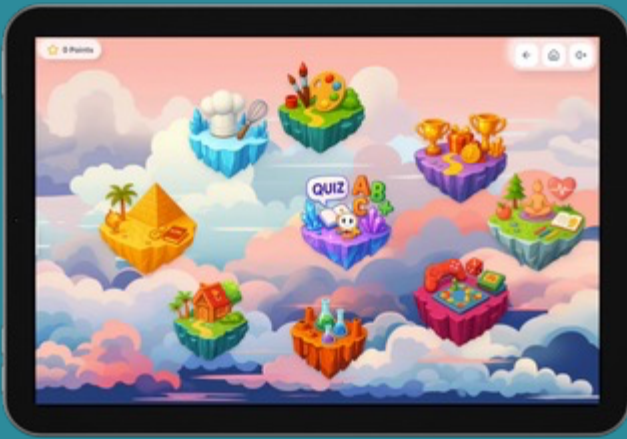


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The Very Cranky Bear – Year 1

TABLE OF CONTENTS	
Presentation: The Very Cranky Bear	
Classroom Display: Story Elements	
Activity 1: Story Sequencing Cards	
Activity 2: Retell Puppets	
Activity 3: Cave Retell Mat	
Worksheet 1: Read, Choose and Trace	
Worksheet 2: Build the Story Sentence	
Worksheet 3: Beginning, Middle and End	
Worksheet 4: Character Feelings and Speech	
Worksheet 5: Favourite Character Data	
Quiz: The Very Cranky Bear	
Assessment: Comprehension and Retell	
Rubric: The Very Cranky Bear	



THE VERY CRANKY BEAR

Story Elements at a Glance

CHARACTERS

Bear, Moose, Zebra, Lion and Sheep



SETTING

A warm cave on a rainy day



PROBLEM

The friends wake Bear.
Their first ideas do not help.



SOLUTION

Sheep makes a soft wool pillow so Bear can sleep.



RETELL WORDS

First • Next • Then • Finally



STORY SEQUENCING CARDS

Cut out both pages. Put the eight cards in order.



Four friends find a warm cave to play in.



The friends wake a very cranky bear.



Bear scares the friends out of the cave.



The friends decide to cheer Bear up.

STORY SEQUENCING CARDS

Cut out both pages. Put the eight cards in order.



Lion finds grass, Zebra finds mud and
Moose finds branches.



Bear roars at Sheep and says he wants to sleep.



The friends dress Bear in the things they found.



Sheep makes a wool pillow. Bear settles and sleeps.

RETELL PUPPETS

Cut out the characters. Attach each one to a craft stick.



Bear



Moose



Zebra



Lion



Sheep

PREVIEW

CAVE RETELL MAT

Use the puppets to retell the story.



FIRST

NEXT

THEN

FINALLY

Name: _____

READ, CHOOSE AND TRACE

Circle the correct word. Then trace the whole sentence.



1. The friends play in the ____.

cave

park

house

The friends play in the cave.



2. The friends wake the ____.

lion

bear

sheep

The friends wake the bear.



3. Bear feels very ____.

cranky

tiny

silly

Bear feels very cranky.



4. The friends try to ____ Bear up.

cheer

wash

hide

The friends try to cheer Bear up.

READ, CHOOSE AND TRACE

Circle the correct word. Then trace the whole sentence.



1. The friends play in the ____.

cave

park

house

The friends play in the cave.



2. The friends wake the ____.

lion

bear

sheep

The friends wake the bear.



3. Bear feels very ____.

cranky

tiny

silly

Bear feels very cranky.



4. The friends try to ____ Bear up.

cheer

wash

hide

The friends try to cheer Bear up.

Name: _____

READ, CHOOSE AND TRACE

Circle the correct word. Then trace the whole sentence.



1. Lion finds ____.

grass

mud

branches

Lion finds grass.



