw the map on chart paper. Then work with students to fill in the story map during We Do, using p. 2 of the teacher journal. Try to move quickly through the story mapping process to allow plenty of time to practice retelling. Save Teacher Journal Lesson #18 for use in Lessons 19 and 21. 			
		LES	SON ROUTINE	
Set	START THE LESSON WITH WRAP SET #7: <i>SETTING</i> , DISGUISE, USELESS, CONVERSATION Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.			
	You could say: "Have you ever gone to the library to listen to storytellers? It's fun! Telling a story helps us understand and remember the story better. Today you're going to practice being a storyteller for our book <u>How Rocket Learned to Read</u> . First I'll show you what a good retelling looks and sounds like. Then we'll go through the book and find the story elements. I'll record them on a chart so you can remember the most important information when you retell the story. Let's go!"			
I Do	I DoTeach main concept or skill using clear explanations and/or steps. Model two examples for the skill or concept students will practice in YOU DO. Show a completed sample if appropriate.Display Teacher Journal Lesson #18, or draw the story map on chart paper. Demonstrate how to retell the story using the story map. Point to the story elements as you retell the story, and include narrative signal words such as Once there was, one day, and then, after that, next, and at			
	the end. You could say: "I'm going to show you Learned to Read to help	••••		ll use a story map for <u>How Rocket</u> ts. Ready?

1	
	Once there was a dog named Rocket who lived by a park. He loved to play and sleep under a tree. One day a little yellow bird came and said she was going to teach Rocket to read. All Rocket wanted to do is sleep! But the little yellow bird started reading a book to Rocket, and he got so interested in the book that he decided he was going to learn to read, too. He started learning letters and practiced his letters all winter long. In the spring, when the little yellow bird came back, Rocket knew how to read! Both the little yellow bird and Rocket were very happy and read lots of books."
WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	Quickly identify the story elements from the book and place them on Teacher Journal Lesson #18, p. 2. Help students retell the story as a group using the completed story map. You could say:
	"Let's go through our story and find the important story elements to put in our story map so you can remember them when you retell the story. Do you remember the <i>setting</i> ? Where and when does the story take place? When I look at the pictures, it looks like a park to me. And who are the <i>characters</i> ? Rocket and the little yellow bird. The little yellow bird's <i>goal</i> is to teach Rocket to read! But what about Rocket's <i>goal</i> ? He wants to take a nap. Let's stop, and I'll tell the first part of the story: 'Once there was a dog named Rocket who lived by a park. One day a little yellow bird came and said she was going to teach Rocket to read. All Rocket wanted to do is sleep!' Now tell your partner this part of the story."
	After partners share, continue with the remainder of the story, placing the story elements in the map. Have students retell the last part. You could say: "So what is the yellow bird's <i>attempt</i> to teach Rocket? She reads a book to Rocket, and what happens? Rocket gets so interested in the story that he decides he wants to learn to read, too. So he actually has a different <i>goal</i> now. What does Rocket do? What's his <i>attempt</i> ? He learns his letters even when the yellow bird has to leave. By the time she returns in the spring, what is the <i>outcome</i> ? Rocket can read! Then they're very happy!"
	"Let's retell the second part of our story: 'The little yellow bird started reading a book to Rocket, and he got so interested in the book that he decided he was going to learn to read, too. He started learning letters and practiced his letters all winter long. In the spring, when the little yellow bird came back, Rocket knew how to read!' Now tell that part of the story to your partner."
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Have students use Student Journal Lesson #18 to retell the entire story to a partner. You could say: "Now it's your turn to tell your partner the whole story. Use your student journal to help you remember the story elements. The partner with the darkest eyes may start first today. When you've both practiced telling the story, we'll ask for volunteers to be storytellers for the class."
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "What good storytellers you are becoming! You remembered to include the important story elements from your story map. Let's say them— <i>setting</i> , <i>characters</i> , <i>goals</i> , <i>attempts</i> , and <i>outcome</i> . Excellent! I wonder if you can remember Rocket's story to tell your parents at home tonight We love to retell stories because it helps us understand and remember the story. That's what good readers do!"

Let's Know! Teacher Journal – Fiction – Lesson 18



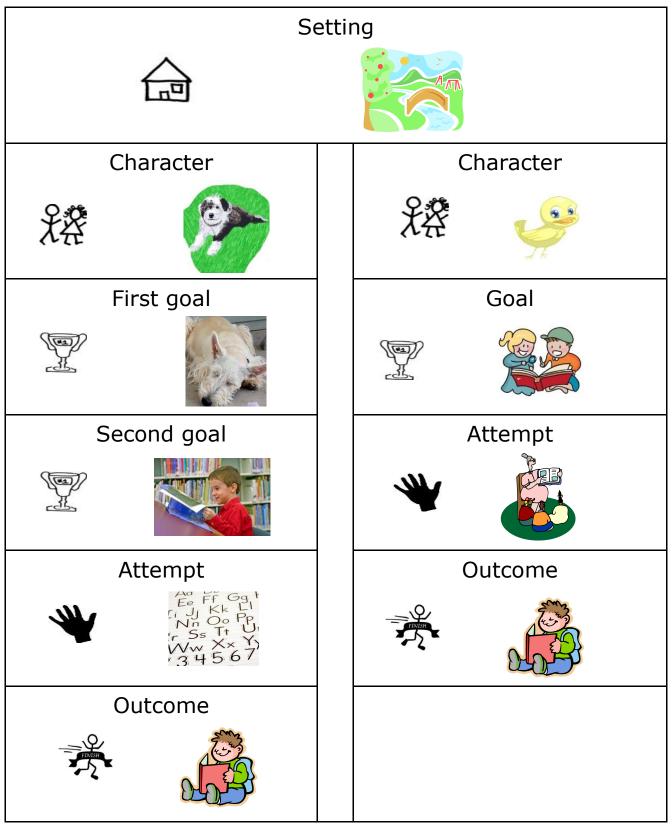
Let's Know! Teacher Journal – Fiction – Lesson 18



