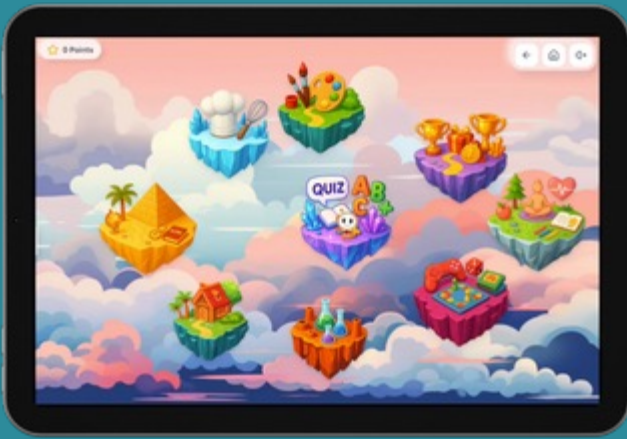


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Three - Book Study - Foundation-Year 2

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THREE WAYS READERS THINK



CHARACTER

What do actions, words and feelings show?

PROBLEM

What challenge must the character face?



MESSAGE

What does the story help us understand?

Look for evidence in the words and pictures.



KINDNESS AND BELONGING SORT

Cut out the cards. Read or listen. Place each card on the sorting mat.



Invite someone to join.



Share a cosy space.



Listen when a friend speaks.



Offer help.



Leave someone out.



Grab without asking.



Welcome a new classmate.



Laugh at a mistake.

PREVIEW



KINDNESS AND BELONGING SORTING MAT



Place each card where it belongs. Talk about your choice.

HELPS SOMEONE FEEL SAFE

DOES NOT HELP YET



Can the unhelpful
action be changed?

PREVIEW

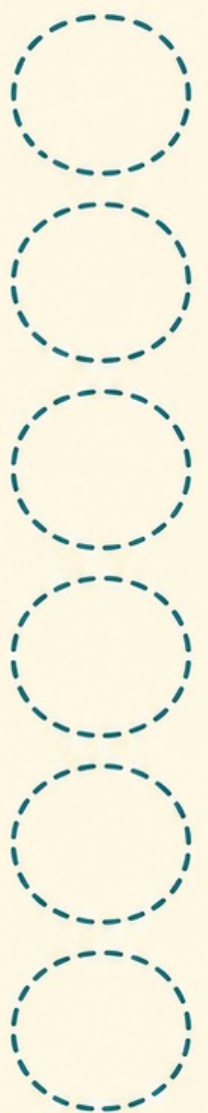


FOLLOW THE STORY PATH



How to play

1. Take turns rolling a die.
2. Move your counter.
3. Answer the prompt on the space.
4. Help each other reach HOME.





FOLLOW THE STORY PATH PROMPT CARDS



CHARACTER:
Name one trait.

CHARACTER:
What action shows

PROBLEM:
What is the challenge?

PROBLEM:
What could happen next?

SENSE:
Add a sound detail.

SENSE:
Add a smell detail.

KINDNESS:
How can a character help?

KINDNESS:
How can someone feel included?

SOLUTION:
What action solves the problem?

SOLUTION:
Does the ending fit?

MESSAGE:
What can we learn?

MESSAGE:
Name one piece of evidence.

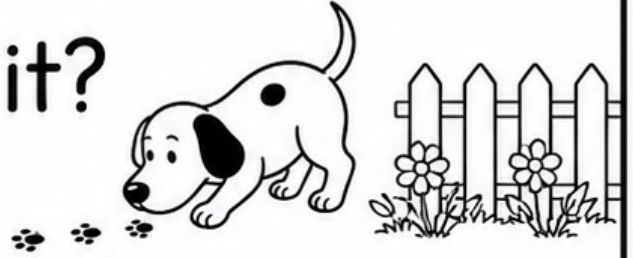
PREVIEW

Name: _____

CHARACTER DETECTIVES



Who did it?



Draw a line from each action to THREE or FERN.

THREE

followed a new smell

welcomed a visitor

shared food

went exploring

made a cosy place

looked for a home

FERN

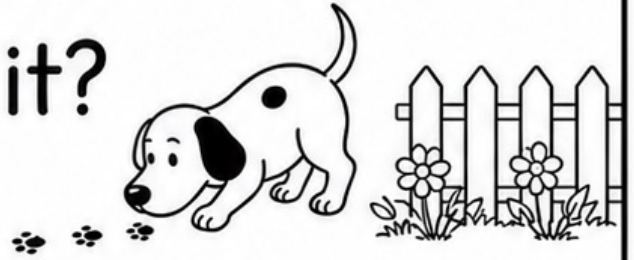
PREVIEW

Fast finisher: Draw one kind action.

CHARACTER DETECTIVES



Who did it?



Draw a line from each action to THREE or FERN.

THREE

followed a new smell

THREE

welcomed a visitor

FERN

shared food

FERN

kept exploring

THREE

made a cosy place

FERN

looked for a home

THREE

FERN

Fast finisher: Draw one kind action.



CHARACTER DETECTIVES

Use story evidence.



Name: _____

1. At the beginning, Three feels _____
because _____

2. At the end, Three feels _____
because _____

3. One trait for Three is _____
Evidence: _____

4. One trait for Fern is _____
Evidence: _____

5. How does Three change after meeting Fern? _____

PREVIEW



CHARACTER DETECTIVES

Use story evidence.