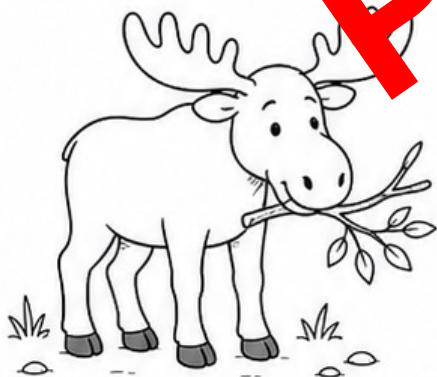
2. Zebra finds ____.

mud

grass

wool

Zebra finds mud.



3. Moose finds ____.

branches

pillow

rain

Moose finds branches.



4. Sheep makes a ____.

pillow

cave

mane

Sheep makes a pillow.

READ, CHOOSE AND TRACE

Circle the correct word. Then trace the whole sentence.



1. Lion finds ____.

grass

mud

branches

Lion finds grass.



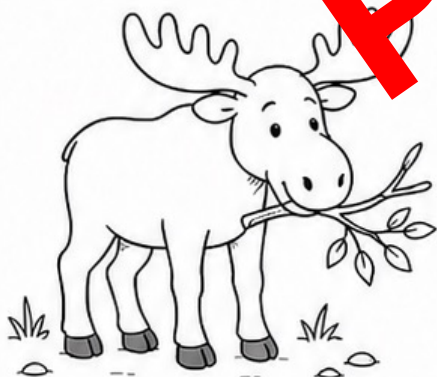
2. Zebra finds ____.

mud

grass

wool

Zebra finds mud.



3. Moose finds ____.

branches

pillow

rain

Moose finds branches.



4. Sheep makes a ____.

pillow

cave

mane

Sheep makes a pillow.

Name: _____

BUILD THE STORY SENTENCE

Write the words in the correct order.

1.



cave.

friends

The

the

in

played

2.



very

bear

grumpy.

The

was

3.



up

animals

bear.

the

dressed

The

4.



soft

Sheep

a

pillow.

made

ANSWERS

BUILD THE STORY SENTENCE

Write the words in the correct order.

1.



cave.

friends

The

the

in

played

The friends played in the cave.

2.



very

bear

cranky.

The

was

The bear was very cranky.

3.



up

animals

bear.

the

dressed

The

The animals dressed up the bear.

4.



soft

Sheep

a

pillow.

made

Sheep made a soft pillow.



Name: _____

BEGINNING, MIDDLE AND END

Draw and write the most important events.



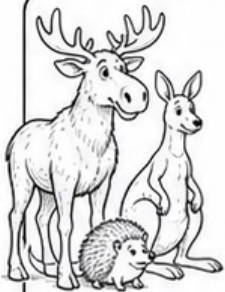
CHARACTERS

SETTING



BEGINNING

MIDDLE



END





Name: ANSWERS

BEGINNING, MIDDLE AND END

Draw and write the most important events.



CHARACTERS

Bear, Moose, Zebra,
Lion and Sheep

SETTING

A warm cave on
a rainy day



BEGINNING

Four friends find a warm cave to play in.

MIDDLE



They wake Bear and try to cheer him up.



END



Sheep makes a soft wool pillow. Bear falls asleep.

Name: _____

CHARACTER FEELINGS AND SPEECH

Think about how Bear and Sheep feel. Draw, write and explain.

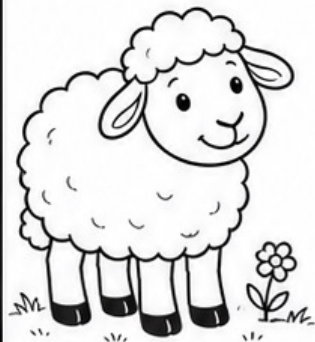
BEAR



I feel _____ because _____.

I would say:

SHEEP



I feel _____ because _____.

I would say:

KIND CHOICE

What kind choice does Sheep make?

Name: ANSWERS

CHARACTER FEELINGS AND SPEECH

Think about how Bear and Sheep feel. Draw, write and explain.

BEAR

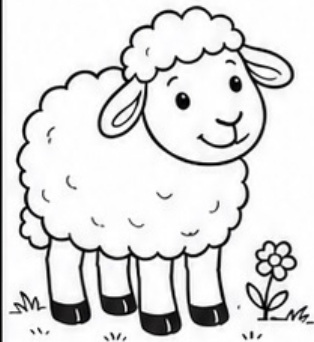


I feel cranky because I was woken up.