Student Journal

Fiction – Lesson 18



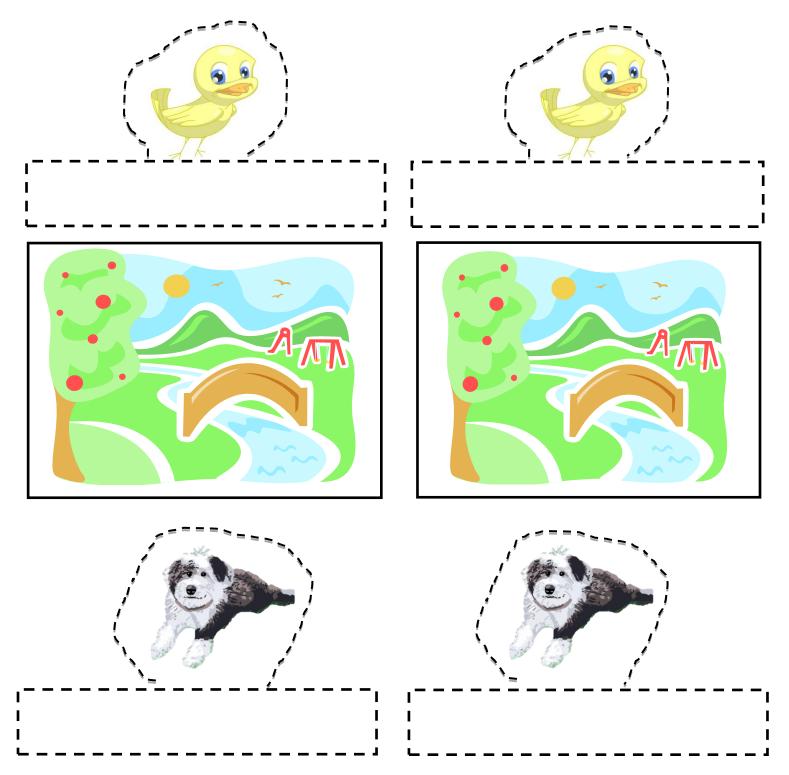


LET'S KNOW!FICTIONKINDERGARTENCAUSE AND EFFE			INTEGRATION PRACTICE LESSON 19	
SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.				
TEACHING OBJECTIVE:Retell a narrative that include	 TEACHING OBJECTIVE: Retell a narrative that includes the <i>setting</i>, main <i>characters</i>, <i>goals</i>, <i>attempts</i> and <i>outcome</i>. 			
 might precut the puppets for Display the story map from T elements in their retells: <i>sett</i> refer to the story map to supp During the We Do segment, th may opt to have them retell the the story retell you model for enough details but don't over having to copy your retelling 	whitebo by Tad Hills o: Special INSTRUCTIONS FOR THI s will use finger puppets to repre- Lesson #19 and tape them so the eacher Journal Lesson #18 so straing, characters, goals, attempts, a bort those who need help structure the script models a retell of the stractor the complete story instead. r students will probably be more load them; expect them to use the exactly.	aper, do bard s and ta ALS PRO s for Le Journa S LESSO esent the ey will udents and <i>out</i> uring a ory in p	ocument camera, or interactive pe DVIDED: sson #19 al from Lesson #18 N: he two characters in the story. You fit around students' fingers. remember to include all of the story <i>come</i> . Monitor students' retellings and	
Save the puppets for Lesson #.	19 for use in Lesson 21. Lesson Routine			
SET teach by providing an listening or reading c You could say: "Do you enjoy listening	 Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension. You could say: "Do you enjoy listening to people who tell good stories? I do! I love to hear people tell interesting 			
hear someone tell it, bu	stories and use their voices and props to tell the story. It really helps me remember a story when I hear someone tell it, but I especially remember a story when I retell it. Today you get to practice being a storyteller. Let's get started!"			
I DO skill or concept stude Model a story retell u "We are reading the story story elements as we re story like we are the ch of our characters; you'l Learned to Read using	nts will practice in YOU DO. Sh sing the finger puppets and Te bry <u>How Rocket Learned to Read</u> ead; we wrote them on this chart aracters. We'll also be the narrat l have some just like these. Now	aow a c acher . In our . Today tor of th listen a	for steps. Model two examples for the completed sample if appropriate. Journal Lesson #18. You could say: hast lesson, we thought about all the yeire going to practice telling the he story. Here are some finger puppets as I tell you my story of <u>How Rocket</u> the yellow bird. I'll put the <i>setting</i> of the	
Refer to the story mapWE DOProvide guided practic Check for understand moving to YOU DO.You could say:	o as you structure your retellin ce, feedback, and support, ens ing, ensuring that students ar	suring a ready	nclude all the story elements. active participation of all students. y for independent practice before re'll tape them around your fingers."	