Name: ANSWERS

1. At the beginning, Three feels curious and hopeful
because he keeps exploring

2. At the end, Three feels safe and loved
because Fern welcomes him

3. One trait for Three is curious
Evidence: he follows new scents

4. One trait for Fern is caring
Evidence: she shares food and makes a cosy place

5. How does Three change after meeting Fern? He changes from
wandering alone to feeling safe, loved and included.

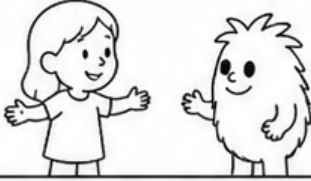
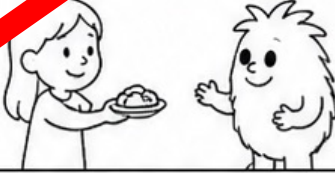
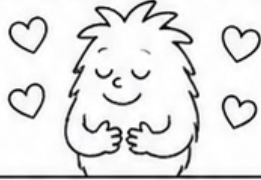
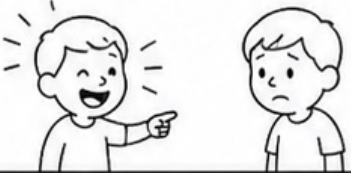


BIG IDEA BUILDERS



Name: _____

Tick the events that show kindness and belonging.

☐	Fern welcomes Three.	
☐	Three finds a safe place.	
☐	Someone leaves a friend out.	
☐	Fern shares food.	
☐	Three feels loved.	
☐	Someone laughs at a mistake.	

The story teaches us that

_____.

Draw one way to help someone feel included.





BIG IDEA BUILDERS



ANSWERS _____

Tick the events that show kindness and belonging.

☒	Fern welcomes Three.	
☒	Three finds a safe place.	
☐	Someone leaves a friend out.	
☒	Fern shares food.	
☒	Three feels loved.	
☐	Someone laughs at a mistake.	

The story teaches us that

kindness helps others feel safe and included.

Draw one way to help someone feel included.

Answers will vary.





BIG IDEA BUILDERS

Compare story messages.



Name: _____

1. What is one message in Three?

2. Which story event is evidence?

3. Choose another familiar story. What message does it teach?

4. Both stories show

5. Which message matters to you? Why?

PREVIEW



BIG IDEA BUILDERS

Compare story messages.



ANSWERS _____

1. What is one message in Three?

Kindness helps everyone feel safe and included.

2. Which story event is evidence?

Fern welcomes Three and makes a costume for her.

3. Choose another familiar story. What message does it teach?

The Invisible Boy - kindness helps everyone belong.

4. Both stories show

small kind actions can help someone belong.

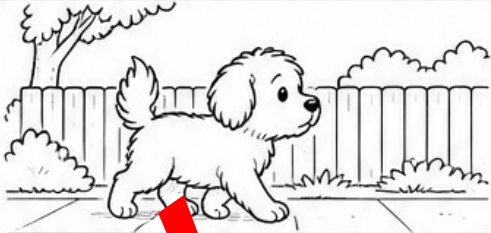
5. Which message matters to you? Why?

Answers will vary. Kindness matters because it helps people feel safe.

TROUBLE AND SOLUTION

Name: _____

Write 1, 2, 3 and 4 to put the events in order.

	Three has no safe home.	
	Three keeps walking.	
	Three follows a sweet smell.	
	Fern welcomes Three.	

The problem is _____

The solution is _____

Fast finisher: Draw Three feeling safe.

TROUBLE AND SOLUTION

ANSWERS _____

Write 1, 2, 3 and 4 to put the events in order.

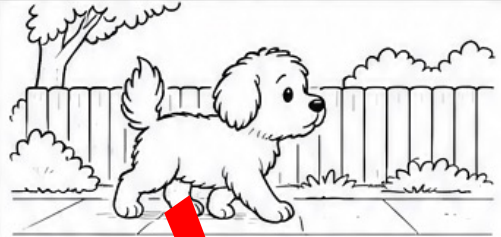
1

Three has no safe home.



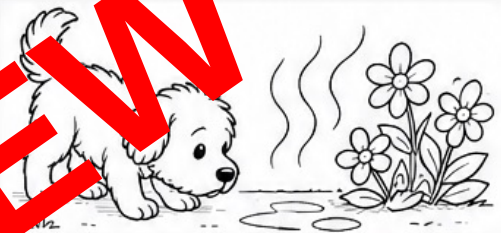
2

Three keeps walking.



3

Three follows a sweet smell



4

Fern welcomes Three.



The problem is _____

Three has no safe home.

The solution is _____

Fern welcomes him and gives him a safe place.

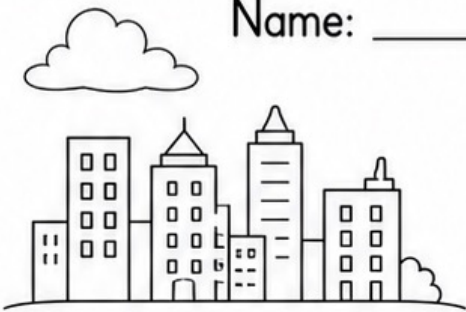
Fast finisher: Draw Three feeling safe.

Answers will vary.

TROUBLE AND SOLUTION

Explain how conflict moves the story.

Name: _____



1. What is the main problem?

2. How do the city places show danger or worry?

3. Which actions help Fern change his situation?

4. How does Fern's choice solve the problem?

5. Why do stories need problems?

PREVIEW

TROUBLE AND SOLUTION

Explain how conflict moves the story.

