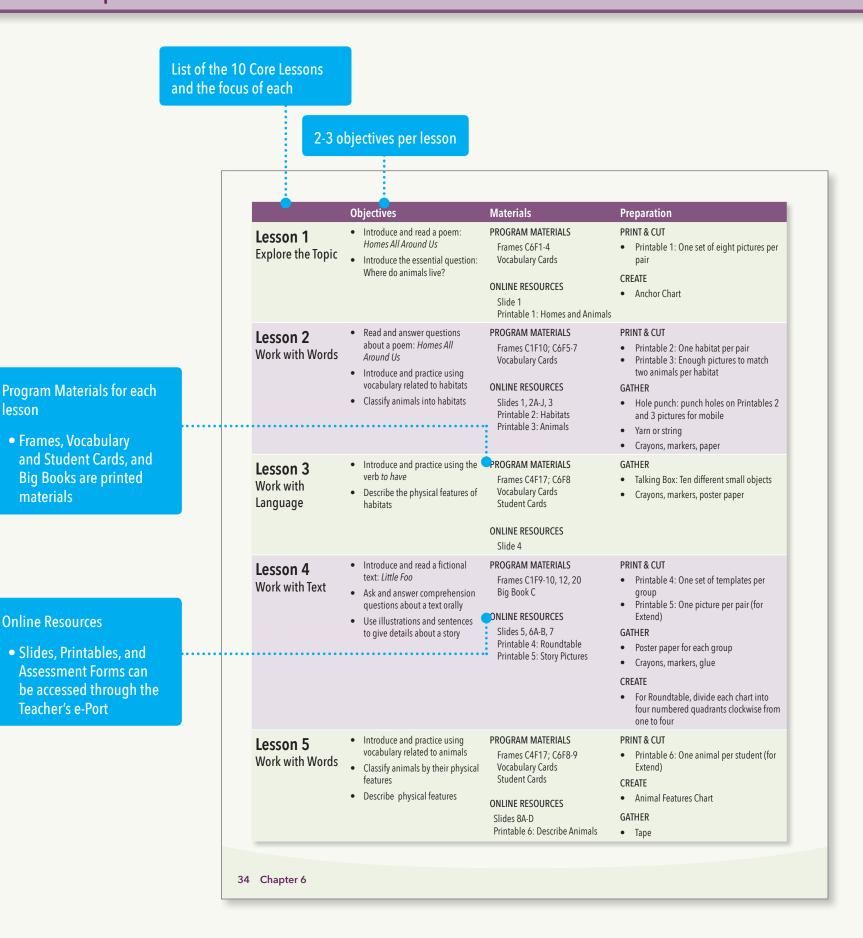
Chapter Lesson Planner



lesson

	Objectives	Materials	Preparation — · · · · · · · · · · · · · · · · · ·
L esson 6 Develop Academic Skills	 Introduce and read a poem: Look at Me! Introduce vocabulary related to foods animals eat Identify what different animals eat 	PROGRAM MATERIALS Frames C6F10-11 Big Book C Vocabulary Cards ONLINE RESOURCES Slides 9A-B, 10A-B Form 1	GATHER Crayons, markers, paper REUSE Anchor Chart
Lesson 7 Work with Language	 Identify animals and their habitats Ask and answer questions about animals Contrast differences in animals using the conjunction but in compound sentences 	PROGRAM MATERIALS Frames C6F3-4, 10-14 Vocabulary Cards Student Cards ONLINE RESOURCES Slides 8A-D Forms 1-3	BUILDING CONNECTIONS Pictures of different types of food students eat
Lesson 8 Work with Text	 Introduce and read an informational text: <i>Turtles and Birds</i> Ask and answer comprehension questions about a text Contrast animals using compound sentences with <i>but</i> 	PROGRAM MATERIALS Frames C6F10-11, 15-18 Big Book C ONLINE RESOURCES Slides 11, 12A-B, 13 Printable 7: Turtles and Birds Printable 8: Match and Sort	PRINT & CUT Printable 7: One template per student Printable 8: One set of pictures and words per pair (for Extend)
Lesson 9 Develop Academic Skills	 Identify what animals need to survive Describe the physical characteristics of animals Write sentences or paragraphs to report on animals 	PROGRAM MATERIALS Student Cards ONLINE RESOURCES Printable 9: What Does It Need? Forms 1-3	PRINT Printable 9: One template per student GATHER Poster paper for each group Crayons, markers, glue
Lesson 10 Review & Apply	 Identify and describe animals Describe an animal's habitat and needs 	PROGRAM MATERIALS Frames C1F9-10; C4F17; C6F19-22 Vocabulary Cards ONLINE RESOURCES Slide 14 Printable 10: Habitats, Animals, and Food Forms 1-3	PRINT & CUT Printable 10: One habitat per student GATHER Crayons, markers, paper

Prepare to teach a lesson

- PRINT identifies printables and quantity needed
- PRINT & CUT identifies printables that need to be cut
- GATHER identifies nonprogram items that will be needed
- CREATE flags items that need to be made ahead of time
- REUSE flags items or printables that can be used again

A Place Called Home 35

PROGRAM ICONS & SIGNPOSTS

Estimated time; total of 30 minutes per lesson (excluding EXTEND)