	When students are ready with their puppets, structure a joint story retell with them. You could say:
	"Now we'll use the story map to help us remember all of the important story elements. I'll tell the first part of the story and then you can practice with your partner.
	Rocket loved to play in the park. 'I love to play in the park, running and chewing sticks.' (See how I'm moving Rocket like he's talking?) One day a little yellow bird came to the park. 'You are my student, and I'm going to teach you to read!' But Rocket didn't want to be a student. 'Wait a minute! I just want to take a nap!' So Rocket lay down to take a nap.'
	Now tell your partner that part of the story.
	"Now let's retell the middle part of the story
	The yellow bird was clever because she put up an alphabet chart and started reading a very interesting book to Rocket. He got interested in the story and then she stopped reading. 'Hey, what's the end to the story?' But the little yellow bird left for the day. The next day, Rocket asked, 'What's the end of the story?' and she read him the end of the story. 'I think I want to learn to read, too.' So the yellow bird started teaching Rocket his letters.
	Now tell your partner the middle of the story.
	"Now let's finish the story
	'I have to go away for the winter. I'll see you in the spring.' Then the bird flew away, but Rocket practiced his letters all winter long. He spelled everything! Then the yellow bird returned in the spring. 'My star student!' And Rocket showed her how he could read! 'Look! I can read!' Then they could read books together. They were both very happy!
	Now retell the last part of the story to your partner."
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Have students use the finger puppets and story map to practice retelling the story to a partner. You could say:
	"Now take turns and tell the complete story of <u>How Rocket Learned to Read</u> to your partner with your puppets. Don't forget to use the story map to make sure you use all of the story elements. After you've practiced, I will choose some students to present to the class. Be ready!"
	You may choose to work in a small group with students who need more support. After students have practiced their retellings, bring the group together and invite volunteers to share their retellings with the group.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Today we learned how to be storytellers. We used puppets and actually made them talk! We listened to our partners tell their stories and then told the stories ourselves. We included all of the story elements. Let's say the story elements all together— <i>setting</i> , <i>characters</i> , <i>goals</i> , <i>attempts</i> , and <i>outcome</i> . You can be a good storyteller whenever you have something to tell someone. Storytellers are awesome!"



Directions: First, cut the paper in half lengthwise. Cut the finger puppets on the dotted lines and the setting on the solid lines. Then retell the story to your partner using the setting and finger puppets.



LET'S KNOW! Kindergarten	I		CTION AND EFFECT	Words To Know practice Lesson 20
SHOW ME WHAT YOU KNOW	v! We'll be	e authors! We'll w	rite a book for our cla	assroom from a familiar story.
TEACHING OBJECTIVE: • Define all eight of th	e Words t	o Know.		
 TEACHING TECHNIQUE: Rich Instruction LESSON TEXT: N/A TALK STRUCTURE FOR WE DO/YOU DO: Think-Pair-Share 		conversation	clips DVIDED: cture Cards: <i>setting</i> , disguise, useless, w rings (all 8 words)	
		SPECIAL INSTRU	1	
 Students will review to practice using the word rings or ask th For Memory, pairs or cards at a time; befo Directions for Go Fise Each pair so to both pla Player 2 st For examp I Play then pla When a pla 	y all of the e definition eir friend of students re picking sh: should hav yers. The arts by as ole: "Do yo f Player 1 f not, Play passes to 1 ayer gets t ends whe	ts will use 16 cards arranged face down. They will take turns matching two ng up matched pairs, they must tell the definition. See Lesson 16 for directions. ave 16 cards. Player 1 will shuffle the cards and pass out four cards face down he remaining cards are placed face down in a stack in between the players. asking for the word that matches the <i>definition</i> of a word in his or her hand. You have the word that means 'very, very dirty?' " 1 has the filthy card, he or she gives it to the other player. ayer 1 says, "Go fish," and Player 2 takes the top card off the stack. O Player 1. S two of a kind, he or she lays them down and says, "I have two filthy cards." en all of the cards are matched.		
LESSON ROUTINE				
Engage stude teach by prov listening or r You could say	START THE LESSON WITH WRAP SET #8: SETTING, DISGUISE, USELESS, CONVERSATION Engage students' interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension. You could say: "When I learn a new word, I want to use it as many times as I can so I remember it. We've been			
working with and conversa know what th game [Memor	working with eight Words to Know— result, filthy, clever, exhausted, <i>setting,</i> disguise, useless, and conversation. Today we're going to review all eight words. We want to make sure we really know what the words mean so we can use them when we talk to other people. We're going to play the game [Memory or Go Fish] using our eight words. Ready?"			
I Do/ skill or conce WE DO Provide guide	ept studer ed practi derstand	nts will practice i ce, feedback, and	in YOU DO. Show a c l support, ensuring	or steps. Model two examples for the ompleted sample if appropriate. active participation of all students. y for independent practice before

	Review the definitions and then demonstrate how to play the game with a student volunteer.
	You could say: "Get out your Word Rings, and let's read through the definitions together. Find result ; result means 'what happens.' Find filthy ; filthy means 'very dirty.' Find clever ; clever means 'quick and smart.' Find exhausted ; exhausted means 'very, very tired.' Find <i>setting</i> ; <i>setting</i> means 'the time and place where the story happens.' Find disguise ; disguise means 'hide what you really look like.' Find useless ; useless means 'not good for anything.' Find conversation ; conversation means 'talking back and forth about something.'
	"[When we play Go Fish, we'll be using the <i>definitions</i> of all of our Words to Know. I'm going to show you how to play the game today with a friend. First, I'll pass out the cards so that both of us have four cards. Then the other person asks, 'Do you have the word that means?' You have to ask for the <i>definition</i> , not the word. Let's show you how to play.]"
	"[When you play Memory, lay out all of the cards face down, mixed up. Then take turns finding matches. When you find a match, you have to say the definition before you can pick it up. Like if I find two disguise cards, I would say ' disguise means hide what you really look like.' Then I can pick the cards up.]"
	Continue demonstrating the game for at least two turns, until the student volunteer can use the definitions easily and understand how the game is played. Pair students and give them their cards. Practice as a group until you are comfortable that students can play the game independently.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	You could say: "You may reshuffle the cards and play the game with your partner. Remember to use the definition of the word. If you finish one game, you may start another game. Let's learn more about our Words to Know." Assist students who may have difficulty playing the game or using the definitions of the words.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Today we practiced defining our Words to Know. Now let's play Popcorn; if you know the definition of this word, pop up and tell it to the class. Who can tell me the definition of result? (wait for response and repeat with the other Words to Know) You know these words very well! When we know words well, we can use them when we talk. You can learn words in lots of places, like listening to someone talk, reading books, and watching TV shows like <u>Martha Speaks</u> . Learning new words is splendid, amazing, and astonishing!"



