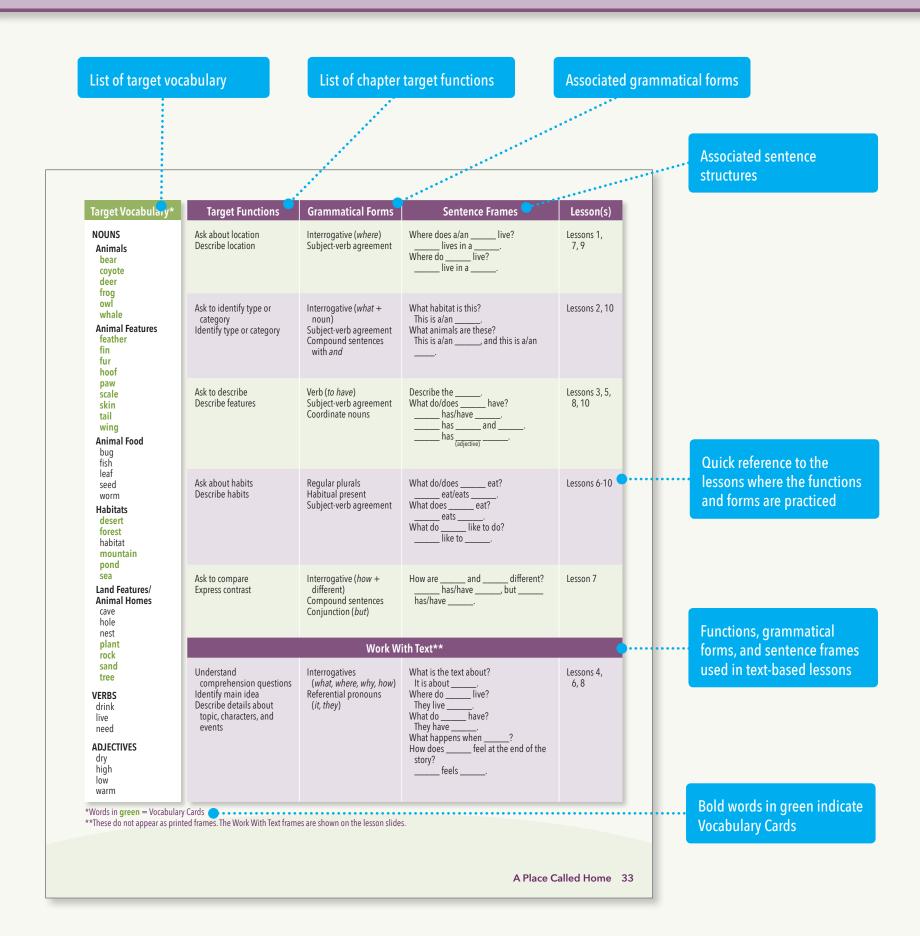
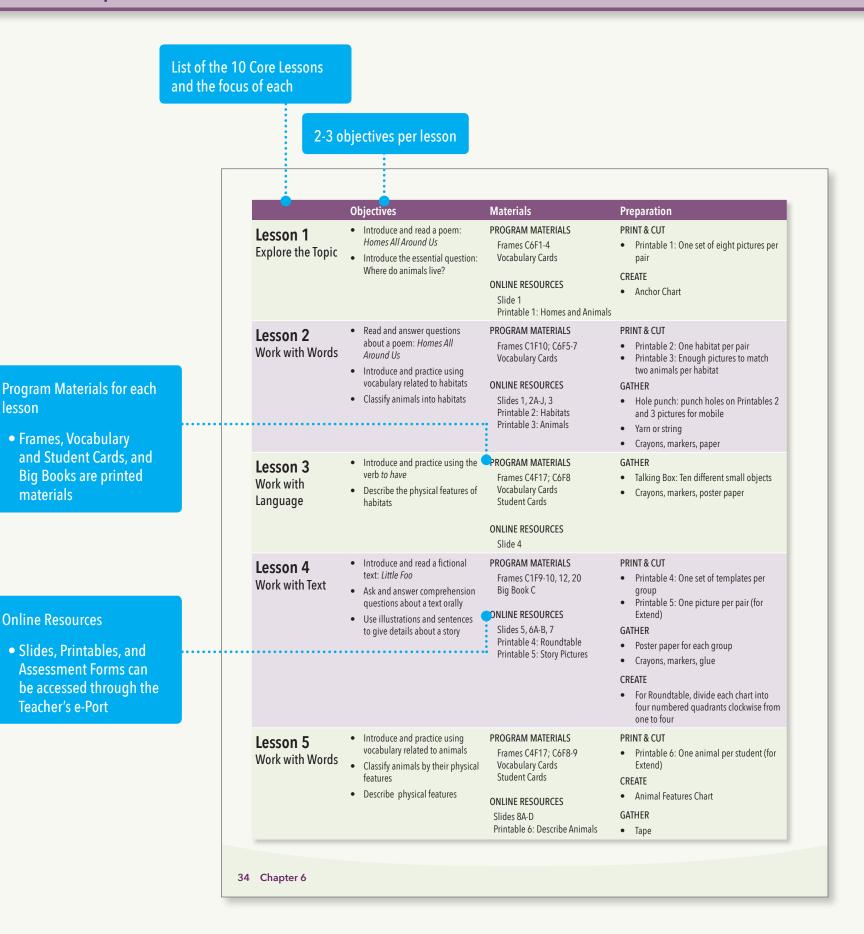
Guiding question for chapter Connections to content areas Chapter Overview A Place Called Home **ESSENTIAL QUESTION** Where do animals live? **English language** development focus LANGUAGE DEVELOPMENT GOALS **CONTENT CONNECTIONS** Animal homes and habitats • Language Arts Describing the physical features of animals Science and habitats Key academic skills covered Contrasting different animals and habitats ACADEMIC SKILLS Describing survival needs Identify main topic and retell details of a text Describe places and animals with details, expressing ideas clearly TEXTS Identify and compare features of animals and habitats Fiction: Little Foo Use singular and plural nouns with matching verbs in basic sentences Informational: Turtles and Birds Use a model to illustrate relationships in the natural world Titles of chapter texts Chants/Poems: Homes All Around Us, Look at Me! FLEX ACTIVITIES & LESSONS **OBJECTIVES** Students identify foods they eat with family or acquaintances and the foods are recorded on a class **Building Connections** chart and compared. Best completed during Lesson 7. (page 49) **Capstone Project** Students create and illustrate a paper plate diorama of an animal in its habitat, including a food the animal eats, and present the diorama orally. **Description of Flex Activities** Themes: Animals, Habitats, Friends EnglishMat and Lessons Students describe a scene orally and/or in writing. They describe the setting and characters and say what the characters are thinking or feeling. Best introduced after Lesson 5. Review the Essential Question: Where do animals live? Reflection Students describe what they liked in the chapter and discuss animals and habitats. Best completed after Lesson 10 or the Capstone Project. ASSESSMENT & EVALUATION FOR USE DURING Lessons 6, 7, 9, 10 List of assessments and Form 1 Animals & Animal Features Form 2 Habitats, Land Features & Animal Foods Lessons 7, 9, 10 when to use them Form 3 Functions & Grammar Lessons 7, 9, 10 Capstone Form Capstone Project **EnglishMat Form** EnglishMat 32 Chapter 6 For access to Online Resources and standards: www.HandsOnEnglish4teacher.com