I would say:

I want to sleep.

SHEEP



I feel worring because Bear needs help.

I would say:

I can make you
a soft pillow.

KIND CHOICE

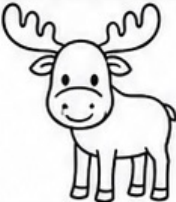
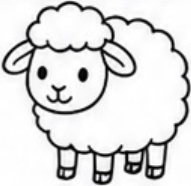
What kind choice does Sheep make?

Sheep listens to Bear and makes a pillow from her wool.

Name: _____

FAVOURITE CHARACTER DATA

Ask each classmate: Which character is your favourite? Record tallies and totals.

CHARACTER	TALLY	TOTAL
 Bear		
 Moose		
 Zebra		
 Lion		
 Sheep		

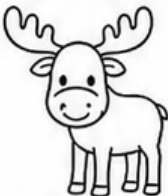
Which character has the most votes?

Which character has the fewest votes?

Name: _____

FAVOURITE CHARACTER DATA

Use your totals to draw a pictograph. One picture = one vote.

CHARACTER	PICTOGRAPH
 Bear	
 Moose	
 Zebra	
 Lion	
 Sheep	

KEY: one picture = one vote

How many votes were recorded altogether?

How many more votes did the winner receive than the character with the fewest votes?

Name: _____

STORY COMPREHENSION AND RETELL

ASSESSMENT — PAGE 1

1. Circle the setting.



cave



beach



school

2. Write the four friends who enter the cave.

1. _____
2. _____
3. _____
4. _____

3. What is the main problem?

4. Match each character to what they find.



Lion



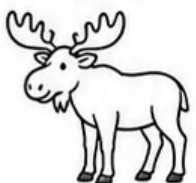
grass



Zebra



mud



Moose



branches

5. What does Sheep make for Bear?

ANSWERS

STORY COMPREHENSION AND RETELL ASSESSMENT — PAGE 1

1. Circle the setting.



cave



beach



school

2. Write the four friends who enter the cave.

1. Moose

2. Zebra

3. Lion

4. Sheep

3. What is the main problem?

The friends wake Bear and he is cranky.

4. Match each character to what they find.



Lion



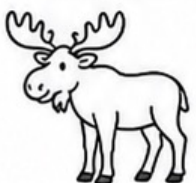
grass



Zebra



mud



Moose



branches

5. What does Sheep make for Bear?

a soft wool pillow.

Name: _____

STORY COMPREHENSION AND RETELL ASSESSMENT — PAGE 2

1. Number the events from 1 to 4.

☐

The friends wake Bear.

☐

Sheep makes a pillow.

☐

The friends find a cave.

☐

The animals dress Bear.

2. Write one sentence to retell the ending.

3. How does Sheep show kindness?

4. Draw your favourite event and write a caption.

Name: ANSWERS

STORY COMPREHENSION AND RETELL ASSESSMENT — PAGE 2

1. Number the events from 1 to 4.

2



The friends wake Bear.

4



Sheep makes a pillow.

1



The friends find a cave.

3



The animals dress Bear.

2. Write one sentence to retell the ending.

Sheep makes a soft wool pillow, and Bear falls asleep.

3. How does Sheep show kindness?

Sheep listens to Bear and makes something that helps him.

4. Draw your favourite event and write a caption.

Sheep gives Bear the pillow.

THE VERY CRANKY BEAR RUBRIC

Student: _____

Date: _____

CRITERIA	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Story elements	Names few elements with support.	Names some characters or setting.	Identifies characters, setting and problem.	Explains characters, setting, problem and solution.	Explains elements and how they shape the story.
Event sequence	Needs support to order events.	Orders some events.	Orders four key events.	Orders and explains key events.	Retells the sequence with precise detail.
Comprehension	Shows limited understanding.	Answers some literal questions.	Answers literal questions accurately.	Explains ideas using story details.	Infers and justifies with strong evidence.
Oral retell	Retell is very brief or unclear.	Retells parts with prompts.	Retells beginning, middle and end.	Retells clearly with sequence words.	Retells expressively with precise detail.
Written response	Needs significant support to write.	Writes a simple related idea.	Writes a complete sentence.	Writes connected sentences with details.	Writes detailed, cohesive responses.