Word Cards Fiction – Lesson 20

			•
disguise	conversation	setting	result
filthy	clever	exhausted	useless
disguise	conversation	setting	result
filthy	clever	exhausted	useless



WEEKLY LESSON PLANNER

FICTION

Week 6	Lesson 21	Assessments	Assessments	Assessments
Lesson Type	Integration Practice	SMWYK	SMWYK	SMWYK
Objectives	 Retell a narrative that is coherently organized to follow logical sequence. 	 Administer the Show Me What You Know assessment to project- selected students. Use the assessment results to identify objectives to be retaught or reinforced in the Stretch and Review lessons in Week 7. 	 Administer the Show Me What You Know assessment to project- selected students. Use the assessment results to identify objectives to be retaught or reinforced in the Stretch and Review lessons in Week 7. 	 Administer the Show Me What You Know assessment to project- selected students. Use the assessment results to identify objectives to be retaught or reinforced in the Stretch and Review lessons in Week 7.
Lesson Texts	 <u>My Lucky Day</u> by Keiko Kasza <u>How Rocket Learned to</u> <u>Read</u> by Tad Hills 	• <u>My Lucky Day</u> by Keiko Kasza	• <u>My Lucky Day</u> by Keiko Kasza	• <u>My Lucky Day</u> by Keiko Kasza

Materials

Lesson Materials You Provide	 None recommended Narrator cards Video camera (optional) 	None recommended	None recommended	None recommended
Unit Materials Provided	 Puppets from Lessons #8 and #19 Teacher Journals from Lessons #7 and #18 	 SMWYK Teacher Instructions SMWYK Assessment Booklets (6) SMWYK Classroom Summary Sheet 	 SMWYK Teacher Instructions SMWYK Assessment Booklets (6) SMWYK Classroom Summary Sheet 	 SMWYK Teacher Instructions SMWYK Assessment Booklets (6) SMWYK Classroom Summary Sheet



Save Materials

LET'S KNOW! Kindergarten		CTION ND EFFECT	INTEGRATION PRACTICE Lesson 21
SHOW ME WHAT YOU KNOW! We'll b	e authors! We'll w	rite a book for our cla	assroom from a familiar story.
TEACHING OBJECTIVE:Retell a narrative that is cohe	rently organized t	o follow logical seque	ence.
TEACHING TECHNIQUE: • Retelling LESSON TEXT: • My Lucky Day by Keiko Kasza • How Rocket Learned to Read by Tad Hills TALK STRUCTURE FOR WE DO/YOU DO: • Small Groups (3 students)			optional)
	SPECIAL INSTRU	CTIONS FOR THIS LESSO	N:
 Each group will need to make 'Narrator' can If you would like to vi learning, bring in a dig Today is a storytelling marath Learned to Read. Small group should have the opportunity to some groups to present their Display the story maps from 7 	learning, bring in a digital video camera (or phone/camera with video capabilities).		
	LESS	SON ROUTINE	
	example. State t		vledge on the skill or concept you will sson and why it's important for
one of the stories from practice telling the stor	our Fiction unit. W y. At the end, your	/e'll first choose one s group could volunte	hing. Today, we are all going to retell story; then you'll be in a group and er to present your story to the class. to listen and speak like experts!"
			or steps. Model two examples for the ompleted sample if appropriate.
First help the class de the puppets and story	-	to retell as a group;	then model retelling the story using
You could say: "We have a choice today <u>Read</u> . You'll need to cho Help students make a	ose one of the sto	ries and vote for one	<u>icky Day</u> or <u>How Rocket Learned to</u> to retell."
the characters talk whe story map to help me re	w Rocket Learned n I retell the story emember the impo m Teacher Journ	to Read]. I have the f Sometimes I'll be the ortant story elements al Lesson #7 or Teac	finger puppets that I can use to make e narrator telling the story. I'll use the . Make sure you're good listeners!" cher Journal Lesson #18 to narrate

WE DO	Provide guided practice, feedback, and support, ensuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
	You could say: "Let's practice the story together. Get your puppets. I'll start telling the story and then point to another person to continue the story. Then I'll point to another person, and the first person will stop while the second person keeps going. We'll keep going till the end of the story. 'One day Rocket was lying under a tree. A yellow bird flew into the tree and said" Point to another student to continue the story, helping each successive student as you retell the story together.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
	Divide students into small groups and have them practice retelling the story. You could say: "Get your puppets and the story map from your student journals. Decide who will play each character, including the narrator. Remember that the narrator tells the story and the characters talk. When you finish, change characters and retell the story again. Practice until I tell you to gather on the rug. At the end, you may choose to present your story retell to the class." Circulate the room to provide support for students who have difficulty. Remind students to switch roles after one retelling.
	Bring the group back together and ask for volunteers to present, if time permits.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.
	You could say: "Wow! You all did an incredible job retelling a story from our Fiction unit today. I was listening to real storytellers! You know when we listen to stories and use the story elements to help us retell a story, we really understand the story. That's what we want to do—to understand and tell good stories. You did that today. Good going!"



Language and Reading Research Consortium

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SMWYK: These materials not available for download.



