Maggie Alaska's Last

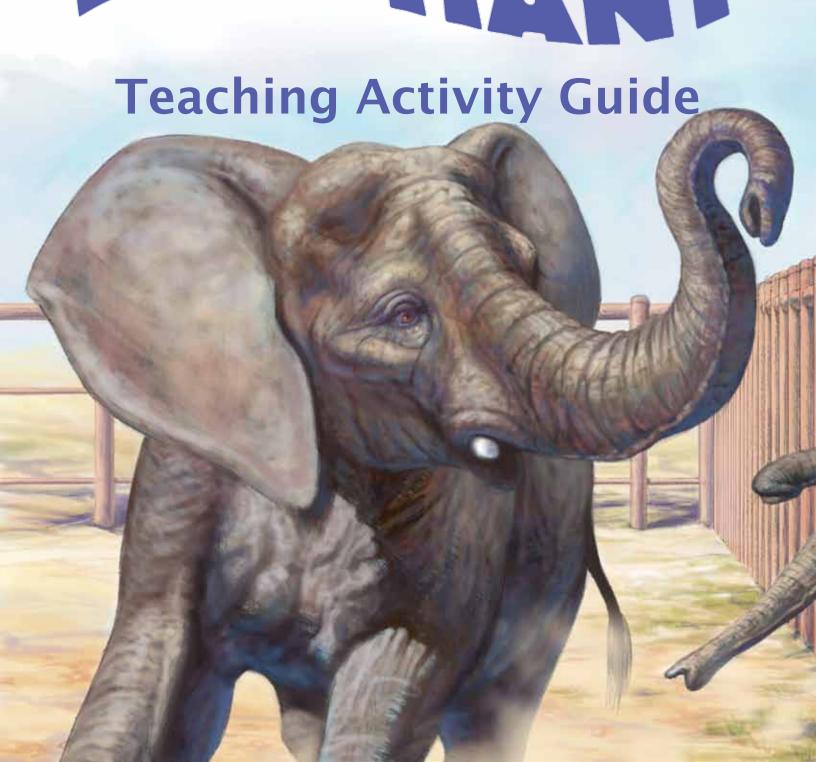


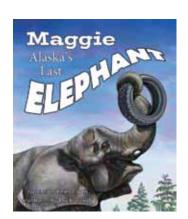
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How to Use This Activity Guide (General)

There are a wide variety of activities that teach or supplement all curricular areas. The activities are easily adapted up or down depending on the age and abilities of the children involved. And, it is easy to pick and choose what is appropriate for your setting and the time involved. Most activities can be done with an individual child or a group of children.

For teachers in the classroom: We understand that time is at a premium and that, especially in the early grades, much time is spent teaching language arts. All Arbordale titles are specifically selected and developed to get children excited about learning other subjects (science, geography, social studies, math, etc.) while reading (or being read to). These activities are designed to be as comprehensive and crosscurricular as possible. If you are teaching sentence structure in writing, why not use sentences that teach science or social studies? We also know and understand that you must account for all activities done in the classroom. While each title is aligned to all of the state standards (both the text and the For Creative Minds), it would be nearly impossible to align all of these activities to each state's standards at each grade level. However, we do include some of the general wording of the CORE language arts and math standards, as well as some of the very general science or social studies standards. You'll find them listed as "objectives" in italics. You should be able to match these objectives with your state standards fairly easily.

For homeschooling parents and teachers in private schools: Use as above. Aren't you glad you don't have to worry about state standards?

For parents/caregivers: Two of the most important gifts you can give your child are the love of reading and the desire to learn. Those passions are instilled in your child long before he or she steps into a classroom. Many adults enjoy reading historical fiction novels . . . fun to read but also to learn (or remember) about historical events. Not only does Arbordale publish stories that are fun to read and that can be used as bedtime books or quiet "lap" reading books, but each story has non-fiction facts woven through the story or has some underlying educational component to sneak in "learning." Use the "For Creative Minds" section in the book itself and these activities to expand on your child's interest or curiosity in the subject. They are designed to introduce a subject so you don't need to be an expert (but you will probably look like one to your child!). Pick and choose the activities to help make learning fun!

For librarians and bookstore employees; after-school program leaders; and zoo, aquarium, nature center, park & museum educators: Whether reading a book for story time or using the book to supplement an educational program, feel free to use the activities in your programs. We have done the "hard part" for you.

What Do Children Already Know?

