

Developing Readers

Grade 3



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Plot/Story Problem/ Resolution

The plot is what happens in the story.

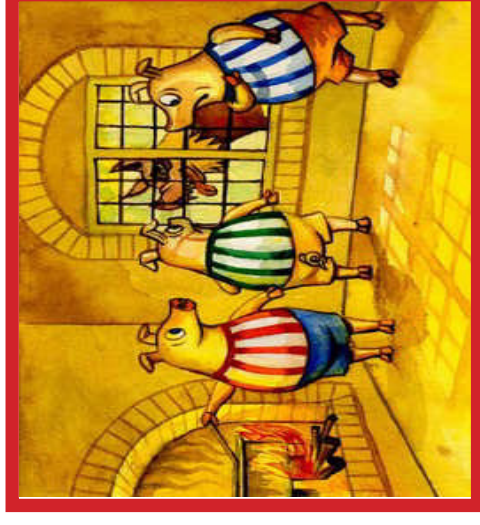
The plot includes:

- a beginning, where the setting, main character, and problem or conflict are introduced
- a middle, where the characters try to solve the problem or conflict
- an ending, where the problem may be resolved

Recognizing the plot, story problem, and resolution of a story leads to a deeper understanding of the text.

Key Phrases:

- The problem of the story is _____.
- The problem was solved (by, when, because) _____.



Additional Practice

Materials: Plot, Story Problem, and Resolution Definition Reproducible (DR3-CD)
 Text selection First Flight (DR3-CD)
Plot, Story Problem, and Resolution Graphic Organizer #2 Reproducible (DR3-CD)

- a. Review the definition of plot, story problem, and resolution.
- b. ***I showed you how to identify plot, story problem, and resolution by thinking aloud. Now we are going to do the same thing with First Flight using a different graphic organizer. As I read to you, listen carefully for the plot (includes events from beginning, middle, and end), story problem or conflict, and the resolution.***
- c. Display or provide copies of the selection First Flight and read aloud.
- d. ***After I reread the story, be ready to stop and talk. Turn to your partner and say, "The problem in the story is _____." Remember, there can be more than one problem in the story. Think about the main or most important problem. Be read to share your thinking with the class.***
- e. Display the Plot, Story Problem, and Resolution Graphic Organizer #2 (DR3-CD)
- f. Allow students enough time to complete their talk. As they share their thinking, record the students' responses to serve as a model.

Example: Plot, Story Problem and Resolution Graphic Organizer #2.

Characters:	Samuel Samuel's mother and father
Story Problem:	<i>It was Samuel's first time to ride an airplane and he was frightened.</i>
What Happened?:	<ul style="list-style-type: none"> • Samuel followed his mother and father through the airport, stopping to look at all the different airplanes outside. • Samuel boarded the crowded airplane and dropped down in his seat by the window. • Samuel got more and more nervous as the plane began to take off. He felt himself begin to panic.
How the Problem Was Solved?:	<i>(Add Student Response)</i>

Plot, Story Problem, and Resolution Quick Link

“Why are you wearing that hat? I’ve never seen you wear a hat before!”

Abby didn’t answer Leah’s question. She just slunk down further in her bus seat and pulled her coat up so far that Leah couldn’t even see her face. Abby was usually very talkative and confident. This was not like her. Leah knew something was wrong.

“Abby! Tell me!” Leah begged her friend. “What is it? Are you sick?”

Plot, Story Problem and Resolution Quick Check

Seamus, a pot-bellied pig was found abandoned on a large farm. The owners of the farm lived in town. The pig had built a home in an old, round bale of hay. He was careful to stay away from the dogs and foxes.

During the fall the farm was rented to hunters and the men began to tease Seamus. They would fire their guns at Seamus and make him run and jump. The small pig became ill.

Some kind people discovered him in a barn with the cats. These people heard about a sanctuary and called the director. The people from the sanctuary went to the barn and found Seamus. Seamus was so afraid that the men worked two days to rescue him.

Seamus now lives in his own one acre field with 19 other pigs his own size. He shares hay with five of his friends. He no longer fights, even when the other pigs try to push him around. Seamus is now a slow, gentle pig.

Judy's Clubhouse

Judy's dad built a clubhouse for her and her best friend Kim. The clubhouse sat on a branch of a big oak tree in the backyard. It had wooden steps so Judy and Kim could climb up to the clubhouse. It was just big enough for five people. The girls loved the clubhouse. They decorated it with pictures of houses and puppies.

One night a big storm blew in. The wind blew very hard. The next morning the girls discovered that their clubhouse was damaged. Some of the boards were broken and the rain had ruined all of their pictures. Judy and Kim were very sad to see the clubhouse in such bad shape.

Dad had an idea. He replaced the broken boards and added a new door. He sealed all the wood with a special protector that would keep the rain out. The girls were very happy. They found new pictures of horses and puppies and decorated their new, improved clubhouse.