WEEKLY LESSON PLANNER

FICTION

Week 7	Lesson 22	Lesson 23	Lesson 24
Lesson Type	Stretch and Review	Stretch and Review	Close
Objectives	 Use results from the SMWYK assessments to plan review lessons for objectives that need to be retaught or reinforced. Use results from the SMWYK assessments to plan stretch lessons for students who have mastered the teaching objectives. 	 Use results from the SMWYK assessments to plan review lessons for objectives that need to be retaught or reinforced. Use results from the SMWYK assessments to plan stretch lessons for students who have mastered the teaching objectives. 	 Identify and use the navigation words so and because appearing in cause and effect text structures.
Lesson Texts	Selected by teacher	Selected by teacher	• <u>My Lucky Day</u> by Keiko Kasza
Materials			

Lesson Materials You Provide	• Selected by teacher 🥪	• Selected by teacher 🥪	 Chart paper, document camera, or interactive whiteboard Construction paper Art supplies (markers, colored pencils, crayons, glue) Completed book page(s)
Unit	 You could reuse any	 You could reuse any	Teacher Journal Lesson #24
Materials	materials provided for	materials provided for	
Provided	the unit.	the unit.	



Save Materials

	LET'S KNOW! INDERGARTEN		CTION AND EFFECT	STRETCH AND REVIEW LESSON 22	
SHOW ME V	SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.			assroom from a familiar story.	
 Use r reinf Use r 	 Teaching Objective: Use results of the SMWYK assessments to plan review lessons for objectives that need to be retaught or reinforced. Use results of the SMWYK assessments to plan stretch lessons for students who have mastered the teaching objectives. 				
TEACHING TECHNIQUE: • Selected by teacher LESSON TEXT: • Selected by teacher TALK STRUCTURE FOR WE DO/YOU DO: • Selected by teacher		 LESSON MATERIALS YOU PROVIDE: Selected by teacher UNIT MATERIALS PROVIDED: You could reuse any materials provided for the unit. 			
D.C.		SPECIAL INSTRU	CTIONS FOR THIS LESSO	N:	
c	 Before the lesson Use the results from the Show Me What You Know assessments to plan this lesson. Reference your classroom summary sheet from the assessments to help determine the areas to review or expand upon during this lesson. For the lesson text, you may select from texts provided for the unit or select new texts. Write your own lesson plan by filling in each section below. 				
		LES	SON ROUTINE		
Set	Engage student's interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.				
I Do	_	-		or steps. Model two examples for the ompleted sample if appropriate.	

WE DO	Provide guided practice, feedback, and support, insuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
You Do	skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.

	LET'S KNOW! INDERGARTEN		CTION AND EFFECT	STRETCH AND REVIEW LESSON 23	
SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.			assroom from a familiar story.		
 Use reinf Use r 	 Teaching Objective: Use results of the SMWYK assessments to plan review lessons for objectives that need to be retaught or reinforced. Use results of the SMWYK assessments to plan stretch lessons for students who have mastered the teaching objectives. 				
 TEACHING TECHNIQUE: Selected by teacher LESSON TEXT: Selected by teacher TALK STRUCTURE FOR WE DO/YOU DO: Selected by teacher 		LESSON MATERIALS Y • Selected by tea UNIT MATERIALS PRO • You could reus	cher		
c	 SPECIAL INSTRUCTIONS FOR THIS LESSON: Before the lesson Use the results from the Show Me What You Know assessments to plan this lesson. Reference your classroom summary sheet from the assessments to help determine the areas to review or expand upon during this lesson. For the lesson text, you may select from texts provided for the unit or select new texts. Write your own lesson plan by filling in each section below. 				
		LES	SON ROUTINE		
Set	ET Engage student's interest; activate their background knowledge on the skill or concept you will teach by providing an example. State the purpose of the lesson and why it's important for listening or reading comprehension.				
I Do				or steps. Model two examples for the ompleted sample if appropriate.	

WE DO	Provide guided practice, feedback, and support, insuring active participation of all students. Check for understanding, ensuring that students are ready for independent practice before moving to YOU DO.
You Do	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.

T		T.		(t car				
LET'S KNOW!			CTION AND EFFECT	CLOSE LESSON 24				
KINDERGARTEN CAUSE A			AND EFFECT	LESSON 24				
SHOW ME WHAT YOU KNOW! We'll be authors! We'll write a book for our classroom from a familiar story.								
 TEACHING OBJECTIVE: Identify and use the navigation words <i>so</i> and <i>because</i> appearing in cause and effect text structures. 								
	FECHNIQUES:		Lesson Materials You Provide:					
	ted by teacher		Chart paper, document camera, or interactive					
LESSON TEXT:			whiteboard					
<u>My Lucky Day</u> by Keiko Kasza			Construction paper					
	CTURE FOR WE DO/YOU D	0:	• Art supplies (markers, colored pencils, crayons, glue)					
Selec	ted by teacher		Completed book page(s) UNIT MATERIALS PROVIDED:					
			Teacher Journa					
┣────		Concerts more	· · ·					
The Close	is designed to be a 60 min		JCTIONS FOR THIS LESSO	N: rk it into your schedule as you see fit;				
	y, you may split the lesso			i k it litto your schedule as you see lit;				
	re the lesson							
		ion paper to use f	for the book pages. Co	mplete a book page so you can share an				
	example with student		1 0	1 10 5				
C			n efficiently guide stud	lents through the creation process and				
				provide sentence frames for students to				
				at gave Mouse a because Mouse				
		want to print the	ese sentence frames fo	r students to fill in and paste onto their				
	book pages.							
C Each				assist students with writing.				
				over, title page, introduction of the . A story map is included in Teacher				
	-		illempts, and bullome	. A story map is included in Teacher				
	Journal Lesson #24 to help you plan.							
• Show students an example of a title page and cover, such as is provided on p. 2 of the teacher journal; you may also want to show a sample dedication page.								
				dents who struggle with formulating				
	into products may requi							
		LES	SON ROUTINE					
	Engage students' inter	est; activate the	eir background know	ledge on the skill or concept you will				
Set			_	sson and why it's important for				
	listening or reading comprehension.							
	You could say:							
	"Have you ever written a book? Well, this is the last day of our Fiction unit and we are going to write a							
	book! You remember that a fiction book is imaginary, and we're going to use our imagination to write							
	a book like <u>My Lucky Day</u> . I want you to think about how we could change the story elements to make							
	our own classroom book like <u>My Lucky Day</u> . Each of you will write and illustrate a page. You'll need to think about <i>causes</i> and <i>effects</i> so our book will be interesting. Make sure you include a word like <i>so</i> or							
	<i>because</i> . Afterward, we'll read the book together. Let's write."							
	security and with we	in read the book t	Section Let 5 write.					

