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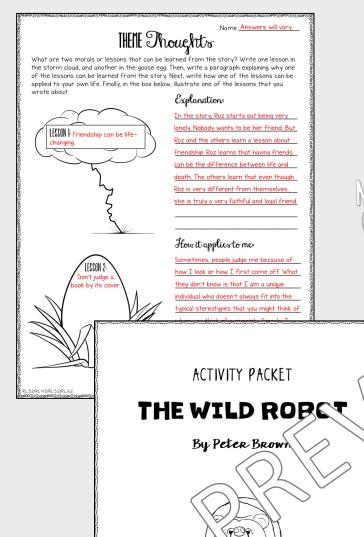


TABLE OF CONTENTS: Reading Response Activities

186	Focus	Common Core	Pages	Resource	Use with Chapter(s)
Y	1 - 3 - 3		3	Activity Packet Cover	
	Ask and Answer Questions	RL 3.1/RL 4.1/RL 5.1/RL 6.1	4	Partner Up: Questings and Answers	any
	Theme	RL 3.2/RL 4.2/RL 5.2/RL 6.2	5	Theme The ohts *Answer key pro-	Use after finishing the novel.
	Plot	RL 3.3/RL 4.3/RL 5.3/RL 6.3	6	Roz Vinter *Answa provided on page 4	Chapters 54-58
			7	In Eve	any
			8	bstaces provided on page 100	Use throughout the novel.
			7/7/	Causes and Effects *Answer key provided on page 101	Use after finishing the novel.
	Character Analysis	aracter Analysis RL 3.3/R 3/RL 1		The Wild Robot: Characters *Answer key provided on page 98	Use throughout the novel.
	Setting Anal	RL 3.3/RL 4.37 .3/RL 6.3	11	The Wild Robot: Focus on Setting *Answer key provided on page 103	Use after finishing the novel.
		3.4/RL 4.4/RL 5.4/RL 6.4	12-13	Figurative Language Posters (color + b/w)	any
1	Figurative e		14	Figurative Language Version 1 *Answer key provided on page 104	Chapters 1-63
7				Figurative Language Version 2	any
	A of View	RL 3.6/RL 4.6/RL 5.6/RL 6.6	16	Another Point of View	any
	Reading Comprehension Strategies	RL 3.10/RL 4.10/RL 5.10/RL 6.10	17	Reading Strategy: Preview Walk	Use before reading the novel.
	Vocabulary: Unknown Words	L 3.4/L 4.4/L 5.4/L 6.4	18	Word Predictions	Use throughout the novel.
		W 3.1/W 4.1/W		My Book Review: The Wild Robot	Use after finishing the novel.
	Opinion Writing 5.1/W 6.1		20-21	The Wild Robot Journal: Freewriting *Choose a quote or have the students choose a quote to journal about. *Quote suggestions are included.	any
1	·		22-23	Culminating Project Choices with Grading Sheet	Use after finishing the novel.
			24-30	Answer Keys for: Theme Thoughts Raz's Winter Raz's Obstacles Causes and Effects The Wild Robot: Characters The Wild Robot: Focus on Setting Foundary Language Varion, 1	
				/ like+ Artist Credit	

Easy Planning & Low Prep

- Table of Contents tells you focus standards and when to use what
- Student Cover Page
- All answer keys

CES LIKE THIS!

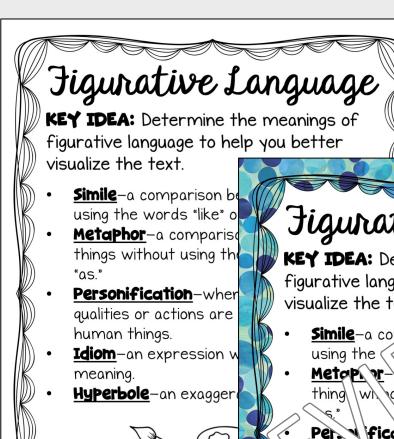
TpT credits!