Total: _____ / 25

Teacher comment: _____

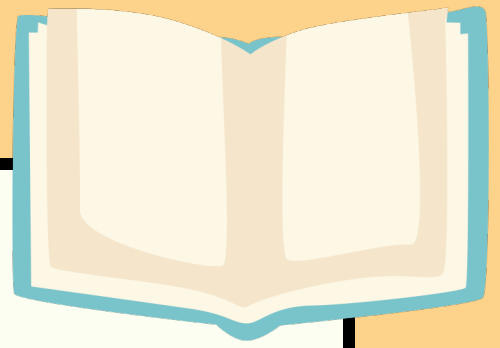


BEFORE READING

Look at the title and cover.
Who might we meet? Where could the
story happen?
What problem might we find?



MEET THE CHARACTERS

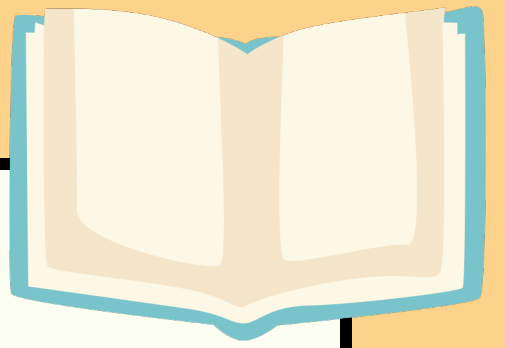


Bear, Moose, Zebra, Lion and Sheep are
the main characters.

Characters are the people and animals in
a story.



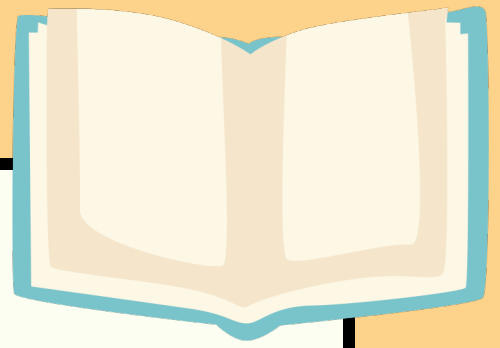
CHARACTER CLUES



Antlers help us spot Moose. Stripes
belong to Zebra. Lion has a mane.
Sheep has wool. Bear shows he
feelsanky



WHAT IS A SETTING?

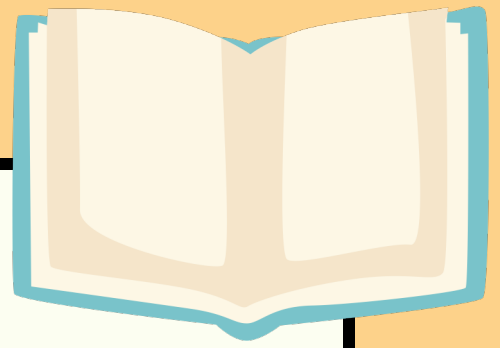


The setting tells us where and when a story happens.

A story may happen at home, at school or outside.

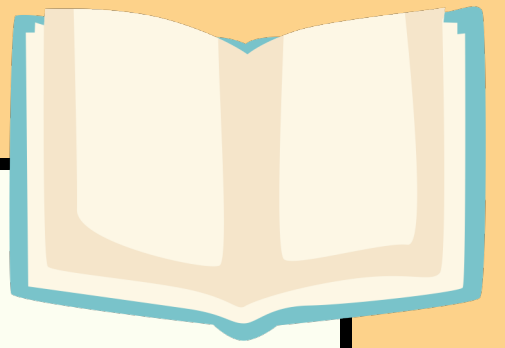


THE STORY SETTINGS



Most of the story happens in a warm
cave on a rainy day.
The cave gives the friends a new place
to play.