I Do/ We do	Teach main concept or skill using clear explanations and/or steps. Model two examples fo skill or concept students will practice in YOU DO. Show a completed sample if appropriate Provide guided practice, feedback, and support, ensuring active participation of all studen Check for understanding, ensuring that students are ready for independent practice befor moving to YOU DO.						
	Display Teacher Journal Lesson #24. You could say: "Remember that in <u>My Lucky Day</u> , the pig tricks the fox into doing all kinds of things for him, and then the fox is so exhausted that the pig escapes. Here's an example of what we could do. Instead of a fox and a pig, I used a different set of characters a cat and a mouse. The mouse is going to trick the cat, and here's how it might look. The mouse wants a new home <i>so</i> he tricks the cat into making one. Now it's your turn to think of new story elements to fill our story map so we can write a new fiction story."						
	 Use the story map to guide students in planning the plot and characters for the book. Guide students to construct a story that can accommodate multiple events, <i>characters,</i> and <i>attempts</i> so that all students can participate. Be creative! 						
	• Lay out each page of the book and assign individuals or pairs to a page.						
Υ ου D ο	Provide at least two opportunities for each student to complete independent practice of the skill or application of the concept. Provide individualized feedback. At the end of YOU DO bring students back together and focus their attention on you before beginning the CLOSE.						
	You could say:						
	"Now that everyone has a page assignment and materials, work on your book pages so we can put them together and read our book. Let's write!"						
	Adults in the room may assist students with writing and illustrating their book pages. When						
	most pages are complete or time is waning, bring students together, have them line up with their pages, and 'read' the classroom book. Encourage students to use the navigation words <i>so</i> and <i>because</i> as many times as possible.						
CLOSE	Help students briefly review the key skills or concepts they learned, suggest how they could apply them in other activities or contexts, and bring the lesson to an orderly close.						
	You could say:						
	"I am so proud of you today. You wrote a book of fiction! You are authors and illustrators of our own classroom book, called What are some of the things that we changed in our book? (title,						
	setting, characters, goals, attempts, outcome) You all wrote a page and read your part of the book						
	with long sentences using <i>so</i> and <i>because</i> . What an accomplishment! Tonight when you get home, make sure you share with your parents what you did today—you wrote a book of fiction. Maybe you'll						
	want to write another fiction book sometime. Well done, class!"						

Teacher Journal – Fiction – Lesson 24 Let's Know!

Cover	Title Page	Dedication	Setting			
XX		XX				
Character		Character				
Initiating event						
		Goals				
The second se		$\mathbf{\Psi}$				
Goals		Attempts				
		FINISH				
Attempts		Outcome				

Cat's Bad Day Written and Illustrated by Our Kindergarten Class



Unit Resources

- Teacher's Bookshelf
- Word Webs
- Unit Vocabulary
- Vocabulary Picture Cards

• WRAP sets

- **1** -



Teacher's Bookshelf

Fiction – Kindergarten

Required Books:

<u>My Lucky Day</u> by Keiko Kasza ISBN-10: 014240456X ISBN-13: 978-0142404560 Big Al by Andrew Clements ISBN-10: 0689817223 ISBN-13: 978-0689817229 How Rocket Learned to Read by Tad Hills ISBN-10: 0375858997 ISBN-13: 978-0375858994

Optional Books:

During independent reading, students should have the opportunity to select books from your classroom library that are related to the unit theme. Following is a list of suggested books you can check out from your school or public library to accompany the Fiction unit. Some suggestions may be beyond your students' age or reading level, but they may still explore and engage with the text and illustrations. Some selections may be out of print but still available from your library.

Alexander and the Terrible, Horrible, No Good, Very Bad Day by Judith Viorst ISBN-10: 1416985956 ISBN-13: 978-1416985952

If You Give a Mouse a Cookie by Laura Joffe Numeroff ISBN-10: 0061128562 ISBN-13: 978-0061128561

If You Give a Moose a Muffin by Laura Joffe Numeroff ISBN-10: 0064433668 ISBN-13: 978-0064433662

The Grouchy Ladybug by Eric Carle ISBN-10: 0064434508 ISBN-13: 978-0064434508

Sylvester and the Magic Pebble by William Steig ISBN-10: 1416902066 ISBN-13: 978-1416902065 Why Mosquitoes Buzz in People's Ears: A West African Tale by Verna Aardema ISBN-10: 0140549056 ISBN-13: 978-0140549058

The Very Hungry Caterpillar by Eric Carle ISBN-10: 0399250395 ISBN-13: 978-0399250392

The Gunniwolf by Wilhelmina Harper ISBN-10: 0525467858 ISBN-13: 978-0525467854

Just for You by Mercer Mayer ISBN-10: 030711838X ISBN-13: 978-0307118387

The Napping House by Audrey Wood ISBN-10: 0152014179 ISBN-13: 978-0152014179 *Chocolate Fever* by Robert Kimmel Smith ISBN-10: 0142405957 ISBN-13: 978-0142405956