Activity number and description

Program materials

- Slides
- Vocabulary Cards
- Printables
- Big Book

Tips for adapting the difficulty of the activity

Instructional routine; see pages 51-63 for routine descriptions

Signposts for teaching include:

- Model
- Practice
- Review
- Write
- First-Second-Third Read

TARGET VOCABULARY

Nouns: arm, elbow, foot, knee Verbs: cry, frown, hurt, smile Adjective: silly

TARGET FUNCTIONS

Understand comprehension questions
Describe details in illustrations
Identify details about characters and events
Understand vocabulary in context
Justify answers with reference to text

GRAMMATICAL FORMS

Interrogatives (what + want, how + feel, how do you know, what word tells how, what ____ words) Simple present

Activity Readers' Theater Retell events in a story by acting out parts of it

MODEL Go through the story again, if necessary. Contrast

what the boy does and says with what his mother does and says in different parts of the story. Then, model a short roleplay with a puppet. For example, on page 2:

Boy: Mother, may I go swimming? Mother: Yes, you may.

Then, have a volunteer role-play the same lines with you. Do another example with another page and volunteer.

PRACTICE PRINTABLE 4 here are three different sets of pictures from the story on the printable. Give A-B partners one set each to act out. Have students take turns playing each role. Close by having volunteers perform their lines.

Students can take turns identifying what they see in the picture with their partners instead, practicing using the frames: This is _____, and He/She feels ________. (C1F20; C3F4)

Students can act out additional pages of the story or add more details to the story line, such as:

The boy likes to swim.

EXTEND: WRITING PRACTICE

BE AN ILLUSTRATOR Tell students that they are going to draw something they remember from the story. Ask them what they remember, and write words and ideas on the board for them to refer to later. If necessary, go through the story again. Model the activity, and show students the period at the end of your sentence. Explain that all sentences need a period to show it is the end of a sentence.

WRITE Help students choose something they want to draw. Then, have them draw a simple picture or scene and label it by copying or writing a sentence from the story. If time allows, have students share their drawings with a partner, asking and answering the questions below. Then, have partners introduce each other's drawings to the class using the same frames:

 C1F12
 Who is this?
 C1F20
 This is ___.

 C1F9
 What is this?
 C1F20
 This is ___.

 C3F3
 How does <u>he/she</u> feel?
 C3F4
 ___ feels ___.







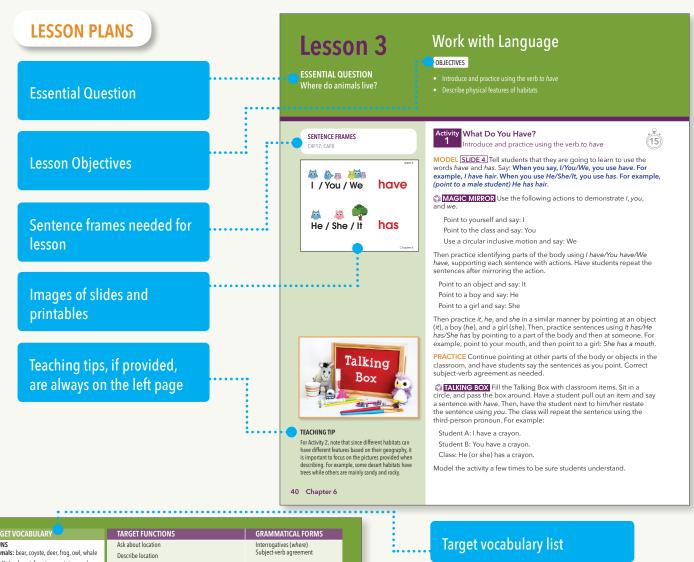


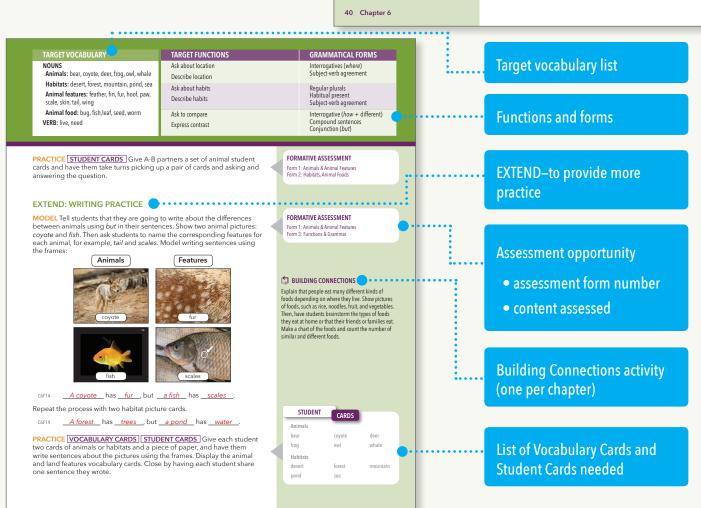


BUILDING CONNECTIONS

[SLIDES 8A-B] Ask students if they have an "ouch story" or a "happy story" to share. Show the slides and discuss other examples of what might be a good ouch or happy story. Have students bring an object from home or draw a picture of something to illustrate their story and then share with the class.

I Feel Silly! 17





A Place Called Home 49