ANSWERS



1. What is the main problem?

Three does not have a safe home.

2. How do the city places show danger or worry?

The noisy, busy city makes him feel unsafe.

3. Which actions help Three change his situation?

He keeps walking and follows a sweet smell.

4. How does Fern's choice solve the problem?

Fern welcomes him and provides food and a warm place.

5. Why do stories need problems?

Problems challenge characters and move events forward.



SEE, SNIFF, SAY



Name: _____



Word bank

happy

safe

kind

small

soft

warm

Circle three words that describe Three.

1. Three is _____

2. The garden feels _____

3. I can hear _____

4. I can smell _____

Draw a calm place and label it.





SEE, SNIFF, SAY



ANSWERS: _____



Word bank

happy

safe

kind

small

soft

warm

Circle three words that describe Three.

1. Three is kind and curious

2. The garden feels calm and warm

3. I can hear birds singing softly

4. I can smell orange blossoms

Draw a calm place and label it.

Answers will vary.





SEE, SNIFF, SAY



Add sensory details.



Name: _____

Rewrite each sentence. Add what you see, hear, smell or feel.

1. The city was loud.

My rewrite:

2. Three followed a small.

My rewrite:

3. Fern helped Three.

My rewrite:

Which sense did you use most?



SEE, SNIFF, SAY



Add sensory details.



Name: ANSWERS

Rewrite each sentence. Add what you see, hear, smell or feel.

1. The city was loud.

My rewrite:

The noisy city rang with horns and rushing footsteps.

2. Three followed a smell.

My rewrite:

Three followed a sweet orange-blossom scent.

3. Fern helped Three.

My rewrite:

Fern gently helped Three beside the warm garden.

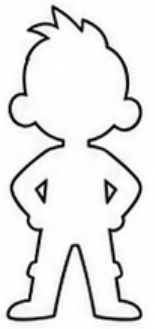
Which sense did you use most?

Answers will vary: sight, sound, smell or feeling.



STORY STARTER

Create a new character.



Name: _____

Draw your character.

Circle two words.

kind

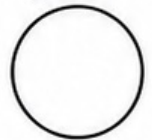
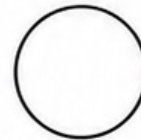
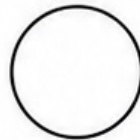
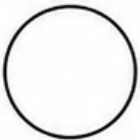
funny

id

quiet

brave

gentle

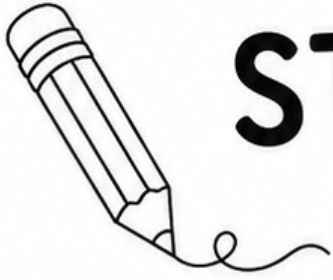


My character is _____.

and _____.

Draw what your character likes to do.





STORY STARTER



Plan a new story.

Name: _____

CHARACTER: Who?

SETTING: Where?

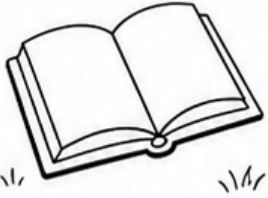
PROBLEM: What goes wrong?

HELPFUL ACTION: What does someone do?

SOLUTION: How is it fixed?

Write what happens next.





STORY STARTER

Plan and begin a narrative.