When the Leaf Blew In by Steve Metzger ISBN-10: 0545112818 ISBN-13: 978-0545112819

Why Do You Cry?: Not a Sob Story by Kate Klise ISBN-10: 0805073191 ISBN-13: 978-0805073195

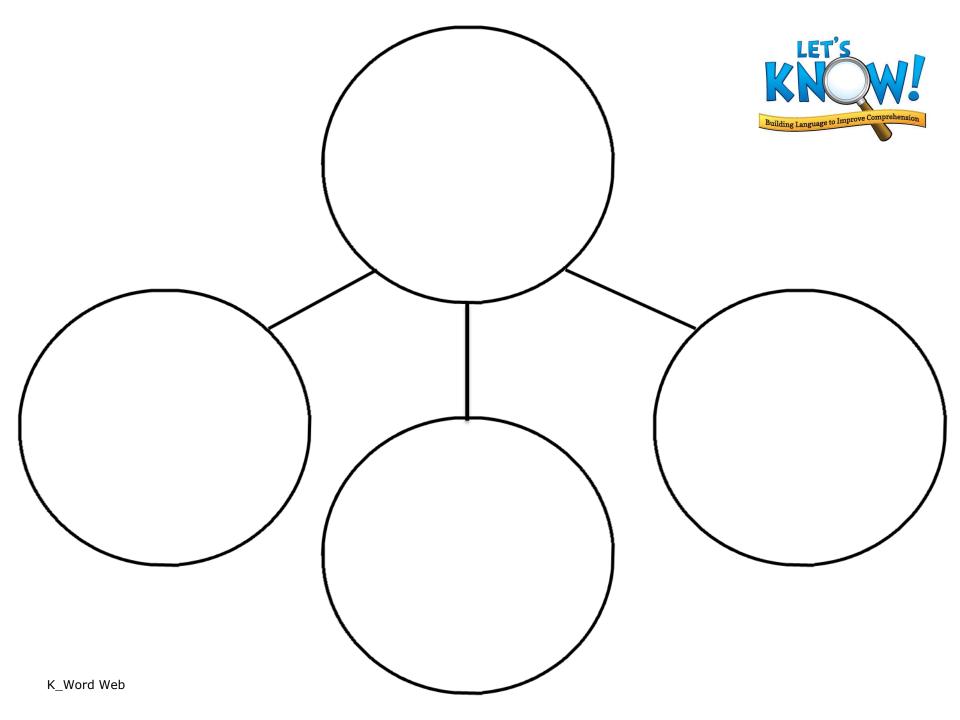
Today Was a Terrible Day by Patricia Reilly Giff ISBN-10: 1595193553 ISBN-13: 978-1595193551

No Jumping on the Bed! by Tedd Arnold ISBN-10: 014055839X ISBN-13: 978-010558395 *The Rain Came Down* by David Shannon ISBN-10: 0439050219 ISBN-13: 978-043050210

The Flea's Sneeze by Lynn Downey ISBN-10: 0805088687 ISBN-13: 978-0805088687

Chrysanthemum by Kevin Henkes ISBN-10: 0061119741 ISBN-13: 978-0061119743

When the Fly Flew In... by Lisa Westberg Peters ISBN-10: 059099543X ISBN-13: 978-0590995436





Fiction – Kindergarten

Result What happens

Filthy Very dirty

Clever Quick and smart





Exhausted

Very, very tired



Setting (noun)

Time and place where the story happens

Disguise (verb)

Hide what you really look like

Useless Not good for anything

Conversation Talking back and forth about something

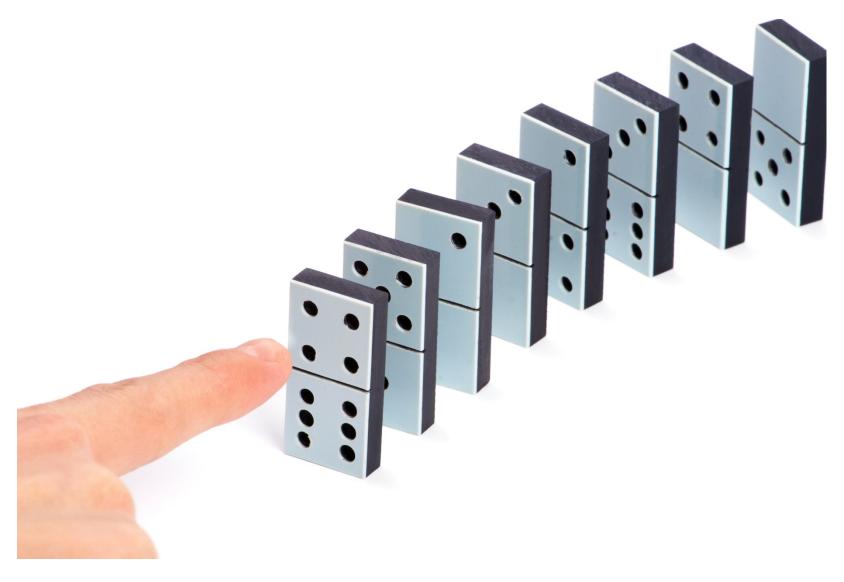








Result





Vocabulary Picture Card

Fiction – Word 1 – Result

Result What happens



 $ASU \boldsymbol{\cdot} KU \boldsymbol{\cdot} LU \boldsymbol{\cdot} OSU \boldsymbol{\cdot} UNL$

Filthy





Vocabulary Picture Card Fiction – Word 2 – Filthy

Filthy Very dirty



 $\mathrm{ASU} \boldsymbol{\cdot} \mathrm{KU} \boldsymbol{\cdot} \mathrm{LU} \boldsymbol{\cdot} \mathrm{OSU} \boldsymbol{\cdot} \mathrm{UNL}$

