

TALES FROM  
*Hoop 'n' Holler*  
BOOK ONE: THE WIZARD'S APPRENTICE

## PARENT GUIDE

*This Parent Guide uses an integrated approach to teaching and learning. Guided lessons are pulled from the books and aligned with TEKS framework. Writing topics, science, social studies, technology use, and fine arts lessons are pulled from the pages of every book. The idea is to use each story as a bridge to learning in all subjects rather than just the language arts piece. We believe that students are more interested in learning this way. A child that doesn't prefer reading or writing will then be motivated by focusing on the science or social studies aspects of literature. The reverse is also true. This minimizes the need for an overwhelming amount of materials or lesson plans. Once the hidden treasures of books are revealed to kids, they will look for ways to use other books to springboard learning into their own areas of interest melding them into lifelong learners.*

### **Pre-reading**

- Using the cover illustration and book title, predict what the book might be about. Parents should pre-read the book and include things that your child has no experience with in your discussion.

### **Vocabulary**

- Identify words that will be tricky for your child and record them ahead of time. Give a simplified, two to four word, definition for each.

**K,1,2** - Identify rhyming words from the story. Make several sets of their own rhyming words.

**3,4** - Search new words on google, then on google images. Talk about the meanings and about the images you likes the best.

### **Reading**

- This book can be read aloud to children or read by them, depending on reading level.
- Questions can be addressed during reading, but take care not to ask too many or stop too often as this removes the child from the content of the story making it difficult for your child to comprehend the whole story. You want reading to be driven by the story line, not the individual words.

### **Comprehension Questions**

- Questions are best saved as a follow-up to the reading. Ask questions that reflect your child's age and life experiences. Design your questions to lead into the writing lesson.

Examples:

**K,1** - Who did Hopper pull out of Lucky Lake?

**2,3,4** - How did the friends work together to defeat Vultura?

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## Games

- Games are a good way to reinforce skills without drilling and killing.
- K,L,2,3,4** - Names are important! Thumber is growing up and has chosen to call himself Hopper, Let your child practice their name in fun ways.
- Print their name on a strip of thick paper using upper and lowercase letters. Trace the letters with a thick line of glue and set aside to dry. Your child may place a thin sheet of paper over the dried glue and using the flat side of a crayon make a print of their name.
  - Using the same name with dried glue. Lay 2 different names out in front of your child. With their eyes closed, using their fingers have them feel the names to try to choose theirs.
  - Still using the glue strip, paint over the strip with water color paints to make a lovely name card for their room.
  - Take a nature walk to find all the letters in their name on signs, billboards or on license plates. This could also be done in the grocery store!
  - Bake their name using sugar cookie dough and cookie cutters. Decorate and eat!

## Writing

- Using books to start a writing assignment is a good way to get your child started and alleviates the, "I don't know what to write..." problem.
- K,1,2** - Write a thank you note to Willy Nilly and Hopper from Wendy or Bevendorf. Use correct form and punctuation.
- 3,4** - Try writing a short poem. Use google to search different styles, but try one where there are lines that rhyme just like in our story!

## Presentation

- This is an important piece as it teaches public speaking and social skills.
- K,1,2** - Read your thank you note aloud over the phone to an adult friend or family member, then to someone else in person. Doing it over the phone first builds confidence.
- 3,4** - Read your poem aloud over dinner to the family.

## Science

- Using your computer look up the bears in the non-fictions section of the book.
- Watch videos about them.
- Do they hibernate?
- Choose 3 bears and make a Venn Diagram to compare and contrast.

## Social Studies

- Use your creative brain to map the story. Start at Lucky Lake and move on from there. Use your imagination, but also context clues from the story. Did they walk or fly to get from one point to the next? That might help you decide on distance. Draw landmarks on your map, not just labels.