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

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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 role-play 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 ___.







Yay, happy day! I do my happy dance. I Jump up and down, up and down.

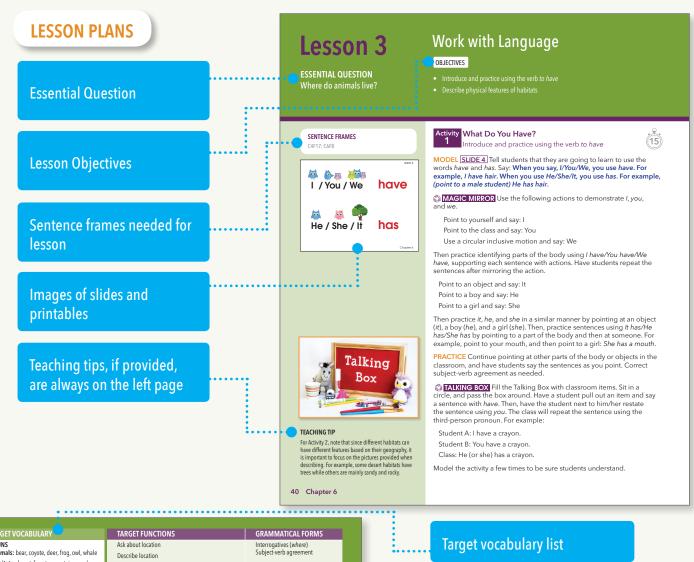


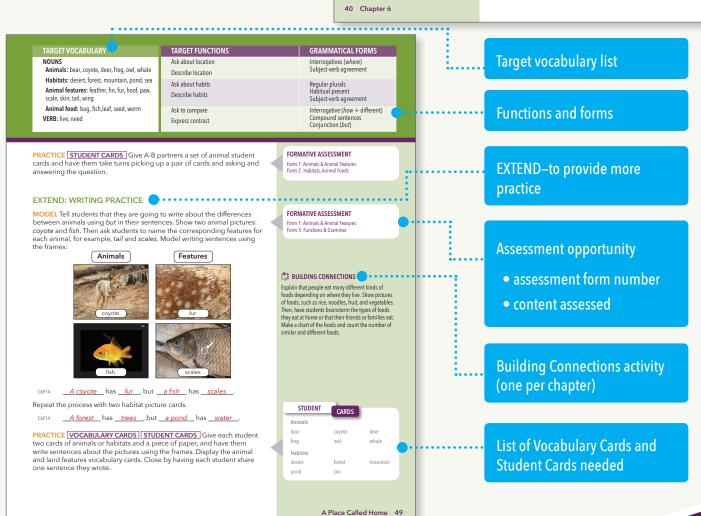


BUILDING CONNECTIONS

[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





Capstone Project

Students use the chapter vocabulary, functions, and grammatical forms they learned to complete a mini-project related to the chapter topic. The activity spans one to four lessons. Work is done individually or in pairs and culminates with an oral presentation of student work, which can be evaluated in terms of language use and completion of task elements.



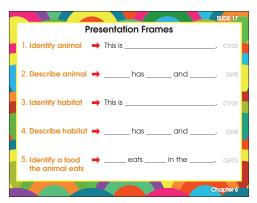
Sentence frames needed

CREATE A HABITAT VOCABULARY CARDS Display the animal and habitat cards. Show example dioramas to students so they can visualize how the diorama will look once finished. Students will first draw a habitat on the paper plate along with at least two features of the habitat, for example, desert with sand and plants. Once the habitat is drawn, help students cut the plate, fold, and staple it into a diorama. If time allows, have students practice sharing their habitat drawings in pairs using the frames:

c1F20, C6F8 This is <u>a forest</u>. <u>It</u> has <u>trees</u> and <u>plants</u>

ADD ANIMAL AND FOOD Review with students the foods animals eat. Students will pick one animal that lives in the habitat they have selected and draw it on a separate sheet of paper. Then, students will draw one or two foods the animal eats on another sheet of paper. They will then cut out and glue the animal and the food(s) to the paper plate and label the habitat with a word, phrase, or sentence. Walk students through each part, modeling and then completing the steps one at a time. When students finish, have them practice sharing their completed work using the frames. If time or class size is an issue, draw the animals and foods directly onto the plate rather than on separate pieces of paper.

c1F20; C6F8, 23 This is <u>a deer</u>. <u>It</u> has <u>fur</u> and <u>a tail</u>. <u>Deer</u> eat <u>leaves</u> in the <u>forest</u>.



PRESENTATION PRACTICE SLIDE 17 Model the presentation using the sample diorama. Then, practice the complete presentation in small groups using the sentence frames. Remind students to speak audibly and clearly. Group students, and circulate to listen as they practice.

PRESENTATION DAY Remind students about the Evaluation Criteria. Model the presentation again using the sample diorama. Then, ask for volunteers to present, and evaluate them while they present.

MUSEUM WALK Depending on class size, the class can be split into two or more groups, or students can do a museum walk to see and hear the presentations. For large classes, do the presentations in pairs using Lines of Communication or Inside-Outside, with each student taking turns to present.

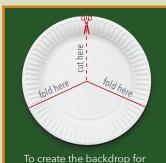
Encourage students to give reasons for their choice of habitat or animal.

SENTENCE FRAMES

C1F20; C6F8, 23

VOCABULARY	CARDS	
Animals	CHILDS	
bear	coyote	deer
frog	owl	whale
Habitats		
desert	forest	mountain
pond	sea	

List of Vocabulary Cards and Student Cards needed



the habitat, divide the paper plate into three segments. Cut along one line and fold as shown. Overlap the cut ends to create a 3D diorama. Do this after students have drawn on the plate.