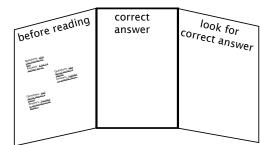
Young children are naturally inquisitive and are sponges for information. The whole purpose of this activity is to help children verify the information they know (or think they know) and to get them thinking "beyond the box" about a particular subject.

Before reading the book, ask the children what they know about the subject. A list of suggested questions is below. The children should write down their "answers" (or adults for them if the children are not yet writing) on the chart found in Appendix A, index cards, or post-it notes.

Their answers should be placed on a "before reading" panel. If doing this as a group, you could use a bulletin board or even a blackboard. If doing this with

individual children, you can use a plain manila folder with the front cover the "before reading" panel. Either way, you will need two more panels or sections—one called "correct answer" and the other "look for correct answer."

Do the children have any more questions about the subject? If so, write them down to see if they are answered in the book.



After reading the book, go back to the questions and answers and determine whether the children's answers were correct or not.

If the answer was correct, move that card to the "correct answer" panel. If the answer was incorrect, go back to the book to find the correct information.

If the children have more questions that were not answered, they should look them up.

When an answer has been found and corrected, the card can be moved to the "correct answer" panel.

Pre-Reading Questions

- 1. Wild elephants live in what type of climate?
- 2. What is the climate in Alaska?
- 3. Are elephants solitary animals or herd animals?
- 4. What do zookeepers do to take care of elephants?
- 5. What types of things would an elephant play with in a zoo?
- 6. How might zookeepers know if an elephant is not doing well in the zoo?
- 7. What happens to an elephant who can't stay at the zoo?
- 8. How do people transport (move) an elephant across large distances?
- 9. Who leads an elephant herd?
- 10. What are some things that elephants like to do for fun?

Comprehension Questions & Writing Prompts

- 1. What other elephant used to live with Maggie in Alaska?
- 2. Why did Maggie move to PAWS?
- 3. Do you think Maggie is happier now that she is at PAWS? Why?

Language Arts & Science: Basic Needs

Objective: Describe the basic needs of living things and how they are met.

Plants need water, oxygen, food, light and space to grow and reproduce; animals need water, oxygen, food, and shelter/space to grow and reproduce.

Re-read the story and write down any words that relate to how the plants or animal(s)meet their basic needs.

Plant/ Animal	water	oxygen	food	light	space

If not mentioned in the text, are there any indications in the illustrations of how these needs are met? Can you describe, draw, or write an explanation of how the needs are met?

Language Arts: Sequence Sentence Strips

Cut into sentence strips, laminate if desired, and place in a "center." Have children put the events in order. Children may work alone or in small groups. Cards are in order but should be mixed up when cut apart.

Use temporal words and phrases to signal event order.

Describe the overall structure of a story, including describing how the beginning introduces the story and the ending concludes the action.

Once, elephants lived in Alaska—two of the	n
Then, Annabelle died.	
Without Annabelle, Maggie seemed lost. Her tried to cheer her up.	keepers
Maggie befriended a tire.	
Maggie's human friends worried about her. her a giant treadmill.	They built



One day, Maggie got sick.

The staff knew it was time for Maggie to go. She needed a warm place with her own kind.

Fortunately, the Performing Animal Welfare Society (PAWS) in California wanted Maggie.

When it was time for Maggie to leave Alaska, she quietly walked into the crate,

A huge crane placed her crate on the back of a truck. As the truck drove through the zoo gates, Maggie lifted her trunk and trumpeted good-bye.

On the plane, Maggie's keepers kept her calm and offered her water, fruits, and vegetables.

Maggie got out of the crate. The vets checked her.

Because she had been so sick in Alaska, she needed to regain her strength. The staff encouraged her to walk up and down hills.

For weeks, Maggie adapted to her surroundings and healed. Then, it was time for her to meet her group.

For a while, Maggie and the group remained near each other, parted only by the fence.

Maggie looked at her group. Then, she turned and backed into the other elephants.

Just like that, Maggie was home.

With elephant friends of her own, Maggie no longer needs that tire.

Word Search

Find the hidden words. Even non-reading children can match letters to letters to find the words! Easy—words go up to down or left to right (no diagonals). For older children, identify the coordinates of the first letter in each word (number, letter).

