'HAND'Y Curriculum Connections

1. Have students draw around his/her own hand, wrist, and forearm on a sheet of blank paper.
2. As a class or individually:
    a. Fill in the title and author on the wrist.
    b. Write the answers to the four 'W's and one 'H' for the story or Characters, Time, Setting, Conflict, Solution.
    c. Begin with Expectation #1 (Bead #1) and ask: " Was this Expectation demonstrated in the story?" Ask the same question for all of the 8 Expectations. Students are expected to be able to give an explanation for their answers. Suggestion: Have student give a Pair/Share partner an explanation for his/her answer.
    d. Color or mark the bead if the Expectation is demonstrated in the story.
    e. If you are doing this as a class, color the bead halfway if some thought it was demonstrated and others did not.
    f. Ask:
        What life principles are modeled in the story? Write on the forearm.
        What life lessons are taught in the story?
        Write the moral of the story on the palm of the hand.

VOCABULARY CONNECTIONS:

1. Have students
    a. Identify any figurative language – i.e. personification, metaphor, simile, etc.
    b. Select challenging vocabulary and three to five lexicon steps to complete for each word.
    c. Create an interactive Word Wall with content vocabulary.
    d. Rewrite a portion of the selection substituting synonyms for identified words.
    e. Read aloud a portion of the selection and have the students take notes as you read. Have them swap notes with another student and then rewrite the selection in complete sentences from the notes. Compare and contrast with original version.
    f. Create a "What if……" question to change the outcome of the selection. Write or tell a partner the new version.

LITERACY CONNECTIONS:

1. Working in pairs, students retell the literature piece or portions of it as follows:
    a. Each student may say only one word or sentence at a time, taking turns to retell the selection. Information on 'HAND" may be used as an outline for reference.
2. Use the HAND"Y outline as a pre-reading structure. Have students use illustrations, chapter titles, bold-faced words, etc. to infer the answers. Revisit predictions and correct as the story is read.

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SOCIAL STUDIES CONNECTIONS:

1. Have students:
    a. Fill in the answers to as many of the four 'W's and one 'H' for the selection as is possible. "Who?, When?, Where?, Why?, How?"
    b. Use the Revised Bloom's Question Stem sheet to create questions on content, at least one from each level. Select an agreed upon number of questions to answer.
    c. Develop a Venn diagram or other graphic organizer between answers of two related "Handy Curriculum Connection" events.

CRITICAL READING: (Common Core)

1. What does the text say? Restate or summarize.
2. Describe the text - discuss aspects of the presentation of the text (choices of content, author's perspective, language, and structure)
3. What does the text mean? Interpret and analyze the text. Assert a meaning for the text as a whole (putting message in a larger context and determine the theme.)
4. What does the text mean to you? Apply the text personally to your life (finding relevance of the bigger meaning/theme to your life).

MATH:

1. Use the selected vocabulary to have students create math problems using Alpha Math.

ALPHA MATH
http://www.thinkquest.org/

To play the Alphabet Math Word game you just need a piece of paper and a pen or pencil:

1st: Choose a word, but keep it secret from other players.

2nd: Write a Math equation for your word! Start with the first letter of your word, then count how many letters it takes to get to the next letter of your word. If you go to the left to get to the letter, then subtract the number; if you go right, then add the number.

Example: I + 3 + 0 + 9 - 2 + 1 - 2 - 17 + 20 - 5 + 3 ==> ILLUSTRATOR

You can make as many words as you want!

For younger children, use only addition and subtraction, but for older kids and adults you can add multiplication and division!

If more than one person is playing, see who can finish first!

To make the game really challenging, you can scramble the letters, or have your opponent try to figure out the word without seeing the alphabet.

Here is an "equation". Have fun, then make up your own!!

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

1. Z - 17 - 2 + 19 - 25 + 6 = _____

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