

Role of Illustrations in a Story Lesson Plans for 5 Book Club Meetings

The following preview shows all of the Book Club Meetings for Dog Man by Dav Pilkey

4 Part Lesson Plans

Guided Reading Level

Discussion Questions by Chapter

Book Club		Dog Man By: Dav Pilkey Grade Level: 3 / Guided Reading Level: F
Discussion Questions and New Vocabulary	Meeting #4	A Note About the Discussion Questions and Vocabulary Suggested discussion questions and new vocabulary words are listed below to help guide the conversation. Some of the questions are open-ended and have more than one right answer. New vocabulary words can be reviewed prior to assigning the reading or as a group after reading the selection. In either instance, remember to model problem solving strategies (context clues, Greek/Latin roots, prefixes/suffixes). Depending on your students' needs, you may find that you need to add the discussion of the meaning of other words within each of the chapters. Chapter 3: "Book'em, Dog Man" (pages 111-158) Discussion Questions:
		1. What problem does Petey find with Dog Man, and how does it "solve" this problem? Answer: Petey thinks the problem is that Dog Man is too smart because he reads. He solves the problem by reading all of the books in the world. (page 116) What happens when Petey stops people from reading? Give 3 examples why this becomes a problem for Petey. Answer: When people stop reading, they become dumber. First, a man gives him a car, but his mechanics aren't smart enough to fix it. Second, Petey wants donuts, but the baker is too dumb to understand his order and gives him bagels. Third, his butler falls in love with his trash bag and doesn't take care of Petey's house so everything is dirty. (pages 127-133) 3. How is the problem solved? Answer: Dog Man finds the books and reads again. He also shares the books with the school so that the children can read too. Everyone gets smarter. (pages 142-143) Dog Man Book Club @BookPagez.com

Specific Instructional Focus

Step by Step Guided Mini Lesson

Book Club		Dog Man By: Dav Pilkey Grade Level: 3 / Guided Reading Level: F
Exploring Illustrations: Plot	Meeting #4 Continued	Time to Teach (continued) • "He sat on the see-saw...Yol Big Jim! Come over and seasaw with me!! Oki Weeee. Bonk. So long suckas! I'm free!" • Ask students if they remember how Petey escaped. (Sample answer: Yes, the words remind me of reading this part of the chapter.) • Discuss whether or not some pictures would be helpful to explain the plot, or are just the words enough to understand? (Sample answer: The pictures are helpful. When you hear just the words, you don't understand what is really happening.) • Tell students to turn to pages 114 - 155 and look at the pictures of how Petey escapes from jail. • Ask how the pictures help them to understand what is going on and how Petey escapes. (Sample answer: I can see that when Big Jim sits on the seesaw, Petey is shot up into the air and over the jail fence.)
		Model How to Respond to Reading • Explain the Picture Scavenger Hunt handout. • Explain that there are 10 sentences about the chapter, "Book'em Dog Man", but they are very general sentences, meaning that they do not include much detail about the plot. • Challenge the students to go on a scavenger hunt in the book and search for the perfect picture that describes and adds important details to each sentence. • Tell them you will do the first one together as a group. • Read the first sentence aloud: "Petey escapes from jail." • Explain that the picture they choose to represent each sentence should add important information about the event.

Key Vocabulary by Chapter

Book Club		Dog Man By: Dav Pilkey Grade Level: 3 / Guided Reading Level: F
Discussion Questions and New Vocabulary	Meeting #3 Continued	Chapter 2: "Robo Chief" (pages 47-110) New Vocabulary:
		1. Peeked (page 61) - to look at someone or something secretly especially from a hidden place 2. Evidence (page 61) - something which shows that something else exists or is true 3. Villain (page 78) - a character in a story, movie, etc., who does bad things Dog Man Book Club @BookPagez.com

Introduce Graphic Novels and the Role of Illustrations in a Story

Exploring Illustrations: Setting

Exploring Illustrations: Character

Exploring Illustrations: Plot

Evaluating the Role of Illustrations in a Story

Reflection and Self-Evaluation

Scheduling and Reader Responsibility

Sample Reader's Notebook Entry

Book Club		Dog Man By: Dav Pilkey Grade Level: 3 / Guided Reading Level: F
Discussion Questions and New Vocabulary	Meeting #4 Continued	Take Time to Reflect (2 minutes) • Distribute the Student Self-Evaluation Assess. • Ask students to reflect on the work they did in Book Club by completing the self-evaluation form. • Collect the evaluation forms (the forms will be sent home on the last day of Book Club along with any notes from the teacher). Wrap Up the Book Club Meeting • Assign students to independently read Chapter 4: "Weenie Wars, The Franks Awaken" (pages 159-220) . • Instruct students to write a 3-4 sentence summary about Dog Man's adventure and draw a picture that goes with one or more of your sentences. • Determine as a group when the Book Club should begin again. • Model how to record the assignment on their Book Club Calendar. Sample Summary Petey sprays a hot dog with a spray that makes him come alive so he can help him escape from jail. The hot dog then sprays other hot dogs to come alive. Meanwhile, Petey boxes a wienie and captures all of the dogs in a cage (including Dog Man). Dog Man tricks a large sandwich into helping the dog escape. All of the dogs defeat the hot dogs by eating them. Dog Man Book Club @BookPagez.com

5 Roles of Illustrations in a Story Lesson Plans