Name: _____

CHARACTER

SETTING

PROBLEM

RISING ACTION

SOLUTION

ENDING

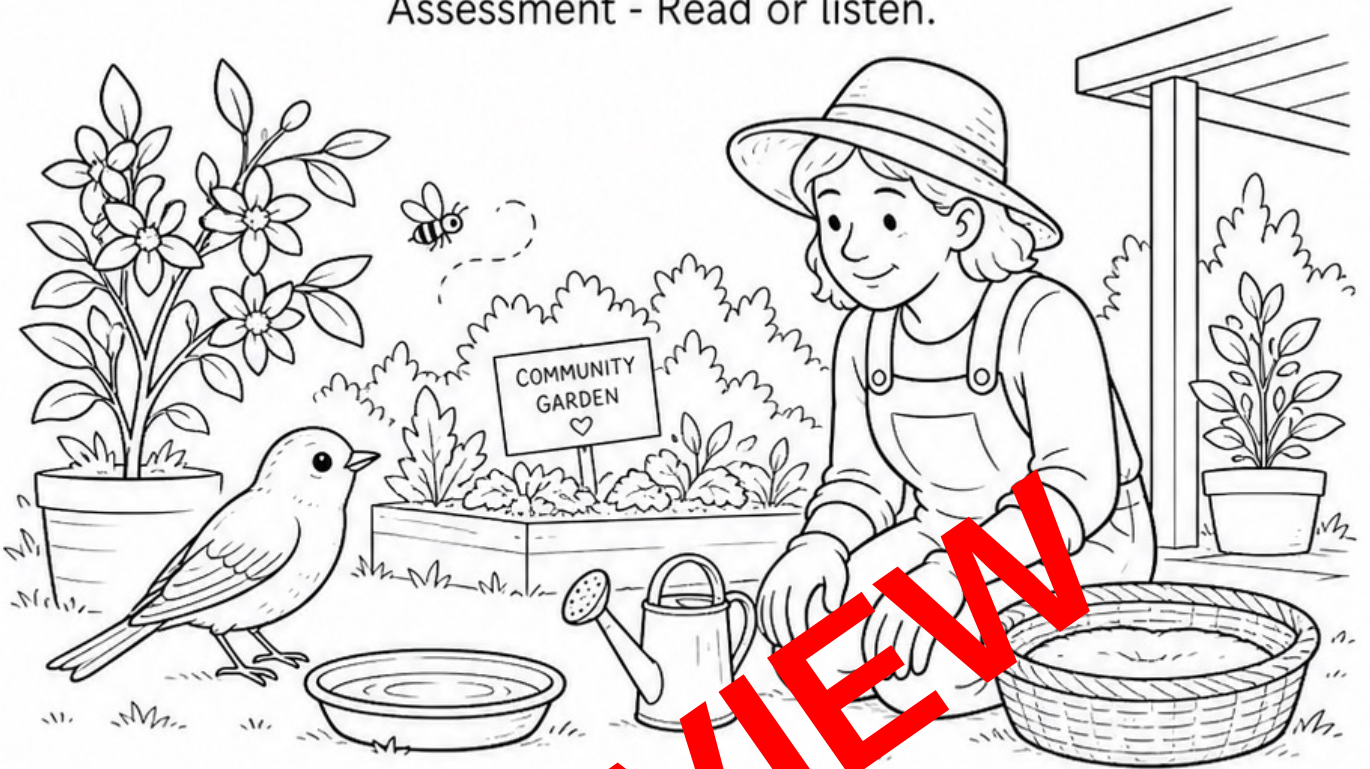
PREVIEW

Write an opening that includes one sensory detail.

Name: _____

A NEW FRIEND FINDS A HOME

Assessment - Read or listen.



Pip was a small silver bird who lived near a noisy station. Each night bright lights flashed and trains rattled the windows. Pip wanted a quiet, safe place to rest.

One morning, Pip followed the sweet smell of orange blossoms to a community garden. He heard bees hum and leaves whisper. A gardener named Jo noticed Pip shivering beside a watering can.

Jo filled a shallow dish with water and tucked a soft basket under the verandah. Pip hopped inside. As the sun set, the garden felt calm and warm. Pip chirped a gentle thank-you. At last, Pip had found a place where he belonged.

A NEW FRIEND FINDS A HOME

Assessment - Show what you understand.



Name: _____

FOUNDATION

1. Circle Pip's problem.

☐

The station is noisy.

☐

Pip has no food.

☐

Jo is lost.

2. Draw where Pip feels safe.

YEAR 1

3. How does Jo help Pip?

4. Write one describing word for the garden.

YEAR 2

5. Which sensory detail helps you imagine the garden?

6. What message does the story teach? Use one event as evidence.



A NEW FRIEND FINDS A HOME

Assessment - Show what you understand.



ANSWERS

FOUNDATION

1. Circle Pip's problem.



The station is noisy.



Pip has no food.



Jo is lost.

2. Draw where Pip feels safe.

Community garden or soft basket under the granah.

YEAR 1

3. How does Jo help Pip?

Jo gives Pip water and a soft basket.

4. Write one describing word for the garden.

calm

YEAR 2

5. Which sensory detail helps you imagine the garden?

the sweet smell of orange blossoms

6. What message does the story teach? Use one event as evidence.

Kindness helps others belong. Jo gives Pip a safe resting place.



THREE - BOOK STUDY RUBRIC

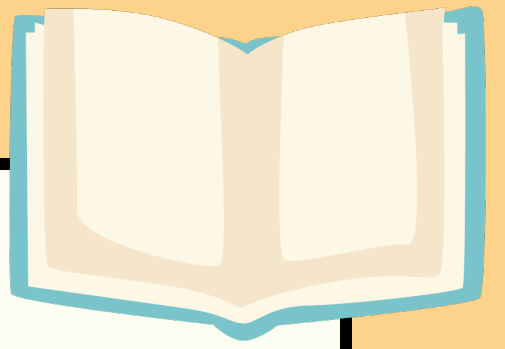
CRITERIA	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Character understanding	Names a character.	Names a trait.	Explains a trait with one clue.	Uses evidence to explain change.	Compares traits and change thoughtfully.
Problem and solution	Identifies one event.	Names the problem.	Links the problem to the solution.	Explains how actions move events.	Analyses conflict and resolution.
Message and evidence	States an idea.	Names a message.	Links the event to a message.	Explains the message with evidence.	Compares messages and evidence.
Sensory language	Adds a describing word.	Adds one sense detail.	Uses clear sensory detail.	Uses varied details for effect.	Selects precise details to shape mood.
Narrative creation	Draws an idea.	Plans a character and event.	Creates a beginning, problem and ending.	Builds a clear sequence with detail.	Crafts a cohesive original narrative.

PREVIEW

Three - Book study



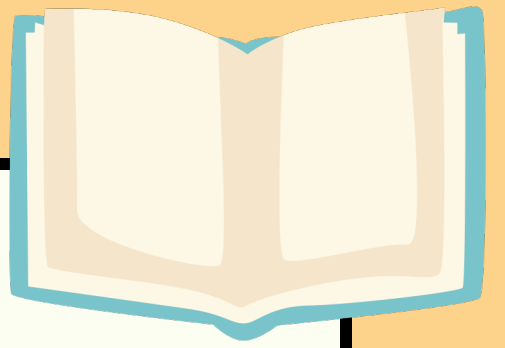
Learning Focus



We will notice character traits, track story problems and solutions, identify a message, explore sensory language and create our own story.



Character Clues



Readers use a character's words, actions and feelings as clues.