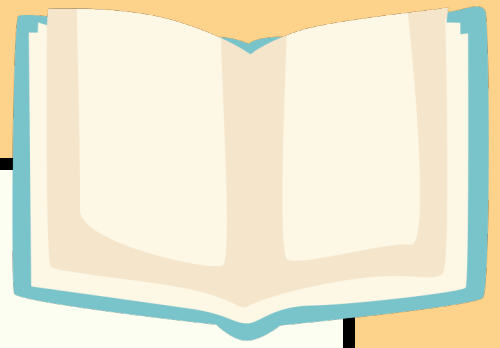




WHAT IS A PROBLEM?

A problem is something that goes
wrong or something that needs
to be solved.





THE STORY PROBLEM

The friends wake Bear. He is grumpy and
wants to sleep.
Their first ideas do not make him feel
better.



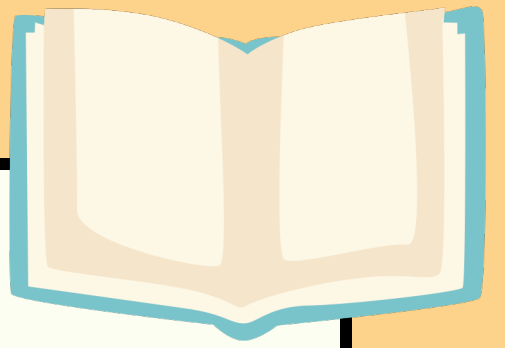
WHAT IS A SOLUTION?



A solution is the action that fixes the problem.

Good solutions respond to what a character really needs.





THE STORY SOLUTION

Sheep listens carefully and makes a soft pillow from her wool so she can sleep.



SEQUENCING AND RETELLING



A retell shares the important events

in order

Use first, then, and finally





RETELL QUESTIONS

Who are the characters?

Where does the story happen?

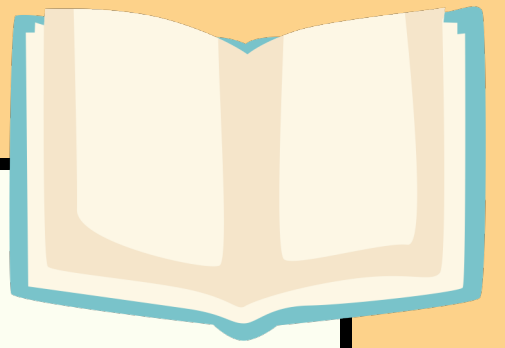
What is the problem? What is the

solution?

What events happened first, next, then

and finally?

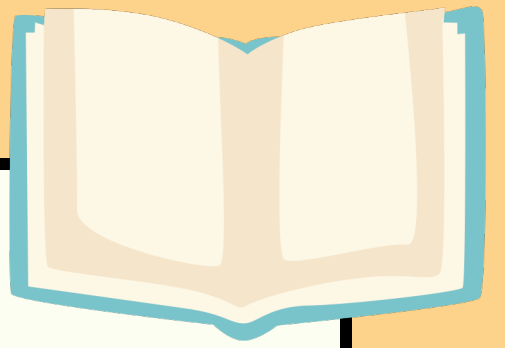




FIRST

Four friends find a warm cave on a
rainy day.
They decide to sit inside and play

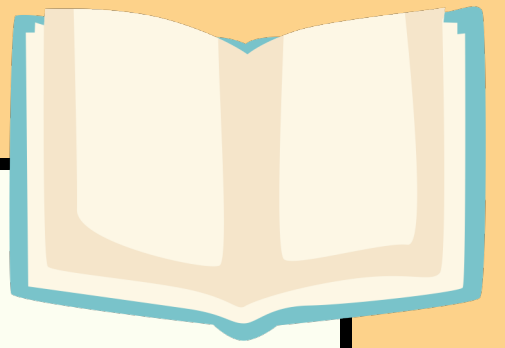




NEXT

The friends make noise in the cave and
wake Bear.
Bear is very cranky.





THEN

Bear roars and scares Moose, Zebra,
Lion and Sheep out of the cave.