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		Name		00 - 1- 1	+ 01	Name
Culmina	ting Projec	t Choices		Culminating t	rojeci Choices	Grading Sheet
In the boxes below, you will find the projects is worth a certain p	nine project choices to complete af number of stars. You must choose on the stars of the project(s) you cho	ter you finish the book. Each of ne or more projects that add up		Project Choice #1 Project Name: Grade:	Project Choice #2 Project Name: Grade:	Project Choice #3 Project Name: Grade:
Author Research & Use the Internet to do research about the author, Peter Brown. Write a biography about him. Be sure to include a Works Cited page.	from the story. Write it in the form of a play. Either record it	The Wild Robot Escapes AN Read the sequel to this book, called The Wild Robot Escapes. Write a summary of it. Then, make a creative depiction of your favorite scene from the sequel. This might be an illustration, a 3P portrayal, a digital picture, or any other idea you have.		Projet Name: Grade Comme	Project Choice #5	Project Choice #6
Create a board game that is themed around the book. Your game must include a board, game pieces, instructions, question cards, and any other materials needed to play the game. You will present your game to the class.	Alternate Ending & Po you wish The Wild Robot had a different ending? Write an alternate ending to the story. Include an illustration with your alternate ending.	Newspaper ☆☆ Create a complete newspaper about the events that happen in the book. Include some articles, a comic strip, an advertisement, an obituar and any other newspa you can think of!			Project Name: Grade: Comments:	Project Name: Grade: Comments:
3D Characters \$\phi\$ Create 3P depictions of the characters. You might use clay, play-doh, posterboard, yarn, wood, or any other material you choose. Include index cards with descriptions about each character.	Paper Bag Book \$\frac{1}{2}\$ Fill a bag with 7-9 items the represent important parts of the book. Present the class and expression with ach item is important bag outside the k's titl auth and a pictur	Create p. t. hat depict the properts to act out a scene from the bow in front of the class. Auppets may be made out or any material you choose. Be sure to turn in a written manuscript of your play.		Project Choice #1 Project Name: Grade: Comments:	Project Choice #8 Project Name: Grade: Comments:	Project Choice #9 Project Name: Grade: Comments:
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Additional Resources:

• Culminating Project Options for students to complete after the novel



Figurative Language

KEY IDEA: Determine the me hings figurative language to help you better visualize the text.

- <u>Simile</u>—a compared on let en two things using the ords "like" "as."
- Metap r omparison between two thing whou was the words "like" or
 - **Per fication**—when human—like qualities or actions are given to non—man things.

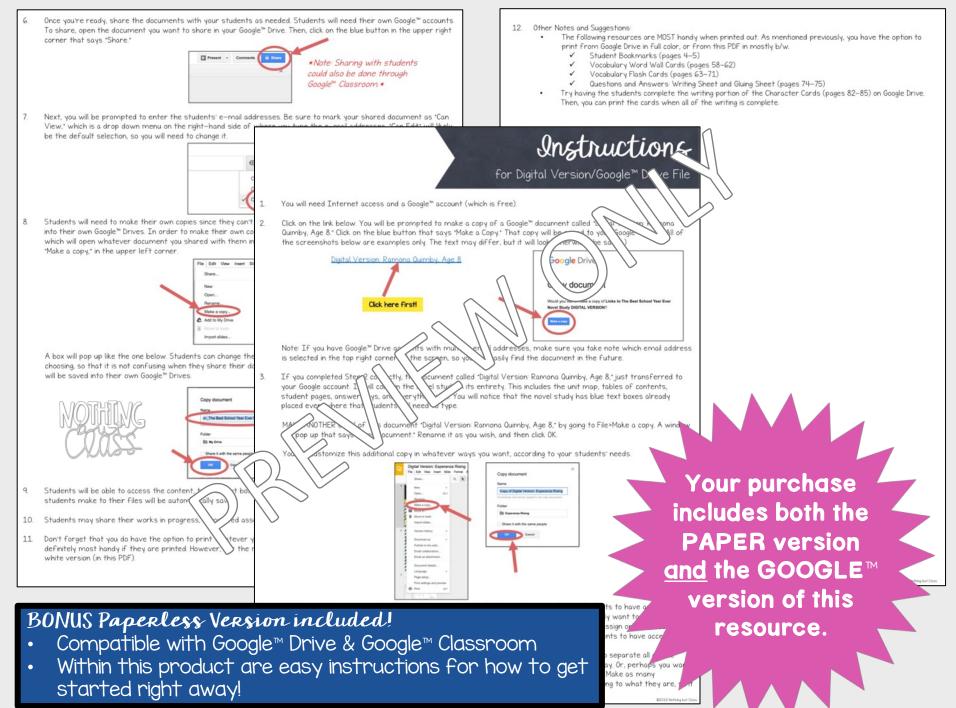
<u>Idiom</u>—an expression with a non—literal meaning.