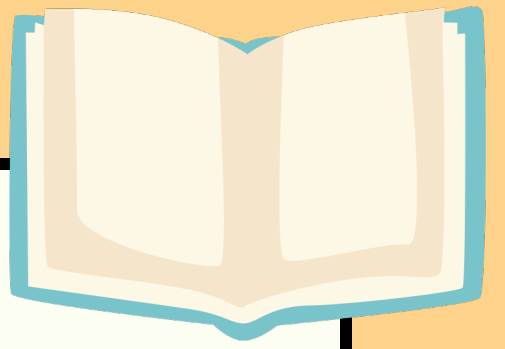
Ask: What does this clue show about the character?



PREVIEW

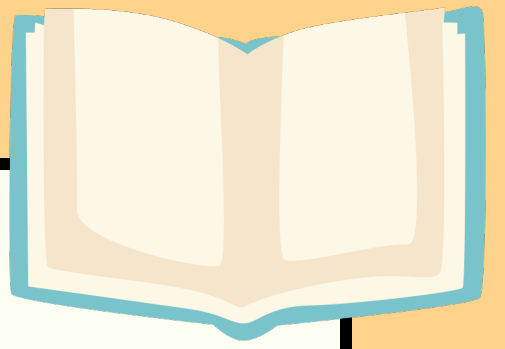
Meet Three

Three begins the story alone. His choices show courage, love and a wish to belong.



PREVIEW

Beginning To End



At the beginning, notice what Three wants.

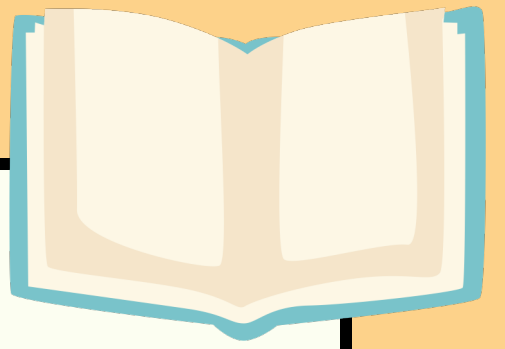
In the middle, track what changes.

At the end, explain how Three has changed.



PREVIEW

Setting Clues

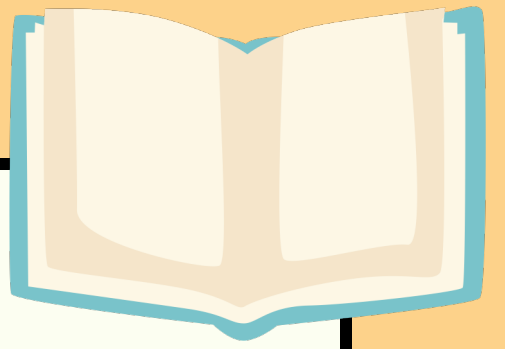


Pictures and words reveal where and when a story happens.
Setting can also shape a character's feelings and choices.



PREVIEW

See, Sniff, Say

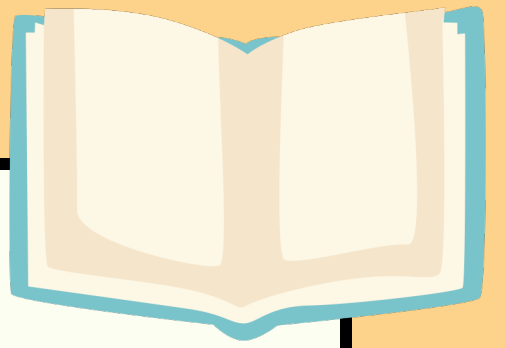


Sensory language helps a reader imagine the scene.

What could Three see, smell and hear?



Story Trouble

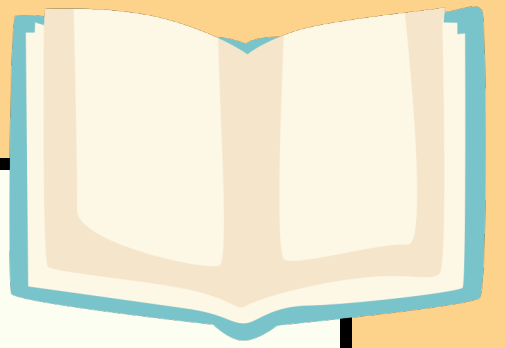


A story problem is the challenge a character faces.
Name the problem clearly before looking for the solution.



PREVIEW

Actions Move The Story



Characters respond to trouble through choices and actions
Each action can change what happens next

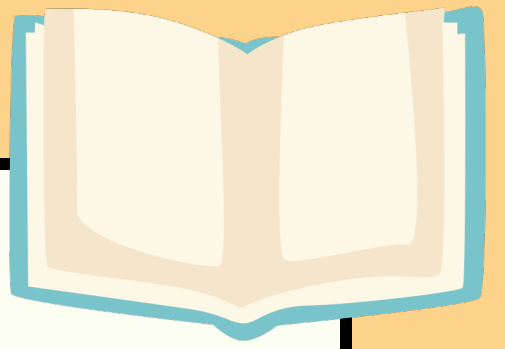


PREVIEW

Fern's Solution

Fern notices a need and acts with kindness.

Her response helps solve the problem and changes Tree's future.



PREVIEW



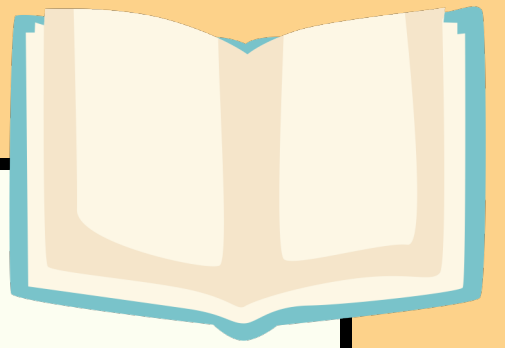
The Big Idea

A theme is an important message a reader can learn.
Possible ideas include kindness, belonging, courage, and friendship.



