



Orientation

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

Book summary

Read the following summary to the student.

Ryan collects souvenirs to remind him of the special times he's had. Find out where his souvenirs came from.

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.

Discuss what souvenirs are. Ask whether the student has any souvenirs or knows about something their family has. Where is it from? How did they get it? Talk about the idea of rules in connection with collecting things. Why might Ryan have made these rules?

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. Why does Ryan collect souvenirs?
2. What souvenir did he take home from the museum?
3. What does the tiny cone from the park remind him of?
4. Why might Ryan have the rule that nothing must be hurt or damaged when he takes souvenirs?
5. What souvenir could Ryan take home from a trip to the zoo?

Answers to the Comprehension questions

1. To remind him of special places, special people, and special times he's had.
2. His entry ticket.
3. Accept any of the following: He raced his dad who played a trick on him so Ryan wouldn't win. Amy got very muddy shoes, and they ate burgers on the way home.
4. Answers will vary.
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

Sharing personal experiences orally, and recording them in a written form

Introduce the concept and practice

Relating what they read to their personal experiences enables the student to extend their understanding of the text and develop an empathy for others.

After they have read the book, ask the student to think of two or three special times, places, or people they remember fondly. Through questioning, get them to explain these in detail. Ask the student to think of a souvenir they may have collected to remind them of a special occasion.

Get the student to record their special occasions in paragraph form. For example: "When I stayed with my friend for the weekend, I got a pillow feather as a souvenir. The feather reminds me of the pillow fight we had one night/sleeping in my friend's bedroom."





Name: Date:

Introduction: Ryan collects souvenirs to remind him of the special times he's had. Find out where his souvenirs came from.

Errors
M S

Ryan collects souvenirs. His souvenirs remind him _____ special places, special people, _____ special times he's had. Ryan _____ three rules about his souvenirs. _____ one is that his _____ must not cost anything. _____ two is that every _____ must be smaller than _____ matchbox. Rule three is _____ nothing must be hurt _____ damaged when he takes _____ souvenirs. When Ryan visited _____ beach, he took home _____ tiny shell as a _____. The shell reminds him _____ the hot day at _____ beach with his mom _____ her friend Pete. It _____ him of swimming in _____ ocean with Pete, eating _____ ice-cream cone, building a _____ castle, and falling asleep _____ the car trip home. _____ Ryan visited the museum _____ his class, he took _____ his ticket as a souvenir.

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:





Ryan collects souvenirs. His souvenirs remind him of special places, special people, and special times he's had. Ryan has three rules about his souvenirs. Rule one is that his souvenirs must not cost anything. Rule two is that every souvenir must be smaller than a matchbox.

Rule three is that nothing must be hurt or damaged when he takes his souvenirs. When Ryan visited the beach, he took home a tiny shell as a souvenir. The shell reminds him of the hot day at the beach with his mom and her friend Pete.

It reminds him of swimming in the ocean with Pete. When Ryan's favorite shirt wore out, he cut off a button as a souvenir. The button reminds him of the bright shirt that he wore to the beach, the museum, the park, and the hospital. Ryan keeps his souvenirs in an old candy box.

He was given the candy for his birthday when he was seven. That was a long time ago. His souvenirs help him remember special places, special people, and special times he's had.





Name: Date:

Words can be found in these directions:



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

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

Words to find:

- | | | | | |
|-------|--------|--------|--------|------|
| about | beside | he | school | they |
| and | dad | home | some | was |
| at | day | lunch | that | when |
| back | found | not | the | with |
| beach | friend | played | | |

Use the letters that are left to make the word that tells what Ryan took home from the hospital.....





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

START
You collect souvenirs that remind you of the special times you've had.

1

2

3 You take home a tiny shell from the beach. Go forward 3 spaces.

19

20

21 You take home a tiny pine cone from the park. Spin again. Go forward that number.

22

4

18 Your museum ticket reminds you of the skeletons you saw. Spin again. Go back that number.

END
You keep your souvenirs in an old candy box. You were given the candy for your birthday when you were seven.

23

5

17

30

24 The cone from the park reminds you of the trick Dad played on you. Go back 4 spaces.

6

16

29

25

7 The tiny shell from the beach reminds you of swimming in the ocean with Pete. Go back to 5.

15

28 You keep a button off your favorite shirt. Miss a turn.

27

26 You take home a flower from the hospital. Throw again. If you throw an even number, go on to 29.

8

14 You take home your ticket from the museum. Go on to 17.

13

12

11

10 You visit the museum. Name 2 numbers. If you spin one of those numbers, go on to 15.

9





Name: Date:

Complete the list for Ryan’s candy box, to help him remember what souvenirs he has, where he found them, and one thing that happened the day he collected them.

Souvenir	Where found	What happened
shell		
	museum	
		race with Dad
flower		
shirt		

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



Use the last space to write about what Ryan keeps his souvenirs in.

