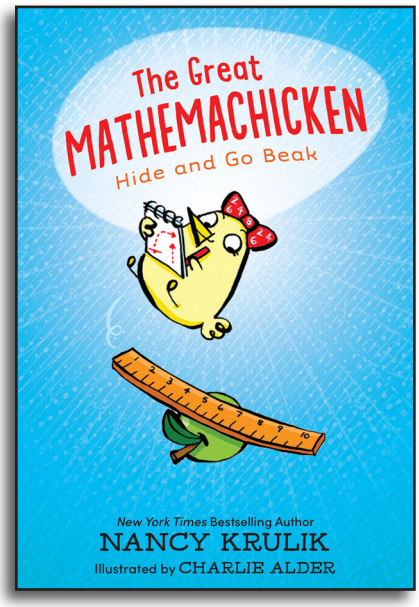
PIXEL INK | LESSON PLAN

INTEREST LEVEL PreK - 3



HC: 9781645950325 • e-book: 9781645950752

The Great Mathemachicken 1: Hide and Go Beak

by Nancy Krulik
Illustrated by Charlie Alder

With lively two-color art throughout and a fun hands-on simple machine activity, this egg-cellent and hilarious young chapter book series starter is a grade A pick for emerging readers to get them egg-cited about science and math.

NGSS SCIENCE STANDARDS

3-PS2.A: Forces and Motion – Plan and conduct an investigation to provide evidence of balanced and unbalanced forces on the motion of an object.

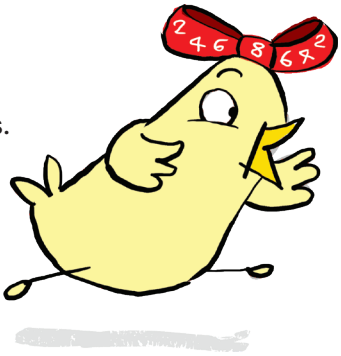
3-PS2.B: Types of Interactions – Make observations and/or measurements of an object's motion to provide evidence that a pattern can be used to predict future motion.

4-PS3.C: Relationship Between Energy and Forces – Ask questions and predict outcomes about the changes in energy that occur when objects collide.

CCSS MATH STANDARDS

2.OA.C.3: Determine whether a group of objects has an odd or even number of members.

2.NBT.2: Count within 1000; skip count by 5s, 10s, and 100s.



ABOUT THE CREATORS

Nancy Krulik is the author of more than 200 books for children and young adults, three of them New York Times bestsellers. Her series, including How I Survived Middle School; Katie Kazoo, Switcheroo; George Brown, Class Clown; Magic Bone; Project Droid; Princess Pulverizer; and Ms. Frogbottom's Field Trips, are beloved around the world. Nancy lives in Manhattan with her husband, composer Daniel Burwasser. Visit her online at www.RealNancyKrulik.com.

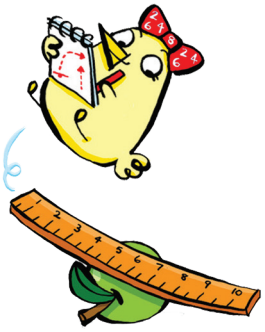
Charlie Alder has written and illustrated many books for children, including *Daredevil Duck* and *Chicken Break*! She lives in Devon, England, with her husband and son. When not drawing chickens, Charlie can be found in her studio drinking coffee, arranging her crayons, and inventing more accidental animal heroes. Visit her online at www.CharlieAlder.com.

INTEREST LEVEL PreK - 3

EXTENSION ACTIVITIES

LANGUAGE ARTS

- Retelling involves students orally (or in writing) reconstructing a story that they have read or has been read to them. A student's retelling should include characters, settings, and events in the logical sequence of the story.
- Model a retelling of the first chapter, "Tag! You're It!" Repeat this procedure with each chapter. Depending on your students' levels of understanding, adjust the amount of scaffolding you supply. Here are some options:
  - Volunteers share an oral retelling with the whole group.
  - Partners share an oral retelling with each other.
  - Individuals write a retelling.



MATH

- Students will use efficient strategies to count collections.
- Materials: Collections of small objects such as buttons, dry pasta, paper clips, plastic counters or beads, Goldfish crackers, Legos, pom-poms, and mini marshmallows.
  - Students estimate the number of objects in the collection. They count the objects. Encourage an efficient counting process such as skip counting by 2s, 5s, or 10s.
  - Determine if the set has an odd or even number of members by pairing the objects or counting them by 2s.

SCIENCE

- Partners work together to build a catapult, an example of a lever.

- Materials needed for each partnership:
  - Marshmallow
  - Plastic spoon
  - 3 rubber bands
  - 8 Popsicle sticks
  - Measuring tape
- Encourage experimentation and discussion:
  - How far can your marshmallow fly? How high can it soar?
  - Can you measure how far it went and keep track of your distances?
  - Explore with your catapult. See if you can make the marshmallow fly farther by moving the spoon or adjusting the popsicle sticks.
  - Does the amount of force you apply affect the distance your marshmallow goes?
  - Try throwing the marshmallow and compare its distance to that from the catapult. Which goes farther?
  - At home, try catapulting cotton balls or a penny. See which one you can catapult the highest or farthest.

Guide created by Mary Beth Connolly, M.S.Ed, educational consultant and retired elementary/special education teacher.