PREVIEW

Compare Messages



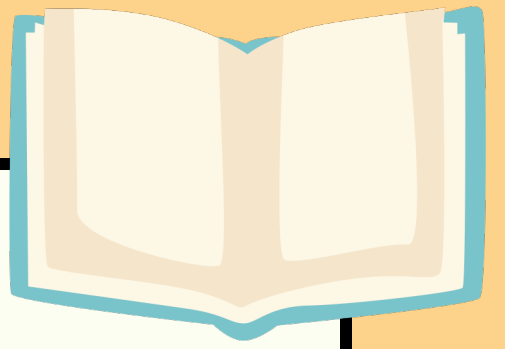
Different readers may phrase the message differently

Strong answers use evidence from the story



PREVIEW

Create A Character



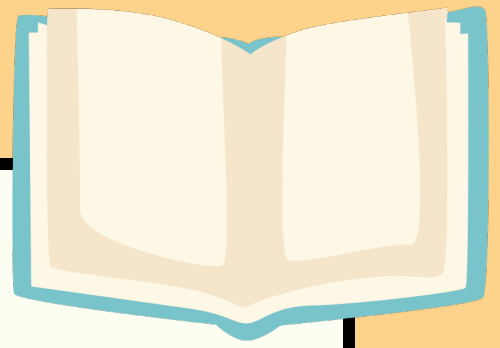
Choose a name, trait and goal.

Show the trait through what the character says, does and feels.



PREVIEW

Plan A Narrative



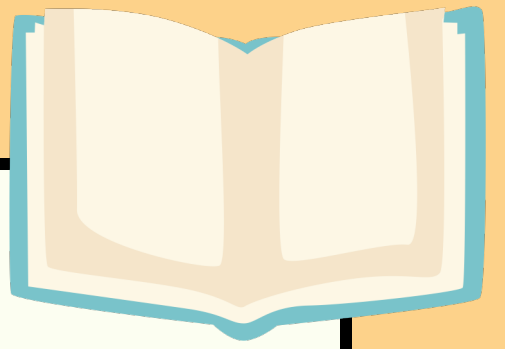
Beginning: introduce the character and setting.

Middle: add a problem and actions.

End: solve the problem and show a change.



Write An Opening



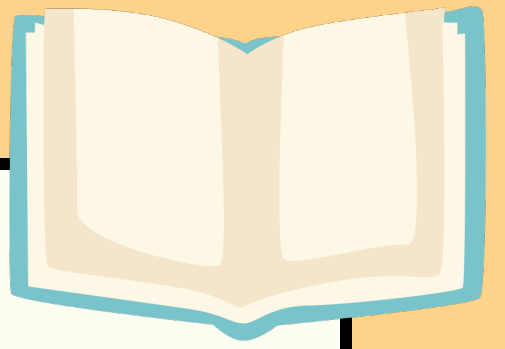
Start with a clear setting and character.

Add one sensory detail that helps the reader enter the scene.



PREVIEW

Reflection



How did Three change?

Which event mattered most?

What message will you carry into your own life?



PREVIEW



PREVIEW

Well Done!



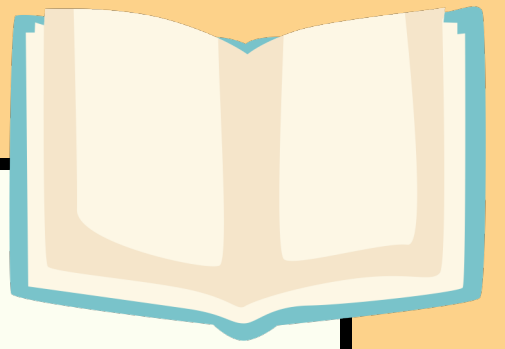
Three Book Study Quiz



Question 1

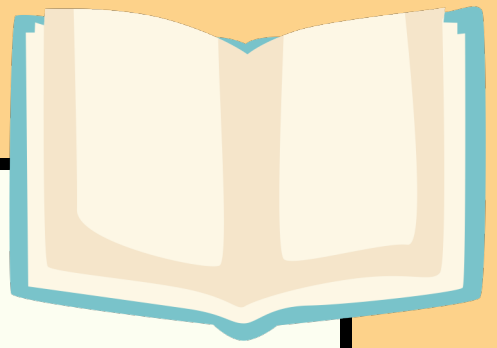
Which clue best reveals a character trait?

- A. the page number
- B. what the character says and does
- C. the book size
- D. the author's name



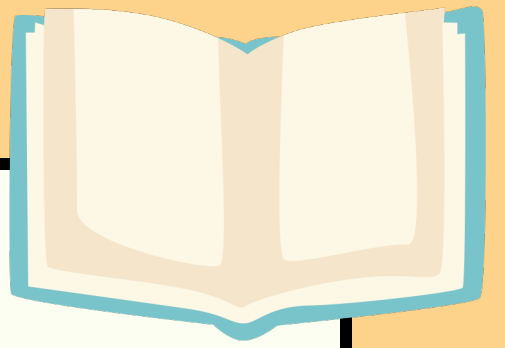
Answer 1

B. What the character says and does can reveal a trait.



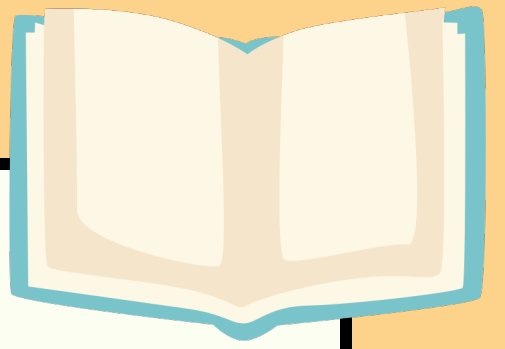
Question 2

True or false: A character can change from the beginning to the end of a story.