Clever





Vocabulary Picture Card Fiction – Word 3 – Clever

Clever **Ouick and smart**



Exhausted



Vocabulary Picture Card Fiction – Word 4 – Exhausted



Exhausted Very, very tired



Setting



Vocabulary Picture Card Fiction – Word 5 – Setting



Setting Time and place where the story happens



 $ASU \boldsymbol{\cdot} KU \boldsymbol{\cdot} LU \boldsymbol{\cdot} OSU \boldsymbol{\cdot} UNL$



Vocabulary Picture Card Fiction – Word 6 – Disguise



Disguise Hide what you really look like



 $\mathrm{ASU} \boldsymbol{\cdot} \mathrm{KU} \boldsymbol{\cdot} \mathrm{LU} \boldsymbol{\cdot} \mathrm{OSU} \boldsymbol{\cdot} \mathrm{UNL}$

Useless





Vocabulary Picture Card Fiction – Word 7 – Useless

Useless Not good for anything



 $ASU \boldsymbol{\cdot} KU \boldsymbol{\cdot} LU \boldsymbol{\cdot} OSU \boldsymbol{\cdot} UNL$

Conversation



Vocabulary Picture Card Fiction – Word – 8 – Conversation



Conversation Talking back and forth about something



The <u>result</u> is what happens. Carly wanted to learn more about spiders so she picked one up. It bit her. That was a bad <u>result</u>!

My brother and I were playing in the mud puddles in our yard. Our shoes got very dirty. We took them off before we went in the house because they were so <u>filthy</u>.

Josh was feeling very <u>clever</u> because he learned how to play a difficult computer game. After practicing he could play the game very quickly.

We played so hard at recess that we were <u>exhausted</u>. Everyone was very, very tired.

WRAP Set 1 – Fiction – Lesson 6



WRAP Set 1 – Lesson 6

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



Juan went to the doctor because he was not feeling well. The doctor gave him some medicine. The medicine had good <u>results</u>; he started to feel better.

My father told me to clean my gerbil's cage. He said the cage was <u>filthy</u>.

It doesn't take my dog Duke long to learn a new trick. Duke is very <u>clever</u>. He is quick and he is smart.

Our family hiked all day until we were very, very tired. We were all too <u>exhausted</u> to do anything but go to bed.

WRAP Set 2 – Fiction – Lesson 7



WRAP Set 2 – Lesson 7

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



Jamie was excited to go to the park. She knew that the fall leaves would be dropping to the ground as a <u>result</u> of the strong winds.

I played baseball all morning. I changed out of my <u>filthy</u> clothes when I got home.

I saw a <u>clever</u> bird at the zoo. As soon as they put him in a new cage he learned to open it. He was a quick learner and a smart bird. He was very <u>clever</u>.

The boy was <u>exhausted</u> from running the race. He was too tired to talk.

WRAP Set 3 – Fiction – Lesson 8



WRAP Set 3 – Lesson 8

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



Helen's father liked to listen to the sports <u>results</u> on the radio. He wanted to know what happened to his favorite team.

We had to wash our hands because they were <u>filthy</u>. We had been playing in the dirt during recess.

Our teacher said our class was very <u>clever</u>. She said we learned very quickly and that we were smart!

My father and mother are <u>exhausted</u> after working all day. They are very tired when they come home from work.

WRAP Set 4 – Fiction – Lesson 10



WRAP Set 4 – Lesson 10

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



The <u>setting</u> of a story tells the time and place when it happens. The <u>setting</u> for my favorite story is a house at the beach in the summer time.

You are invited to my Halloween party. You have to <u>disguise</u> yourself so no one will know what you really look like.

I lost the key for the lock. The lock is <u>useless</u> without a key; you can't use it for anything.

My parents had a <u>conversation</u> with my teacher about how well I was doing in school. They talked back and forth about my grades.

WRAP Set 5 – Fiction – Lesson 14



WRAP Set 5 – Lesson 14

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



The <u>setting</u> for my story is the tree house in my backyard. Although it is lopsided and wobbly, it is mine. The story takes place at nighttime.

I like Halloween because you can <u>disguise</u> yourself as a monster. No one knows who you are.

Computers would be <u>useless</u> without people who develop software. You wouldn't be able to use them for anything.

It is easy to have a <u>conversation</u> with my brother. He really likes to talk back and forth with me.

WRAP Set 6 – Fiction – Lesson 16



WRAP Set 6 – Lesson 16

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



The <u>setting</u> for our story time book is always changing. Sometimes we read stories that take place in the city in the winter, and sometimes they take place in the country in the summer.

I didn't recognize my friend Julie with her <u>disguise</u>. The black wig she was wearing made her look like a different person.

Our old car isn't good for anything. It is <u>useless</u>. All four tires are flat.

My grandparents and I had a long <u>conversation</u> on the phone yesterday. We talked back and forth for half an hour!

WRAP Set 7 – Fiction – Lesson 18



WRAP Set 7 – Lesson 18

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.



Our class picked an old haunted house at Halloween as the <u>setting</u> for our stories. We each have to write a story that uses the house as the <u>setting</u>.

At my birthday party my mom tried to <u>disguise</u> my new baseball bat in a really big box. That big box didn't show what a baseball bat really looks like.

The balloon was <u>useless</u> because it had a hole in it. You couldn't blow it up. You couldn't use it for anything.

I don't like movies with a lot of <u>conversation</u>. I get bored watching people talk back and forth to each other.

WRAP Set 8 – Fiction – Lesson 20



WRAP Set 8 – Lesson 20

- 1. Before reading each sentence, briefly show students the relevant Vocabulary Picture Card to remind them of the Word to Know.
- 2. Put the picture card away and display the WRAP set.
- 3. Proceed with reading the WRAP sentence aloud to students.