	Α	В	C	D	Е	F	G	Τ		J
1	Ε	L	Ε	Р	G		Ε	K	Z	N
2	L	F	M	Α	G	G		Ε	0	Α
3	Е	Α		C	S	Q	U	Ε		Z
4	Р	Α	Ш	Α	S	Р	Ι	Р	D	0
5	Н	Ε	R	D	Α	Z	Τ	Ε	F	0
6	Α	D	Α	F	F	0	D	R		L
7	N	X	Α	L	Α	S	K	Α	Ш	Ε
8	Т	M	G	G		S	В	R	J	D
9	F	Α	Z	Z	Α	В	Ε	L	لـ	Ε
10	R	E	М	Н	Α	Z	0	D	U	N

ALASKA
ANNABELLE
ELEPHANT
HERD
KEEPER
LULU
MAGGIE
ZOO

Vertebrate Classes

Objective: Compare structures (e.g., wings vs. fins vs. legs; gills vs. lungs; feathers vs. hair vs. scales) that serve similar functions for animals belonging to different vertebrate classes

Mammals:

hair, fur, whiskers, or quills at some point during their lives backbone (vertebrate) inside skeleton (endoskeleton) lungs to breathe most give birth to live young produce milk to feed young warm-blooded

Birds:

feathers backbone (vertebrate) inside skeleton (endoskeleton) lungs to breathe hatch from hard-shelled eggs warm-blooded

Warm-blooded animals make their own heat and have a constant body _{temperature}

Reptiles:

dry scales or plates backbone (vertebrate) inside skeleton (endoskeleton); most turtles also have a hard outer shell lungs to breathe most hatch from leathery eggs

cold-blooded

Cold-blooded animals' body temperature comes from their surroundings

Fish:

most have scales covered with a thin layer of slime backbone (vertebrate) inside skeleton (endoskeleton) gills to breathe babies are either born alive or hatch from jellylike eggs cold-blooded

Amphibians:

soft, moist skin backbone (vertebrate) inside skeleton (endoskeleton) most hatchlings (jellylike eggs) are called larvae or tadpoles and live in water, using gills to breathe as they grow, they develop legs and lungs and move onto land cold-blooded

Using the sorting cards, sort the animals into their class.



Common Invertebrates

Arthropods: Insects:

hard outer covering no backbone (invertebrate) outside skeleton (exoskeleton)

adults have 3 body parts: head, thorax & abdomen

mouthparts adapted for chewing, biting, sucking and lapping

breathe through trachae

compound eyes

3 pairs of legs

usually 2 pairs of wings and 1 pair of antennae

most hatch from eggs

metamorphosis: none, incomplete, or complete cold-blooded

Mollusks Bi-valves:

have a two-part shell with a hinge to open/close
no backbone (invertebrate)
outside skeleton (exoskeleton)
hatch from eggs
cold-blooded
marine and freshwater
symmetry

Mollusks Gastropods (Snails):

most have hard shells
no backbone (invertebrate)
outside skeleton (exoskeleton)
hatch from eggs
cold-blooded

Anthropod Arachnia (Spiders):

no backbone
one or two body segments
pincers or fangs near mouth
4 pairs of legs
no antennae

Arthropod Crustaceans (Crabs):

hard outer covering

no backbone (invertebrate)
outside skeleton (exoskeleton)
mouthparts adapted for chewing
5 or more pairs of legs
claws
2 pairs of anntenae
2 compound eyes on stalks
adults have 2 or 3 body segments
hatch from eggs

cold-blooded

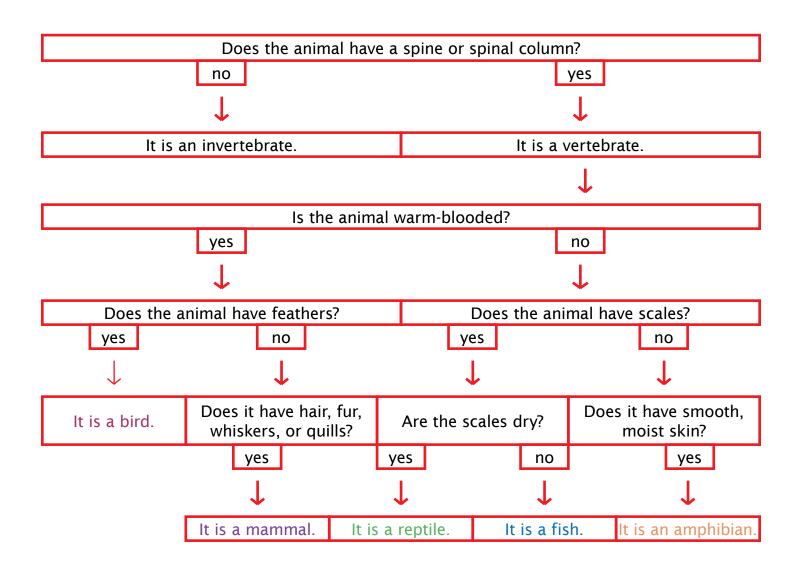
Dichotomous (Yes/No) Key

A dichotomous key helps to sort (classify) animals. These keys work by asking yes or no questions. Each answer leads to another yes or no question, until the animal class is identified. There are five classes of animals with backbones (vertebrates): fish, reptiles, amphibians, birds, and mammals. Use the information found in the book to match the animal to its classification.