EVALUATIONCapstone Form

Assessment opportunity

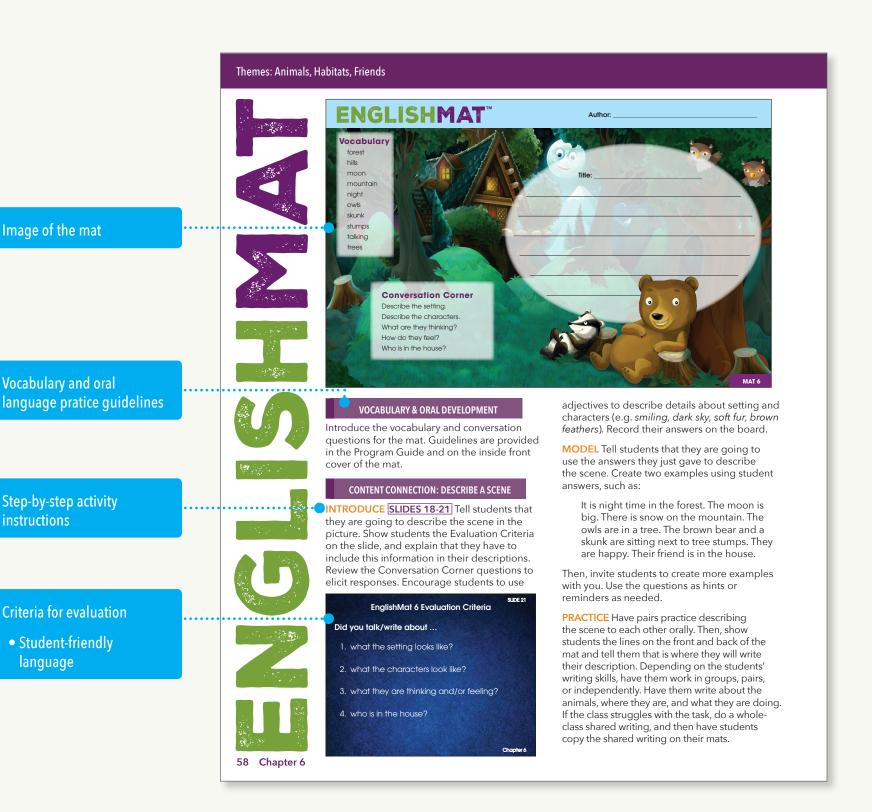
TEACHING TIP

This project could integrate art further by bringing in realia to glue onto the drawings, such as small feathers for birds or pieces of plants and leaves for habitats. Modeling clay can be used to build model animals or to help the paper animals stand up.

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EnglishMats

Each chapter has a different mat associated with the chapter theme and topic. The mats build speaking and writing skills using art and scaffolded activities that include an introduction to new vocabulary, conversation practice through questions and answers, and a task that involves describing a character, setting, or actions, or telling a story.



instructions

language

Chapter Reflection

In these group-oriented activities, students learn to self-assess through reflection on what they studied and learned in the chapter. Typically, these activities take about 15 minutes of class time and should be done last before starting a new chapter.

Evaluation instructions

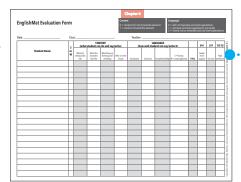
CLOSE Regroup and remind students about the Evaluation Criteria. Ask volunteers to describe the scene. Students who wrote about it can read what they wrote. Keep the class engaged by calling on different students after classmates have spoken and asking them to repeat what a classmate said and to say something they liked about the description.

EVALUATION EnglishMat 6 Form

Evaluate students' performance using the evaluation form. If you choose to evaluate both oral and written performance, use two rows per student, one for each skill. For Content, give students one point if their talk or text included the specified content element and zero points if it did not. For Language, rate students' performance using these criteria:

- 0 = did not meet task and level expectations
- 1 = met task and level expectations minimally
- 2 = clearly met or exceeded task and level expectations

The maximum is 12 points for oral or written performance. Consistently scoring 10 or above on each mat may indicate readiness to evaluate whether a student can be advanced to a higher proficiency level.



Evaluation rubric

Chapter Reflection: Where do animals live?

MYTURN - YOUR TURN Tell students that you want them to talk about what they have learned in this chapter. Remind students about the Essential Question: Where do animals live? Write the frames on the board, and model them by asking yourself the questions and answering them one by one. Then, model each question with a volunteer.

- 1. What habitat do you like to learn about? I like to learn about <u>the forest</u>.
- 2. Why do you like to learn about it?
- Which habitat would a <u>frog</u> like best?
 A <u>frog</u> likes <u>a pond</u>.
- 4. Describe <u>(animal/habitat)</u>.
 ____ has ____ and ____.

When students are ready, pass the ball to a student, and ask the first question. After that student answers the question, he/she will pass the ball to the next student and ask the next question. Assist students with the questions as the ball is passed around the room.

Repeat until all students have had a chance to respond to at least one of the four questions. Help lower level students by starting the response frame for them.

If time allows, close by having students choose one question and write it in a journal or on a piece of paper. Then, they can answer the question using a complete sentence and draw the subject of their answer, e.g., an animal, a home, or a habitat.



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Step-by-step guidelines

Sentence frames for interaction