CHARACTER: Clifford is a big red dog

SETTING: At the beach with grandma and Emily Elizabeth

KICK-OFF: all the people are asked to leave the beach because of an upcoming storm.

FEELING: Clifford is worried about Emily Elizabeth, Grandma and Grandma’s house.

PLAN: He wants Grandma and Emily Elizabeth to be safe and Grandma’s house to be protected.

ATTEMPT: He brought Grandma and Emily Elizabeth to safety in a shelter. And returned to the house and built a sand pile to save it from the waves.

ATTEMPT: He put out a fire when the lighthouse was struck by lightening.

ATTEMPT: He saved two drifting puppies.

ATTEMPT: He saved two boats from crashing.

ATTEMPT: He reinforced the sand pile by laying on it.

TIE-UP & END-FEELING: Grandma and Emily Elizabeth were safe and he saved the house and other creatures and things. Clifford felt Great!

**Note: You may want to separate the END-FEELING here and reuse “and” /”so”

Grandma and Emily Elizabeth were safe and he saved the house and other creatures and things Clifford felt great!
Revised and Updated Braidy™ Manual

Additions to this Manual include:

- 70 Mini-Lessons (these lessons were created and used for part of a developmental study on 1st Grade Reading Acquisition by Haskins Laboratories, a research facility affiliated with Yale University, URI and UCONN)
- Parents Section – a Take Home Component
- 25 NEW and REVISED Student Maps
- Updated Braidy Lessons
- Our Friend Braidy™ Poster Lessons
- Bunch of Braidys™ Lessons

Our Friend Braidy™ Interactive Poster

This 18” x 24” interactive poster is designed as a tool for use in small guided instruction groupings, therapeutic and tiered intervention groupings, and literacy work stations within the general education classroom.

Its design is intended to enhance the tactile and kinesthetic attributes of the Braidy Doll. Given the multimodal approach to learning, it is not recommended that the Poster be used in place of the Doll.

As a tool used in general education classrooms for literacy work stations, Our Friend Braidy™ can be used to play a game, draw a picture of a character or setting, talk with a partner related to a story, tell a story, communicate information (expository text), or record data, etc.

(continued on next page)
The Cards on the next page are used as an overlay to this gray-scaled poster!

Used on a table as a tool for small guided instruction groupings, Our Friend Braidy™ enhances comprehension and writing during allotted literacy block instruction. The poster can also be affixed to a vertical surface, so as to be seen by the students as they engage in the guided instruction lesson with the teacher.

As a therapeutic and tiered intervention tool, the poster and its components can be manipulated to depict stages of narrative (story) development as noted on the, Braidy, the StoryBraid™ Collaborative Planner for Oral Narrative Development: A Precursor to Literacy Card, as well as the Braidy™ Teachers' Manual.

Additionally, the Braidy™ poster, as well as the entire methodology and Braidy™ instructional doll can be used for social/cognitive reasoning and conflict resolution. As such, problems (kick-offs) within the classroom, at recess, between or among classmates can be talked about by externalizing the problem to Braidy.

**PRE-ORDER SPECIAL!**

**Call 888-228-9746 to order your Our Friend Braidy™ Interactive Poster AND the contents of the Revised Braidy™ Manual - BOTH for a special $50 offer! (A savings of $30!!!)**

Call Sheila at 888 228 9746 or email smmoreau@mindwingconcepts.com for questions or for more information. Offer valid until August 31, 2007.
Our Friend Braidy™ Interactive Poster Cards

The above Cards are used to affix over the gray-scaled poster on the previous page; to scale – they will fit directly over the images of this 18” x 24” poster. Within a poly bag, you will find the following LAMINATED icons/components cards on a convenient ring for easy storage for use specifically with the Our Friend Braidy Poster™:

1. 6 Face Plackets — one each representing the six universal feelings: Happy, Sad, Mad, Scared, Disgusted and Surprised
2. 11 Braidy Icons representing the parts of a narrative (story)
3. 3 Green Cards (cohesive ties to be used at the beginning of the episode/story)
4. 5 Orange Cards (cohesive ties to be used in the middle of the episode/story)
5. 1 Red Card (cohesive ties to be used at the end of the episode/story)
6. 4 Blue Cards (representing conjunctions)

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