Objective: Classify organisms according to one selected feature, such as body covering, and identify other similarities shared by organisms within each group formed.

Describe several external features and behaviors of animals that can be used to classify them (e.g., size, color, shape of body parts).

Identify observable similarities and differences (e.g., number of legs, body coverings, size) between/among different groups of animals.



Compare/Contrast: Animal and Human Senses

Objective Core Language Literature 4: Identify words and phrases in stories or poems that suggest feelings or appeal to the senses.

Students know that senses can provide essential information (regarding danger, food, mates, etc.) to animals about their environment.

Identify the five senses and their related body parts: sight - eyes, hearing - ears, smell - nose, taste - tongue, touch - skin,

Identify the structures of living organisms and explain their function.

Compare and contrast elephant and human body parts used for senses.

to smell	to feel
to hear	to see

Science Journal (Vocabulary)

Z00						
my definition	my drawing					

nera							
my definition	my drawing						

African elephant							
my definition	my drawing						

Asian elephant								
my definition	my drawing							

sanctuary							
my definition	my drawing						

Keeper								
my definition	my drawing							

Math Cards

Objective Core Mathematics Classify objects into given categories; count the numbers of objects in each category and sort the categories by count. (up to 10)

Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.

Use numbers, up to 10, to place objects in order, such as first, second, and third, and to name them For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.

Math Card Games

(Make four copies of the math cards to play these games):

Tens Make Friends Memory Game is a combination of a memory and adding game.

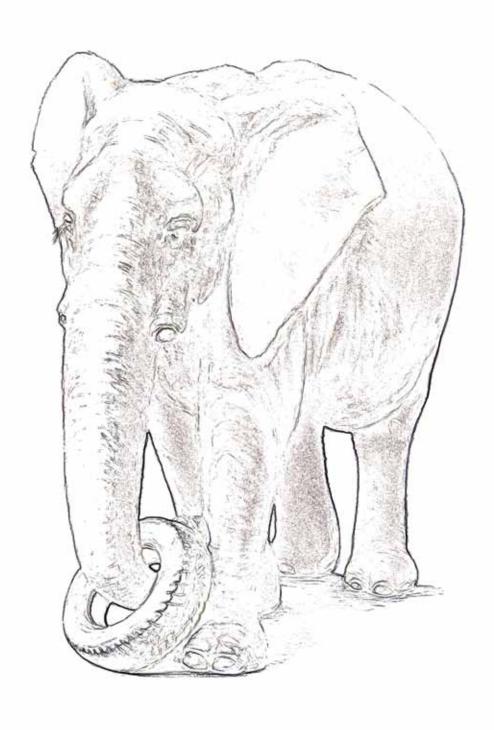
- · Play like the memory game, above.
- · If the animal numbers add up to 10, the child keeps the pair and takes another turn.
- If they do not add up to ten, the player should turn the cards back over and it is another player's turn.

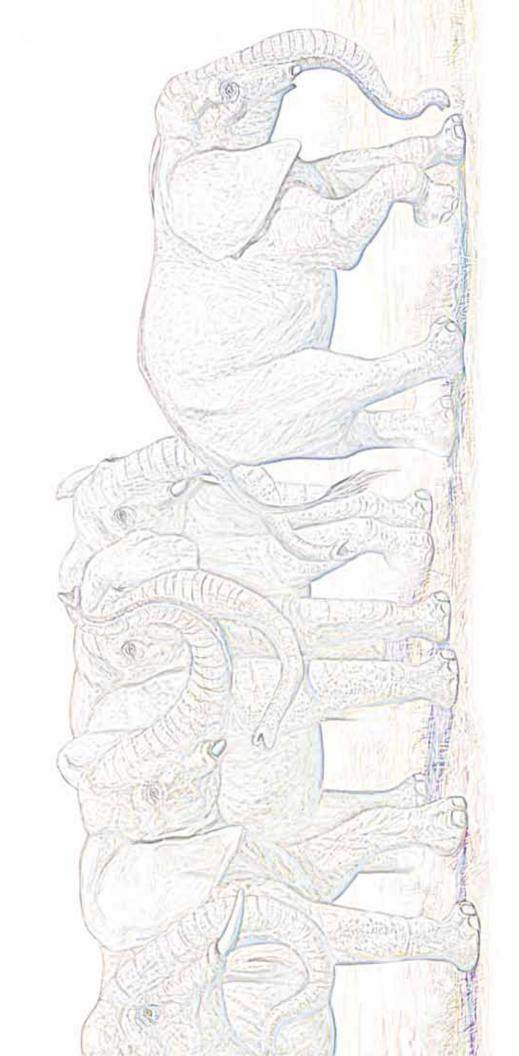
Go Fish for Fact Families is a twist on "Go Fish."