First Flight

by Jaunee Perry

1. "Flight 1192 now boarding for Houston." Samuel adjusted his rolling suitcase and ran after his parents as announcements continued over the airport intercom.
2. Samuel was uneasy for an eight-year old. Most kids his age would be eager for their first ride on an airplane, but not Samuel. He stopped for a moment to hike up his sagging jeans, swept his brown hair away from his eyes then peered out the floor-to-ceiling windows that surrounded him on both sides. He saw plane after plane, all shapes, sizes and colors. Some had rainbow-like stripes along the entire length of the fuselage, or body. Others has pictures of animals or scenes from nature painted on the sides. The colorful designs didn't calm his rising anxiety, however.
3. "C'mon, we're late!" Samuel was aroused from his thoughts by his father's voice. The next thing he knew, Samuel was being rushed through the departing gate onto a narrow walkway that echoed with the sounds of the crowd passing through it. He followed the line of people and felt the air abruptly change from warm to cool. Then Samuel saw the opening of the plane and his nervousness turned into fear.
4. Boarding the plane was like getting on a crowded bus. Samuel scanned row after row of blue cushioned seats on either side of the aisle stretching all the way to the back. His parents were in front of him and a string of people were behind him. There was nowhere for Samuel to go except forward--no matter how much he wanted to leave.
5. "Here it is--row 14. Samuel, give me your bag and sit next to the window." Samuel lifted his suitcase to his father, the handle moist from the sweat on his hands, and dropped down into his seat. He could feel his stomach cramping now.

6. Samuel gazed out the small, circular window of the airplane and studied the ground crew as they moved each piece of luggage into the plane's baggage compartment. He watched until the last suitcase was loaded. He fidgeted in his seat, pulling his seatbelt tighter than it needed to be. Samuel concentrated hard on breathing slowly and placed his hands on his knees to stop them shaking. His father had told him that flying was safe and effortless, but he wasn't convinced. Then Samuel heard the captain announce the plane's take off.

7. "I sure hope he knows how to fly this thing," he thought as the airplane slowly eased away from the terminal and rolled down the runway. As the airplane picked up speed and began to rise, Samuel felt a scream rising in his throat.

8. "Don't panic!" he told himself. Samuel closed his eyes and gripped the armrests on either side of him until his fingers hurt. He tried to ignore the blast of the engines and the strain of the airplane's acceleration. Samuel felt like he was on an endless roller coaster ride with no escape.

9. Then, as suddenly as it had started, it was over. The airplane leveled off and settled down into a steady calm. Samuel opened his eyes and looked up at his smiling parents.

10. "That wasn't so bad," he said.

Think About Plot, Story Problem, and Resolution

When reading:

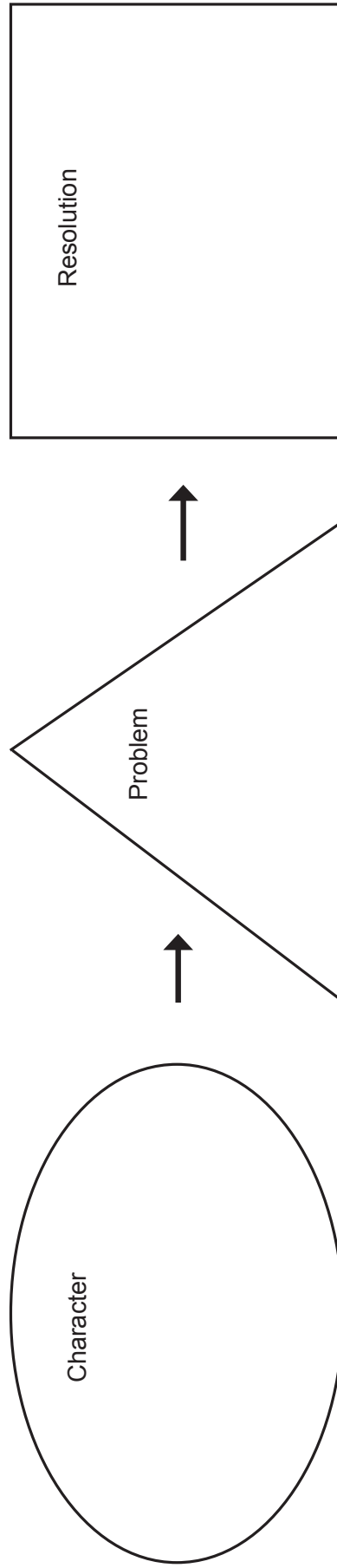
- Identify the main character(s) and the problem(s).
- Make connections to your life or something else you've seen or read.
- Predict how you think the problem(s) will be solved.

After reading ask:

- What are some of the problems the character(s) faced in the story?
- What was the main problem the character(s) faced?
- Why was this problem bigger than the others?
- How was the problem solved?
- What do you expect to happen in the future?

Plot, Story Problem and Resolution Graphic Organizer #1

Name _____



Plot, Story Problem and Resolution Graphic Organizer #2

Name _____

Characters:

Story Problem: .

What Happened?:

How the Problem Was Solved?:

Plot/Story Problem/Resolution Reflection

When did you use the strategy?

Why did you use the strategy?

How did you use the strategy?

How did the strategy help you understand the text?