PREVIEW

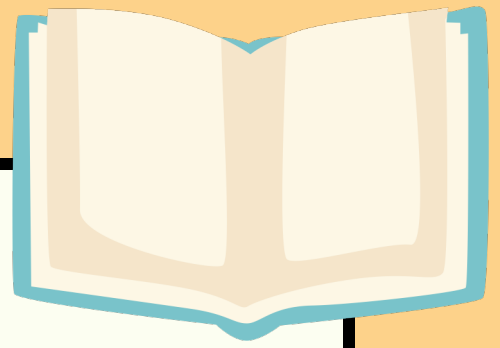
Answer 2



True. Events and choices can change a character's feelings, thoughts, or behaviour.



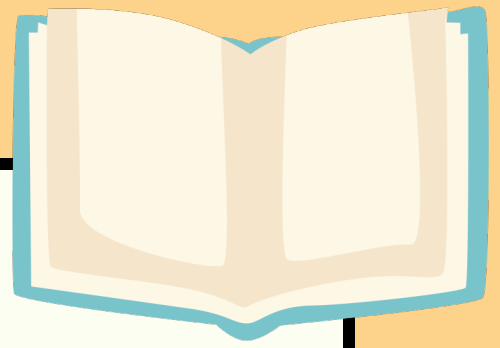
Question 3



Short answer: Name one trait that could describe Thoreau and give a supporting clue.



Answer 3



Answers will vary. Accept a sensible trait supported by a specific action, word or feeling from the story.



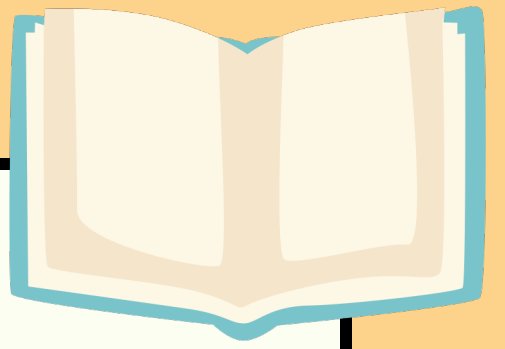
Question 4

What is the story problem?

- A. the challenge a character faces
- B. the title of the book
- C. a list of characters
- D. the final page



Answer 4



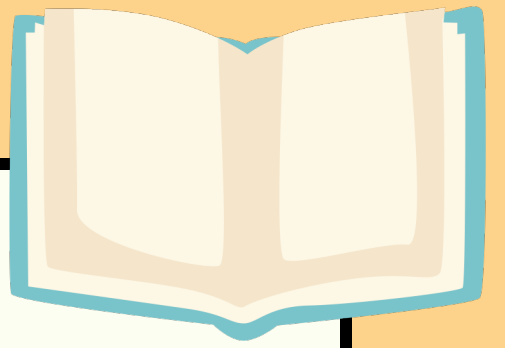
A. The story problem is the challenge a character faces.



PREVIEW

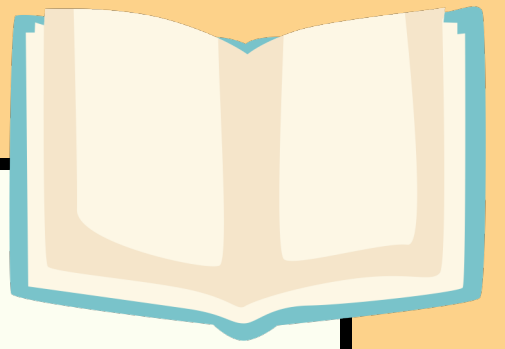
Question 5

True or false: Sensory details help a reader imagine a scene.



PREVIEW

Answer 5

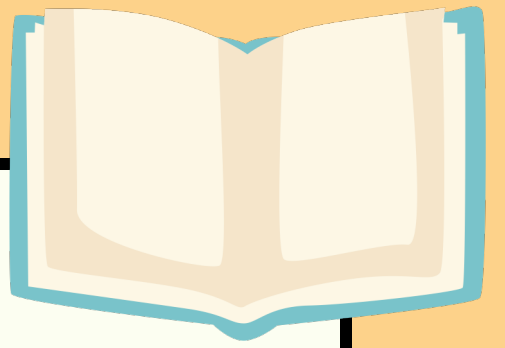


True. Sensory language can describe what a character sees, hears, smells, tastes or feels.



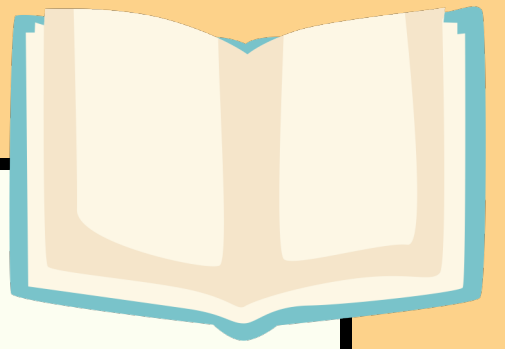
Question 6

Short answer: Give one sensory detail that could describe the setting.