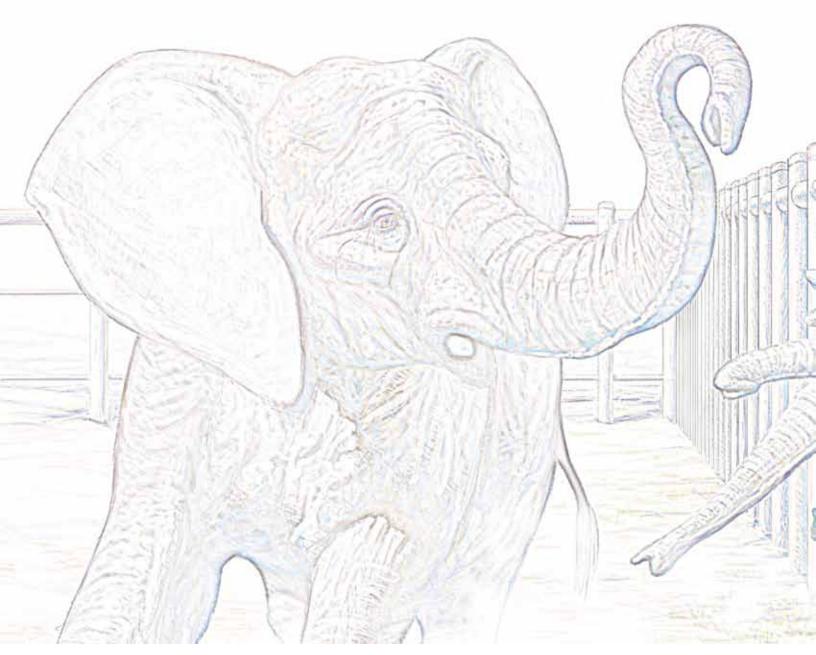
- · Shuffle cards and deal five cards to each player. Put the remaining cards face down in a draw pile.
- If the player has three cards that make a fact family, he/she places them on the table and recites the four facts related to the family. For example, if someone has a 2, 3, and 5, the facts are: 2 + 3 = 5, 3 + 2 = 5, 5 2 = 3, 5 3 = 2.
- The player then asks another player for a specific card rank. For example: "Sue, please give me a 6."
- If the other player has the requested card, she must give the person her card.
- · If the person asked doesn't have that card, he/she says, "Go fish."
- · The player then draws the top card from the draw pile.
- If he/she happens to draw the requested card, he/she shows it to the other players and can put the fact family on the table. Otherwise, play goes to the next person.
- Play continues until either someone has no cards left in his/her hand or the draw pile runs out. The winner is the player who then has the most sets of fact families.

1					(
3	R	4							
5			6						
7				8					
		9							

Coloring Pages







Answers

	Α	В	C	D	Ε	F	G	Н		J
1	Ε							K		
2	L		Μ	Α	G	G		Е		
3	Ε							Ε		Z
4	Р							Р		0
5	Н	Е	R	D				Ε		0
6	Α							R		
7	Z		Α	Ш	Α	S	K	Α	Ш	
8	Т								כ	
9		Α	Z	Z	Α	В	Ε	L	L	Ε
10									U	

Appendix A—"What Children Know" Cards

Question:	Question:
My answer:	My answer:
This information is correct!	This information is correct!
This information is not correct; can you find the correct information?	This information is not correct; can you find the correct information?
Question:	Question:
	Qu'05.110111
My answer:	My answer:
This information is correct!	This information is correct!
This information is not correct; can you find the correct information?	This information is not correct; can you find the correct information?