Hyperbole—an exaggeration.





- · Complements Figurative Language Activities
- Comes in color and b/w



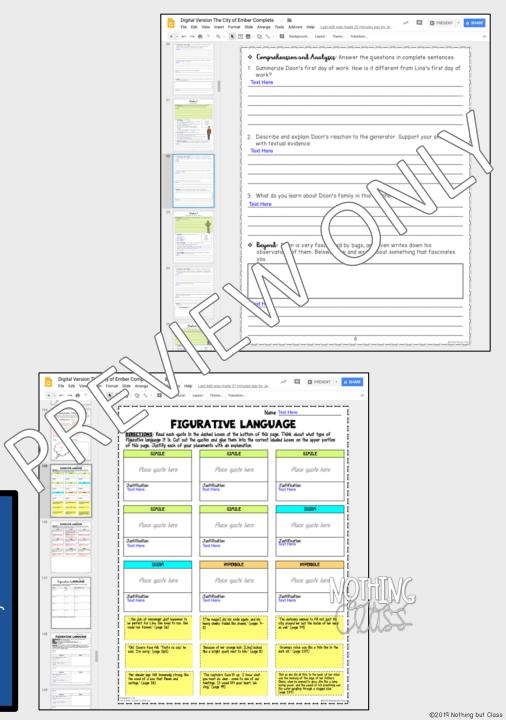
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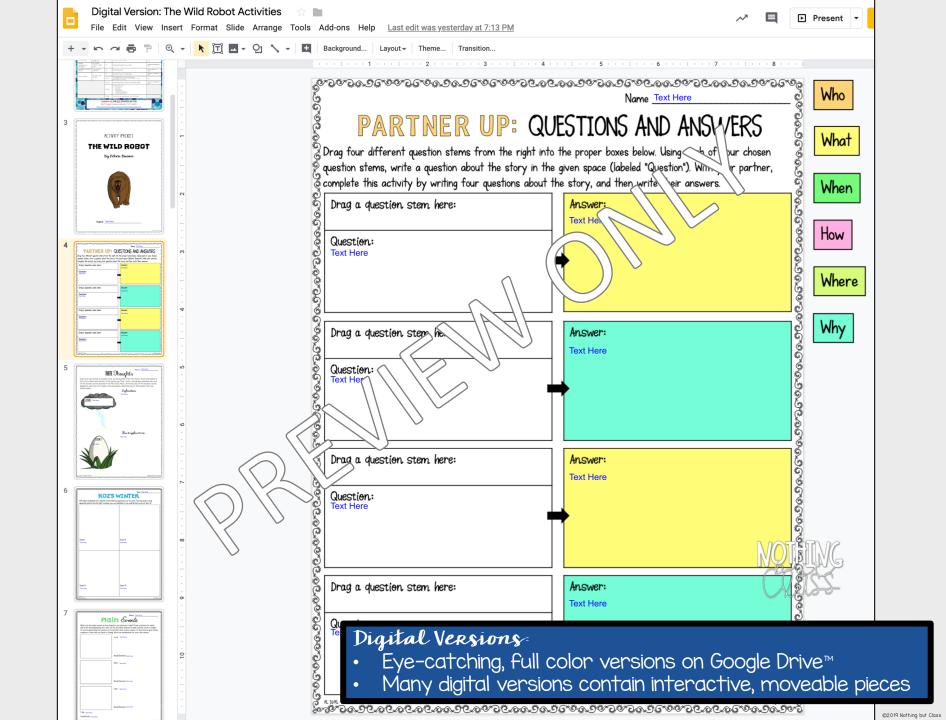
Why do it digital?