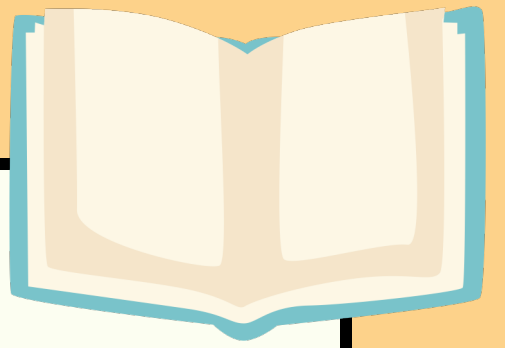


NEXT

The friends want to check Bear up
Each friend thinks of something that
might mean Bear is special



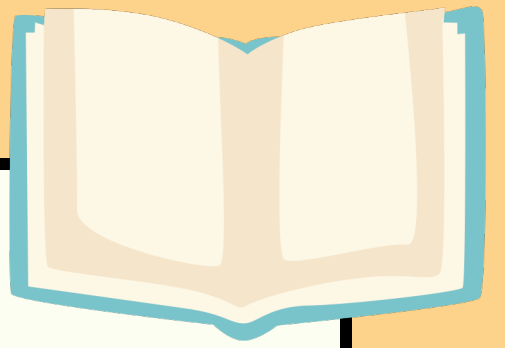
THEN



Lion finds grass. Zebra finds mud.

Moose finds berries.



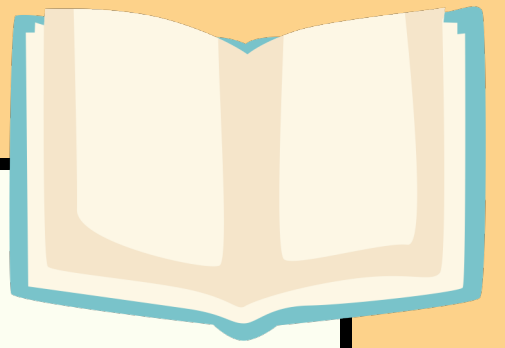


NEXT

The friends place the green mud on
branches of Bear
But Bear still does not feel better



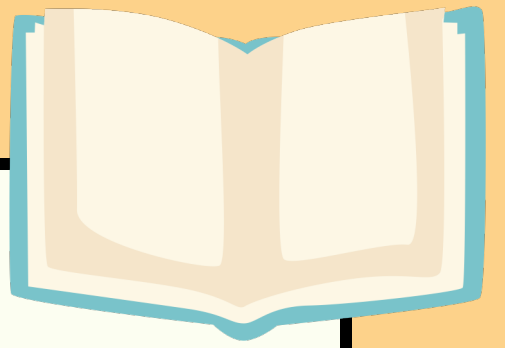
THEN



Bear roars at Sheep and explains that
he wants to be a



FINALLY



Sheep listens. She makes soft wo

pillo

Bear settles and falls asle





THINK ABOUT THE CHARACTER

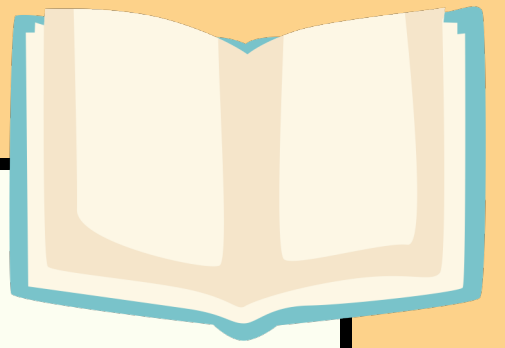
How does Bear feel at the beginning
and end?

How does Bear show kindness?

Which character helps solve the problem?



REVIEW



Characters: Bear, Mouse, Zebra, Lion

Sheep

Setting: Warm cave on a sunny day

Problem: Friends wake Bear

Solution: Sheep makes a soft wool pillow





Well Done!



