



Lesson 201: Woofster Finds a Home Episode

Grades: PreK-1



Goals:

- Students will be able to identify lowercase letters of the alphabet, specifically: "n," "i," "c," "e."
- Spell and identify the sounds in "prairie".
- Demonstrate an understanding of the words *menacing*, *prairie*, and *trespassing*.
- Try different words in a sentence and understand that the meaning changes, specifically opposites.

Word List: Words highlighted as text in this episode

- Nice
- Prairie
- Menacing
- Trespassing
- Go In
- Go Away
- Get Out
- Adopt
- Bone

Materials: tag board or colored construction paper, markers/crayons, scissors, magazines, yarn, hole punch, lowercase letter cards, printer, "pr" words (prairie, present, prune, press, prize, pretzel, prince, president, pride, print, problem) printed or written on paper, felt, green poster board

Episode summary: Whyatt goes to a pet adoption fair in Storybrook village where he meets a little puppy who needs a family. Whyatt promises to look in a book to help until the puppy reveals he has story of his own! As the superhero readers travel through the book *Woofster Finds a Home*, they find exciting ways to overcome obstacles and a new super reader joins the team!

Woofster...to the Rescue

In order to find a home, Woofster needs the Golden Bone. During our hunt for the Golden Bone we run into big trouble. We have to stop a *menacing* dragon, find a *prairie*, and get through a door that says *no trespassing*. Woofster has to use his dictionary power to tell us the meaning of these words so that we can find the Golden Bone and him find a home!



Activity 1: Doggie Dictionary

Directions: Pass out large paper, crayons, glue, markers, and scissors. Children work in teams of two to create a page for each new word. Have children create a visual representation for each word, and print the dictionary word on each page. Children might draw the *menacing* dragon from this episode or some other type of creature that is known for not being very nice. If drawing skills are an issue, cut or print out pictures that children can glue on each page. Children can create a locked door or gate to a house for no trespassing, and they can make a grassy picture for prairie.

These pictures can be the start of a classroom dictionary that is used throughout the year. Create letter pages to add and then put your pages in alphabetical order. Keep these dictionaries available for students to look at and use during reading or other activities. Yarn can be used to hold the pages together like a book.

Alpha Pig...to the Rescue

To get into the castle, we have to get the dragon to stop being mean. We practice singing the alphabet and identify the lowercase letters, "n," "i," "c," "e." Once the dragon starts being nice we can go into the castle to find the scroll.



Activity 2: Doggy Doggy Where's Your Bone?

Directions: Trace and cut dog bones out of colored paper or tag board. Write one of the following letters on each bone, "n," "i," "c," "e." Make more than one bone per letter so each child can find a bone. Hide the bones around the room. Call out a letter and have children search for bones with that letter on it. See if your students can use the letters to spell nice.

Activity 3: Beware of the Dragon

Directions: One child pretends to be a *menacing* dragon. He/she stands on one end of the room. All the other children stand at the other end. The teacher has four lowercase letter cards (n-i-c-e). The teacher holds one letter card up at a time in random order (other lowercase letters can be used depending on the level of children). Each child gets a chance to name a letter. If he/she names it correctly, the Dragon stays put. If not, the Dragon moves one step forward. After 8-10 chances, the dragon is out, the kids made the dragon nice! If the Dragon reaches the children before the game is done, he is the winner. A new dragon is chosen.

Princess Presto...to the Rescue!

We need to find a prairie in order to find Woofster's last scroll. Super You helps Princess Presto find a prairie by writing the letters "p - r - a - i - r - i - e" to spell prairie and help the super Readers reach the next scroll.



Activity 4: Little Words on the Prairie

Directions: Find or print pictures of words beginning with pr blends (princess, prize, prairie, present, pretzel, printer, president). Find or print pictures of words that don't begin with the pr blend. Label all of these pictures so students can see and hear the letters making the sounds in each word. Go over the sound for p and r in the word prairie from the episode. Explain that they are blended together in the word to make the "pr" sound. Create a *grassland* or *prairie* out of green poster paper and display it on a wall in the classroom. Hold up each word and have students listen to the words and decide if they start with the same as PR-airie or not. If they do, they can stick them to the poster. How many "pr" words did we put on the *prairie*?

Super Why...to the Rescue!

At the Jewel Sea there is a locked door that says No Trespassing. No Trespassing means don't go in. How will Woofster find a home if can't get through the door to the Jewel Sea? Super Why can save the day! He changes the words "No Trespassing" to "Go In".



Activity 5: Open the door!

Directions: Create 10-20 large keys out of tag board or construction paper. Write one of the following phrases on each key: *Get Out*, *Go In*, *Go Away*, *No Trespassing* (you can add other phrases depending on the reading level of the students - *Stay Out*, *Do Not Enter...etc*). Only *one* of the keys should say **Go In**. Put a sign on a door in your classroom that says *No Trespassing* and draw a picture of a lock next to it. Hide all the keys around the room. When the children come in, have them search for the keys. They will have to read each key and decide what the key means. Will it help us get in through the door? The child who finds the key that says **Go In** gets to open the door. Put something special inside, maybe a healthy treat, a pretend gold coin, a stuffed dog, a special book,

