

Orientation

Ensure that you have read about using the plan in the Program Guide.

Book summary

Read the following summary to the student.

Harry Houdini was a great magician. He could do many different tricks, but he is most famous for escaping from all kinds of places.

Introduction

Foster interest and activate the student's background knowledge. Be concise – focus on motivating and involving the student. Encourage prediction by using the text and illustrations on the cover of the book. Discuss new vocabulary and remind the student to use the glossary (when applicable). Also remind the student to ask him/herself questions before, during and after the reading.

Find out if the student has any prior knowledge of Houdini. If not, explain that he was a famous magician but was best known as an escape artist. This meant he escaped from places most people would think impossible. Flip through the book and look at the kinds of places he escaped from and discuss how he might have been able to do this.

Conferencing

Check how well the student reads

When you are conferencing, the student reads all or part of the book to you. Then:

- praise, pause, and prompt appropriately;
- check for accuracy (by counting mistakes) and fluency;
- check for understanding by using one or more of the following methods:
 - asking the comprehension questions provided and any others that seem necessary;
 - asking the student to retell the story in their own words;
 - asking questions about and discussing aspects of the story, such as the theme, plot, main ideas, sequence and characters;
 - encouraging the student to confirm the predictions they made during the orientation.

Decide what the student does next

Next recommend that the student:

- practices some more on the same book, with or without the audio;
- completes one of the activities provided that is related to the book;
- practices with another book from the same level; or
- is assessed for promotion to the next level.

Comprehension questions

1. What kinds of places did Houdini escape from?
2. Why did he wear handcuffs and chains?
3. What could he do besides escape?
4. What sort of a person do you think he was?
5. Which one of his escapes would be the most amazing? Why?

Answers to the Comprehension questions

1. Boxes, a milk can, a water tank, and a coffin.
2. To make his escape even more difficult and amazing.
3. Magic tricks.
4. Answers will vary but could include: brave, adventurous, silly.
5. Answers will vary.

Supporting English Language Learners

The following are suggestions for optional lessons to take with your English language learners. See the overview chart in the Program Guide for a summary of the text features of this book.

Purpose

Responding orally to texts and displaying empathy

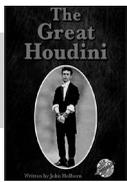
Introduce the concept and practice

Responding orally to texts that introduce new situations and experiences provides the student with the opportunity to develop empathy.

Once the student has read the text a few times, share it together. Using the pictures, prompt the student to imagine how Houdini felt about his work. See if the student can identify positive and negative aspects of his job.

Get the student to choose one of the situations from pages 4 to 11. Ask the student to imagine being Houdini and describe what he or she is thinking and feeling as the chains go on ...





Name: **Date:**

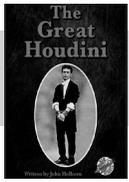
Introduction: Harry Houdini was a great magician. He could do many different tricks, but he is most famous for escaping from all kinds of places.

Errors
M S

Harry Houdini was a great magician. Even when he was _____ boy, he loved magic _____. Houdini could do card tricks. _____ could do escape tricks, _____. His escape tricks were _____ best of all. Harry _____ could escape from anything. _____ could escape from a box. _____ went the handcuffs. On _____ the chains. Into the _____ went Harry Houdini. A _____ minutes later, out he _____! Houdini could escape from _____ milk can. On went _____ handcuffs. On went the chains. _____ the can went Harry _____. A few minutes later, _____ he came! Houdini could escape _____ a water tank. On _____ the handcuffs. On went _____ chains. Into the tank _____ Harry Houdini. A few minutes _____, out he came! Houdini _____ even escape from a coffin! _____ went the handcuffs. On _____ the chains. Into the coffin went Harry Houdini. A few minutes later, out he came! Harry Houdini was a great magician. He could escape from anything!

Accuracy Chart		
Words Entered	Score	Level
More than 5 correct		Independent
5 correct		Instructional
Fewer than 5 correct		Frustration

Errors
M = Meaning (makes sense) ____ **S** = Syntax (sounds right) ____
 Heard Seen Unseen
 Comments: _____



Harry Houdini was a great magician.

He could do card tricks.

He could do escape tricks, too.

His escape tricks were the best of all.

Harry Houdini could escape from anything.

He could escape from a box.

He could also escape from a milk can and a water tank.

Houdini could even escape from a coffin!

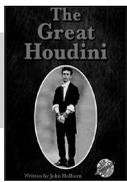
On went the handcuffs.

On went the chains. Into the coffin went Harry Houdini.

A few minutes later, out he came!

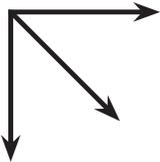
Harry Houdini could escape from anything!





Name: **Date:**

Words can be found in these directions:



The letter in each square can only be used in one word.

a	m	c	o	u	l	d	c	l
n	w	i	a	t	h	e	a	a
y	w	e	n	l	m	a	m	t
t	h	h	r	u	l	g	e	e
h	e	i	e	e	t	o	i	r
i	n	b	o	y	c	e	u	n
n	g	r	e	a	t	a	s	t
g	f	r	o	m	b	e	s	t
w	a	t	e	r	w	e	n	t

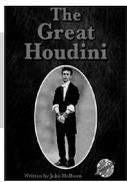
Words to find:

- | | | | | |
|---------|----------|-------|-------|-------|
| all | anything | best | boy | came |
| could | from | great | he | later |
| minutes | out | the | water | went |
| were | when | | | |

Use the letters that are left to make a word that tells what Harry Houdini was.

.....





The Great Houdini

Board Game Activity



- ★ Spin the numbered spinner.
- ★ The highest number starts.
- ★ You need to spin the exact number to move onto the END square.

START
You are Harry Houdini, a great magician.

1

2

3

19

20 You escape from a milk can. Spin again. If you spin a 2 or a 3, go on to 23.

21

22

4 You do card tricks. Go on to 5.

18

END
You are a great magician. You can escape from anything!



23

5

17

30

24 On go the handcuffs, and on go the chains. Go back to 21.

6 On go the handcuffs, and on go the chains. Miss a turn.

16 You escape from a water tank. Spin again. Go forward that number.

29

25 Into the coffin you go. Go back four spaces.

7

15

28

27

26 Out of the coffin you come. Name two numbers. If you spin one of them, go on to 29.

8 Into the box you go. Spin again. Go back that number.

14

13

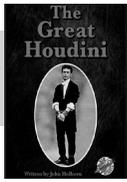
12 Out of the box you come. Go forward three spaces.

11

10

9





Name: **Date:**

Harry Houdini has agreed to do some escape tricks at a magic show.
Write a notice inviting people to come to the magic show.

Large writing area with horizontal dotted lines for text.

Write on the back of this page if you need more space.



Give people all the information they will need about the show (where, when, what, cost).

