



Orientation

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

Book summary

Read the following summary to the student.

Barry Prescott makes movies with models. How does he do it?

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.

Ask the student to explain what's happening on the cover and make a prediction from the title.

Discuss what the model is made from and any of the students' prior experiences, such as watching movies made with models. Tell the student that this book explains the process of making movies with models and that this is a type of animation called "Claymation." Explain that cartoons are also a type of animation.

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 does the author do?
2. What is the longest part of the process?
3. What is the ape doing?
4. Why does he tell you about the flip book?
5. What sort of a person would you have to be to make animation movies?

Answers to the Comprehension questions

1. Answers may vary but could include: he makes movies using models; this is called animation.
2. Moving the model each time he wants to take a new photo.
3. Answers may vary but could include: peeling a banana.
4. Because he uses the same process to make the movies.
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 to texts by presenting information in a flow diagram

Introduce the concept and practice

Presenting information as a flow diagram helps the student to understand a given process.

Once familiar with the text, discuss it in detail to ensure the student is confident with the ideas and concepts. Ask the student to consider different ways to portray the animation process.

Together, create a flow diagram that identifies each step in creating movies. The student could retell the process orally as you record. Encourage the student to use time markers, such as "first," "then," "next," and "after that."

As a follow-up, the sequenced steps could be cut up, then reassembled by the student. This is a useful way of assessing the student's understanding.





Name: Date:

Introduction: Barry Prescott makes movies with models. How does he do it?

Errors
M S

I make movies. My movies tell stories _____ models. This is called animation. Cartoons _____ also animation. I make models, _____ then I take photos _____ my models. The photos _____ a movie. It works _____ a flip book. This _____ how I make the _____. First, I have an _____. I write down my idea. _____ I make the models _____ the movie. Here, I _____ making a model of _____ ape. Next, I take _____ of the ape. Before _____ take a photo, I _____ the model a little. _____ take lots of photos _____ move the model each _____. It takes a long _____. It takes 24 photos _____ make one second of _____ movie. When I play _____ photos very fast on _____ computer, the ape moves. _____ have made a movie!

Accuracy Chart (Exact word replacement only)

Words Entered	Score	Level
More than 11 correct		Independent
10 or 11 correct		Instructional
Fewer than 10 correct		Frustration

Errors

M = Meaning (makes sense) ____ S = Syntax (sounds right) ____

Heard Seen Unseen

Comments:





I make movies. My movies tell stories with models.
First, I have an idea. I write down my idea.

I have an idea that I'll make a movie about an ape.
I make a model of an ape. Next, I take lots of photos
of the ape.

Before I take a photo, I move the model a little.
It takes a long time.

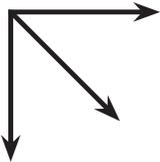
When I play the photos very fast on my computer, the
ape moves. I have made a movie!





Name: Date:

Words can be found in these directions:



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

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

Words to find:

- | | | | | |
|--------|------|------|------|------|
| also | am | are | book | down |
| each | fast | have | is | like |
| little | long | made | make | move |
| of | take | then | time | with |

Use the letters that are left to make a word that tells what Barry uses to make movies.





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

<p>START You make movies that tell stories with models.</p>	<p>1</p>	<p>2 You have an idea. Name two numbers. If you spin one of them, go on to 6.</p>	<p>3</p>
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<p>19 You move the model a little and take a photo. Go back to 15.</p>	<p>20</p>	<p>21</p>	<p>22 It takes twenty-four photos to make one second of a movie. Miss a turn.</p>	<p>4</p>	<p>5 You write down your idea. Spin again. If you spin an odd number, go on to 8.</p>
<p>18</p>	<p>END You have made a movie!</p> 		<p>23</p>	<p>6</p>	<p>7 You make a model of an ape and take a photo. Go on to 10.</p>
<p>17</p>	<p>30</p>	<p>24</p>	<p>25</p>	<p>8</p>	<p>9 You move the model a little and take a photo. Go forward four spaces.</p>
<p>16 You move the model a little and take a photo. Spin again. Go back that number.</p>	<p>29</p>	<p>26 You play the photos very fast on your computer, and the ape moves. Spin again. Go forward that number.</p>	<p>10</p>	<p>11</p>	<p>12 You move the model a little and take a photo. Go back four spaces.</p>
<p>15</p>	<p>28</p>	<p>27</p>	<p>13</p>	<p>14</p>	<p>15</p>
<p>14</p>	<p>13</p>	<p>12 You move the model a little and take a photo. Go back four spaces.</p>	<p>11</p>	<p>10</p>	<p>9 You move the model a little and take a photo. Go forward four spaces.</p>



