

Name: Laurie Brewer	Name of Unit: "Critters of Eric Carle"	Date: June 20, 2010	Grade Level: 1
Objective	Procedures	Materials	Evaluation
<p>1a3 Identify and use title page, title, author, illustrator, and table of contents of a book. (DOK 1)</p> <p>3d3 The student will compose a functional text (an alphabetical list of foods) (DOK 3)</p>	<p><b>Whole Group:</b></p> <ol style="list-style-type: none"> <li>Review the story elements by allowing students to play The Parts of a Book game. (<a href="http://www.pppst.com/partsofabook.html">www.pppst.com/partsofabook.html</a>)</li> <li>Use this game to introduce the new story (elements) of <u>The Very Hungry Caterpillar by Eric Carle</u>.</li> <li>Explain how this story fits into the Unit: "Critters of Eric Carle".</li> <li>Introduce the story vocabulary words.</li> <li>As each word is introduced, place it on the story board. Use the vocabulary cards to MODEL for students the skill of putting each word in alphabetical order.</li> <li>Read the story.</li> <li>After the story is read, have students brainstorm a list of foods that the caterpillar ate. Compile the list on the board.</li> <li>Explain the directions for the activity.</li> </ol> <p><b>Independent Work (Incorporating Language with the Arts)</b></p> <ol style="list-style-type: none"> <li>Write each word from the story on a caterpillar body part.</li> <li>Place each body part in alphabetical order.</li> <li>Paste the caterpillar's body parts on another sheet of paper starting with head to make a caterpillar.</li> <li>Share and check your work with your partner (Students will be paired in ability groups for appropriate partners).</li> </ol>	<p>LCD Projector</p> <p>Computer</p> <p><u>The Very Hungry Caterpillar</u></p> <p>book by Eric Carle</p> <p>Story Board</p> <p>Vocabulary Words</p> <p>Marker Board, Markers</p> <p>Activity Page (Caterpillar body Parts)</p> <p>Crayons, Markers, Glue</p> <p>Large Sheet of Paper</p> <p>Computer, LCD Projector</p> <p>INTERACTIVE WEB GAME</p> <p><a href="http://www.roythezebra.com/reading">www.roythezebra.com/reading</a></p>	<p>Teacher Observation</p> <p>Peer Assessment</p> <p>Teacher Observation/</p> <p>Assessment during presentation</p> <p>Self Check</p>

5. Present your project to the class.

**Closing:**

1. Close the lesson by allowing the students to view a power point that focuses on facts about Eric Carle.
2. Point out how the lesson will continue tomorrow by revealing which book will be highlighted next in the Author study.

**RETEACH/ENRICHMENT:**

1. Allow students to play the interactive game on alphabetical order to review or enrich this skill.
2. Remedial work is done in games 1-2 and enrichment work is done in games 4-5.