

Drew's Stew



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NOUNS:

ISLAND, CITY, FIRE, RIVER, WIND, TREES, SUN. SUN, WIND and TREES are not hard to decode but use the SnapWords® cards to teach them. The word ISLAND will be easier if you prompt the children to pronounce it as if two words while they are learning how to write it: IS-LAND. RIVER ends like the two sight words for this book: ER.

PREVIEW:

the storyline, scanning for sight words and for sound spelling words.

READ:

- a. To help with comprehension, prompt the children to close their eyes and “see” the action as they read each page.
- b. Tell the children that they will have a chance to retell the story after you read, so they should focus on what the story is saying.
- c. Consider having the children use scratch paper to record names of characters and a simple sequence of events as you read.

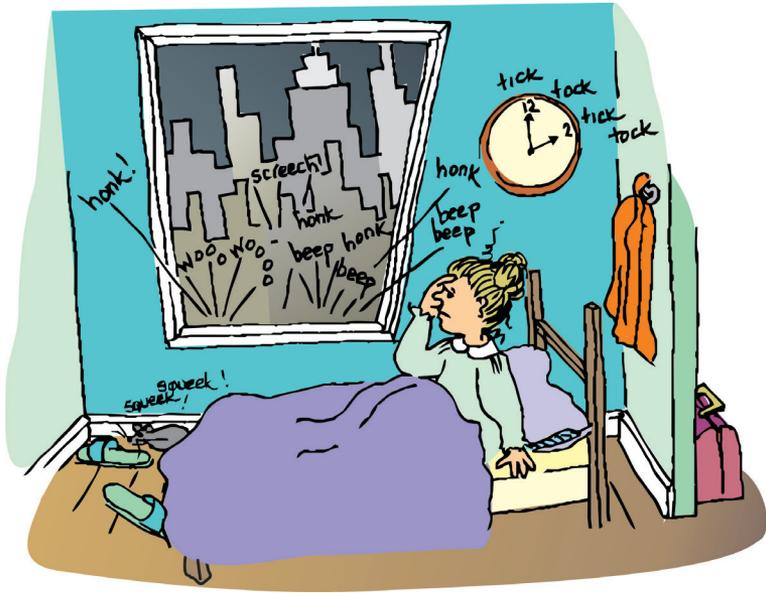
COMPREHENSION QUESTIONS:

1. What do you think happened with Drew that made her end up at the Statue of Liberty? She did go to the trouble of drawing a map, after all!
2. If you wanted to escape from the noisy city for a while, what would you choose to do?

The children could either share what they would do or choose to write their own version of the story as a writing assignment.

HOW TO PLAY QUICK DRAW:

- Each child will have a whiteboard, marker and eraser.
- Say the first word on your list while the children listen.
- Hold up fingers to show the structure of the word, one finger for each letter. If two or more letters combine to make a sound, those fingers will be close together. Use only the sounds of letters, not the names of letters.
- As you point to each finger, sound out the word, making sure the children are sounding with you.
- Then say, “Sound and write.” The children will say each sound in the word as they write each sound on their whiteboards. It is important for them to orally sound, as this will guide them into correctly writing the word. If your child struggles with writing, let him or her use pull-down letters to form the words.
- Do a quick visual check for errors. If there is a mistake, do the fingermapping again, asking the child to sound with you to find out where the error is.



Drew Few has a house in the city. The city is loud and Drew cannot sleep. At last Drew got up. "I must go away from here," she said. Drew got her new bag. She drew a map to get to the island.