PREVIEW

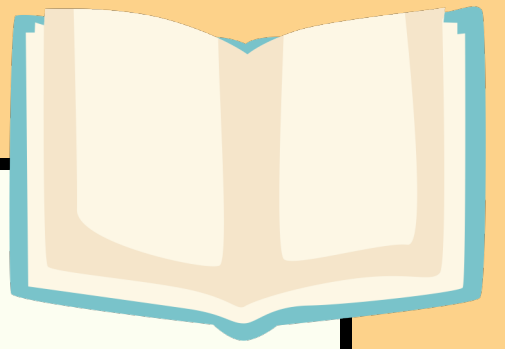
Answer 6



Answers will vary. Accept one relevant detail that connects to a story and suits the story setting.



Question 7



Which message best matches the story?

- A. Always work alone.
- B. Kindness can help someone belong.
- C. Problems never change.
- D. Friends must be identical.

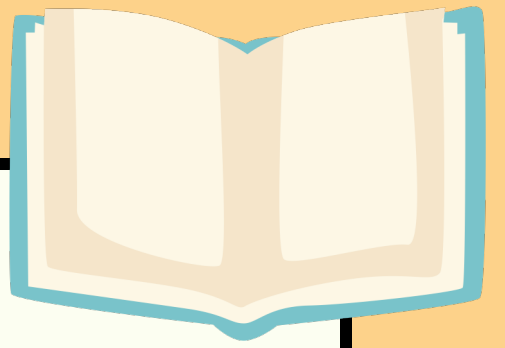


Answer 7

B. Kindness can help someone belong.



Question 8

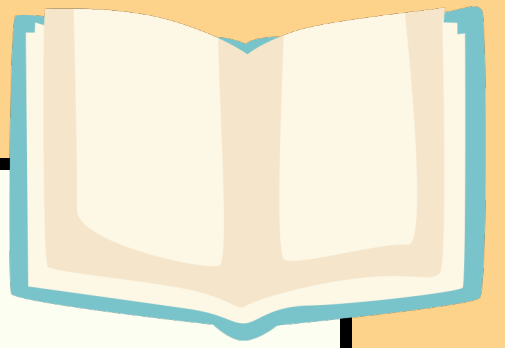


True or false: Every reader must use exactly the same words to form a theme.



PREVIEW

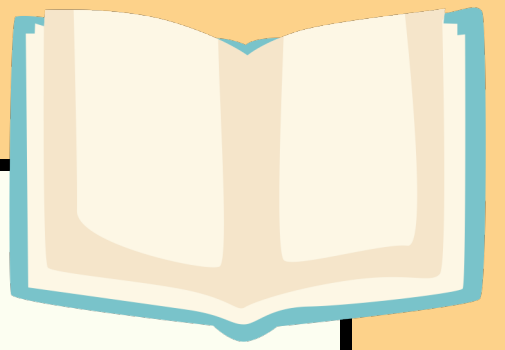
Answer 8



False. Readers may phrase a theme differently when the idea is supported by story evidence.



Question 9

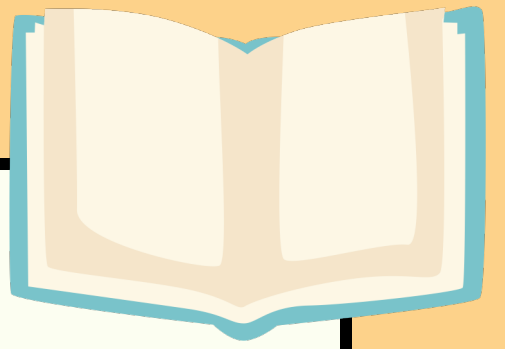


Short answer: How does Fern help move the story toward a solution?



PREVIEW

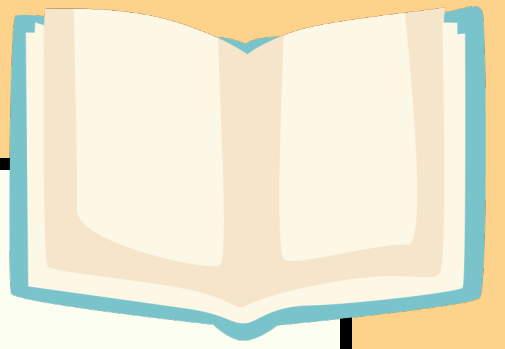
Answer 9



Fern notices Three's need and responds with kindness, housing, food safety, connection and belonging.



Question 10

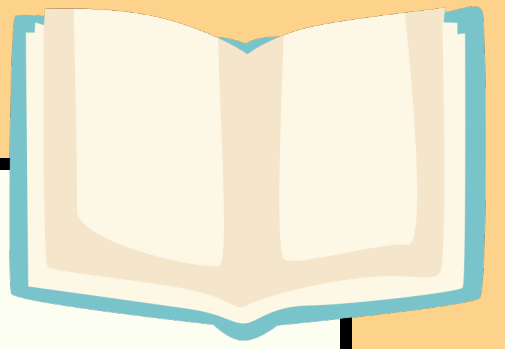


Which plan gives a complete narrative sequence?

- A. ending only
- B. character list only
- C. beginning, problem, action, and solution
- D. title and page number



Answer 10



C. A complete narrative includes a beginning, a problem, a solution, and a solution.





PREVIEW

Well Done!