- ✓ No paper or pencil
- ✓ No wasting ink
- ✓ Students work directly in the file
- ✓ Incorporate technology
- ✓ Improve student writing
- ✓ High student engagement
- ✓ Renewed student interest
- ✓ Access anywhere
- ✓ College readiness
- ✓ Also printable
- ✓ Full color

MORE about the GOOGLE™ version...

- Resource pages are available in "Google™ Slides" with text boxes, for students to type into.
- Please note that the text within the resource itself is not editable. This version simply offers students the opportunity to access the pages via Google Drive™, so they may type and draw directly onto the pages on their computers or tablets.
- Though the text is not editable, you may delete or reorganize the pages as needed.
- See sample screenshots on the right for a clear idea of what this looks like.





Vame			
varrie:			

THEME Thoughts

What are two morals or lessons that can be learned from the story? Write one lesson in the storm cloud, and another in the goose egg. Then, write a paragraph explaining why one of the lessons can be learned from the story. Next, write how one of the lessons can be applied to your own life. Finally, in the box below, illustrate one of the lessons that you wrote about.



CAUSES and EFFECTS

Match the causes in the left column with the effects in the right column by writing the appropriate letters on the given lines.

CAUSES

- l. A huge hurricane hits a cargo ship in the middle of the ocean. (Chapter 1) $\underline{}$
- 2. A group of otters notice a big box and explore it. (Chapter 2) $\underline{\hspace{1cm}}$
- 3. Roz stands still in the forest but is soon annoyed by pinecones falling on her. (Chapter 8) ___
- 4. Roz spots a seemingly safe hole in the side of the mountain and decides to enter this cave. (Chapter 13) ___
- 5. Fascinated, Roz observes a stick insect. (Chapter 17) ___
- 6. Roz is climbing down a forest cliff when it starts ining heavily. (Chapter 24) ___
- 7. Roz offers a freshly cut tree to the b vers. a apter
- 8. Tawny the deer ructs all of the droppings in Roz's new role hapter 33)
- 9. The per gos s make n of gntbill for having a
- 10. P helps rescue Thorn the bear from falling down the the cliff. chapter 46)___
- II. Intbill pushes the power button on the back of Roz's head. (Chapter 50) ___
- 12. In the winter, Roz invites the other animals into her lodge. (Chapter 55) ___
- 13. Spring finally returns to the island (Chapters 59-62) ___
- 14. The RECOs arrive at the island and intend to deactivate Roz and take her away. (Chapters 69-75) ___

EFFECTS

- A Roz's friends fight against the RECOs and manage to kill air three of them.
- B. Roz explains what happened to Brightbill wirth to how she became his mother.
- C. Roz starts to et ana riena of her armal neighbors.
- D. ogether in Roz's warm lodge and light nabout fire.
- Roz yes go black and all the life goes out of her.
- The geese finally return to the island, and Roz is reunited with Brightbill.
- G. Mr. Beaver agrees to help Roz build a home for herself and $\mbox{\it Brightbill}.$
- \boldsymbol{H} Roz's button is accidentally pushed, which turns her power on
- I. Roz learns about camouflage, and starts to camouflage herself.
- J. Roz decides to climb up the mountain.
- K. Crates filled with robots sink to the bottom of the ocean, while some land on an island.
- $L. \;\; \mbox{Roz tumbles down into the treetops and in this way, she kills an entire family of geese.}$
- M. Roz is chased and nearly killed by two bears.
- N. Mother Bear is thankful to Roz and c N s e nine where back