PREVIEW



QUESTION 1

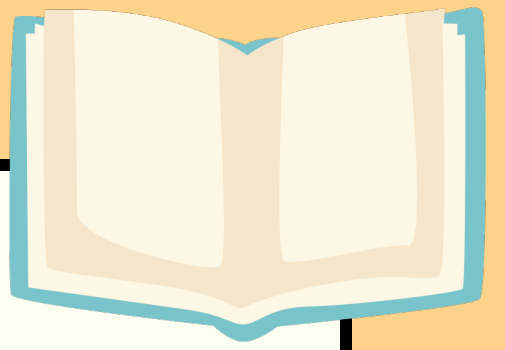
Where is most of the story set?

A. At the beach

B. In a cave

C. At school





ANSWER 1

B. In a cave

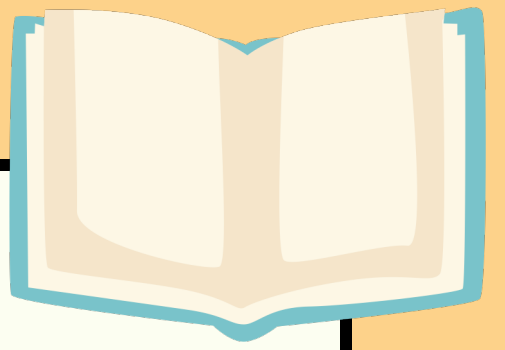




QUESTION 2

Name the four friends who enter the cave.





ANSWER 2

rose, cobra, Lion and Sheep.





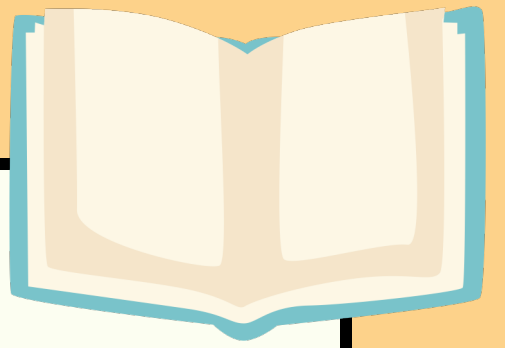
QUESTION 3

True or False?

Dear _____ keep when the friends arrive.



ANSWER 3



True. The friends were Bear when they play in the cave.





QUESTION 4

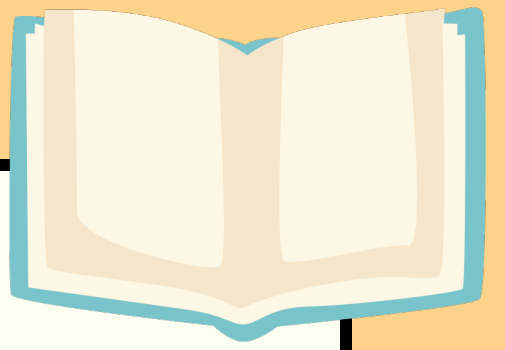
What is the main problem?

A. The cave is too cold

B. The noise wakes Bear and he is cranky

C. The sheep loses her wool

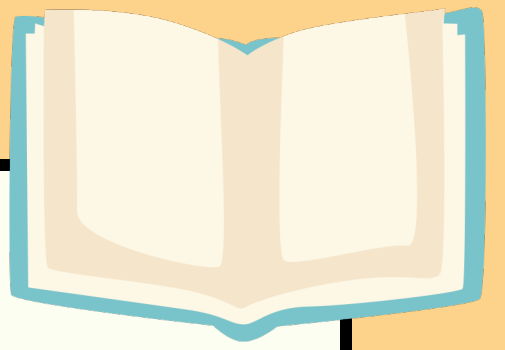




ANSWER 4

B. The friend wake Bear and he is cranky.





QUESTION 5

What does Lion find?

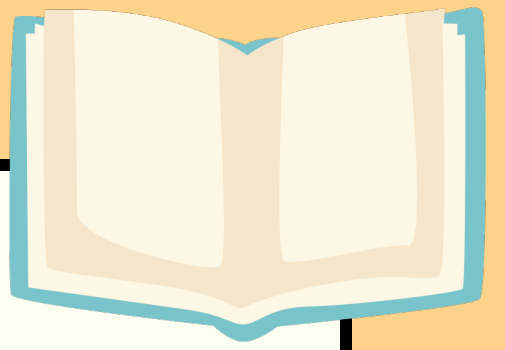


ANSWER 5



on finds grass.





