



TITLE: THE CONTEST
LEVEL: J



INTRODUCE THE BOOK

Before students begin to read, make them familiar with the important ideas, plot, new language structures, and new words in the book. Prepare them for a successful first reading of the story. You might say:

- "This book is about two boys, Derek and Alex, who have a contest to see who can jump the highest and run the fastest."
- "Turn to pages 4 and 5. Derek is saying he can jump so high that he is almost to the moon. Alex says he is almost jumping past Mars!"
- "Now turn the page. Mom comes to judge who is jumping the highest, and look who can jump the highest. It is Macy the dog!"
- "Now turn the pages to see what happens."
- "Turn back to the beginning and read about Derek and Alex and the contest."

READ THE STORY

Encourage each student to read the entire book in a soft reading voice. Listen to students' reading and prompt for and/or praise strategic processing. Refer to the Level J Prompting Guide for a list of desired reading behaviors and suggested actions to take.

DISCUSS THE STORY

Invite students to talk about the story. Encourage students to make connections to their own experiences and/or other stories they have read. Below are some discussion ideas.

- Why were Derek and Alex having a contest?
- Discuss students' experiences with dogs and their tricks.

FOLLOW-UP TEACHING

Based on your observations of the students' reading, select one or two teaching points that will be most helpful to all of the students. You might:

- Have the students locate the word *suddenly*. Have them make the word *suddenly* with magnetic letters. Ask a student to break the word into parts.
- Practice reading the book together a bit faster to develop some fluency and phrasing.



You Will Need:

- Magnetic dry erase easel
- Magnetic letters
- 🌀 Picture cards (brush, crash, dish, path, wash)

EXTEND KNOWLEDGE OF WORDS AND LETTERS

In this lesson students will learn to hear consonant blends.

Steps:

The 🌀 icon indicates that some of the resources needed to complete these steps are available for downloading at pioneervalleybooks.com/pawprints.

1. Explain to the students that they are going to play a listening game to hear two letters at the ends of words.
2. Show a picture of a path and have the students say the word *path* with you.
3. Explain that the word *wish* ends with two letters (*sh*). Lots of words start or end with this sound.
4. Make *wish* with magnetic letters.
5. Show students pictures of the following things: *brush, crash, dish, path, wash*.
6. Make the words with magnetic letters.
7. Help students listen for the *sh* sound and notice what it looks like.

SUPPORTING ENGLISH LANGUAGE LEARNERS

Consider what additional challenges the lesson might present for second language learners.

- Check to see that students understand Derek and Alex are exaggerating about how far they can jump and how fast they can run.
- Ask the students to repeat the language structure in the new book several times.

For the Lesson Extension Activity for this book, go to pioneervalleybooks.com/pawprints.