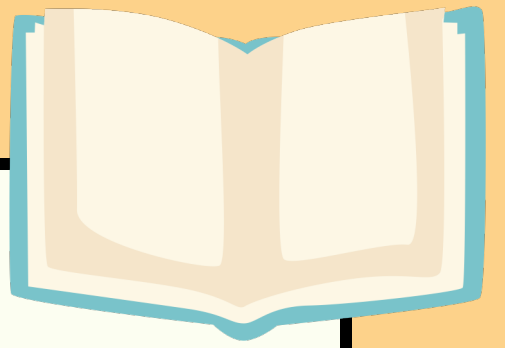
QUESTION 6

What does Zerk find?

- A. M
- B. Branches
- C. A pillow



ANSWER 6



A. Muo



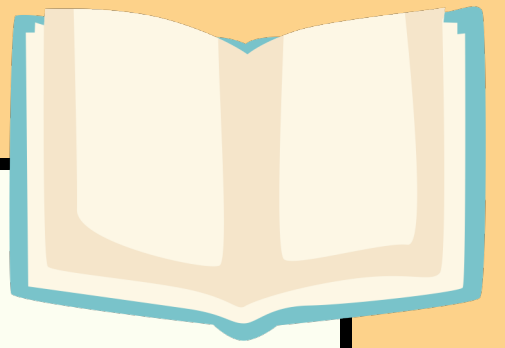


QUESTION 7

True or False?
Dendroica coronata finds branches.

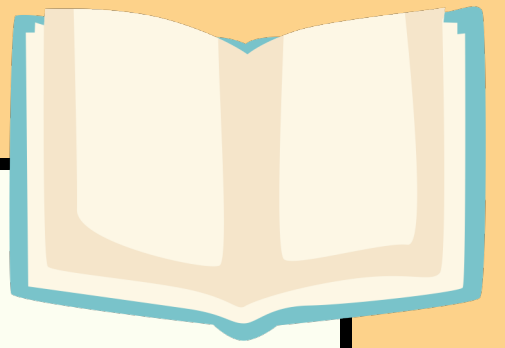


ANSWER 7



True. Jose finds branches.



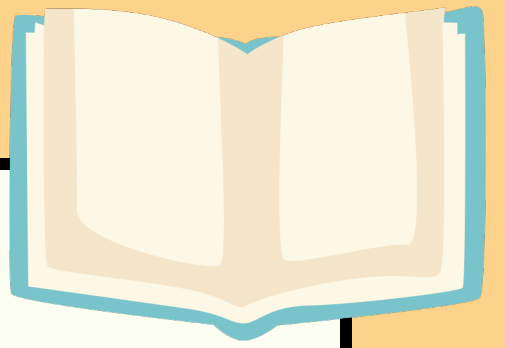


QUESTION 8

What do Sheep make for Bear?



ANSWER 8



Sheep makes a soft wool pillow.





QUESTION 9

What happens after Sheep gives Bear the pillow?

A. Bear settles down and falls asleep

B. Bear runs outside

C. Bear's friends leave the cave





ANSWER 9

... Becomes restless and falls asleep.

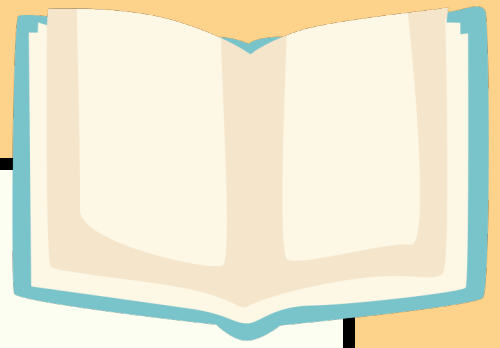




QUESTION 10

Give the king choice a character makes.





ANSWER 10

Sheep listens to Bear and helps him by making a pillow.
Other story-supported kind choices are also acceptable.





Well Done!



PREVIEW