

Reading with Results

Bloom's Taxonomy has seven levels of thinking which can be used to stretch readers while meeting their individual needs. Work with your favourite literature and use the skill checklists and banks of generic questions based on Bloom's Taxonomy to develop inferencing, evaluating, analyzing, synthesizing, and application skills. Progress can be charted using Bloom's categories as an evaluation tool.

Writing with Results

This book covers a year's writing curriculum for grades one to six. Projects include: story writing, poetry, newspapers, journals, book reports, letter writing, animal and country reports, essays, autobiographies, biographies, sentences, paragraphs, and even a section on how to write with very beginning writers. Have fun with this practical guide!

Sports Contest Story Writing New in 2007

This book contains one story writing project for grades five to eight based on the first chapter of Gordon Korman's novel [This Can't be Happening at Macdonald Hall](#). Students will write a humorous sports contest plot similar to the author's by adding their own crazy idea into a new sport with their own characters. The teaching method incorporates vivid verbs, "showing", and sensory imagery into each part of the story to create effective story language in a step by step process.

Animal Baby Switch Story Writing New in 2007

This book contains one story writing project for grades four to six based on the picture book [Blueberries for Sal](#) by Robert McKloskey. Students will write a humorous switch story plot based on the author's concept by choosing a new setting and their own animal characters. The story will be about two mothers whose babies are driving them crazy. To get a break, they decide to switch babies for a day/night. The teaching method incorporates vivid verbs, "showing", and sensory imagery into each part of the story to create effective story language in a step by step process.

Sequence Stories

Here are twenty sequence stories to delight your young writers. Each story comes complete with a stimulating discussion and three pictures. Plots range from losing teeth to battling dragons! Also included is an overview of the "showing" and sensory imagery techniques. Six of the stories are fully webbed

Circle Story Writing with Results Volume One for Primary Students (Grades 1 to 3)

This book contains one story writing project based on the picture book [The Best Nest](#) by P.D. Eastman. It is geared for grades two to four students and teaches the circle story pattern of a journey. Students write a journey circle story similar to the author's, but change the setting and the characters. The assignment teaches how to incorporate vivid verbs, "showing", and "sensory imagery" into each part of the story to create effective story language. The format this book takes is the dialogue between the teacher and the students as they write together.

Dynamite Story Dictionaries

This little volume is a tool for aiding students in identifying and learning how to use the "showing" technique and the "sensory imagery" technique to brighten creative writing. Included are excellent examples of the writing techniques and practice for analyzing them. Paragraph writing gives opportunity for implementing them. Finally, the verb dictionary, onomatopoeia dictionary, twelve "showing" dictionaries and thirty-six sensory imagery dictionaries will enhance the writer's ability to use: vivid verbs, onomatopoeia, "showing" emotions and motives (verb-based description of facial expressions, body language, speech and actions), and sensory imagery (what is seen, heard, felt, smelled, tasted) for settings, encounters, and new experiences.

Story Mapping with Success

One of the biggest hurdles for children to overcome in story writing is having good ideas and an awareness of how to develop and resolve the story problem.

The purpose of this book is to help children develop an inner library of ideas and the ability to **plan** successful story problems and resolutions through story mapping. This is accomplished through the teacher guiding the class in researching picture books and chapters from novels. The research is then collected into idea banks and plot pattern categories.

The idea bank categories are:

1. encounters between characters
2. essential dialogue
3. tricks
4. disasters
5. acts of god
6. force
7. skill
8. courage
9. lucky breaks
10. help
11. hard work
12. truth that is discovered or revealed

The plot pattern categories are:

1. stuck
2. copycat
3. contest
4. circle
5. switch
6. physical or character transformation

Smart Start in Language Arts Revised completely in 2009

[Smart Start](#) is an all-inclusive reading/writing/spelling program. Each student lesson is supported by: co-ordinating phonics worksheets, word analysis exercises, sentence writing, spelling practice, printing, and punctuation/capitalization exercises. Repeated reading books are made by students using sentence strips to master sight words in the context of little stories. Lists of themed picture books build towards writing sequence stories (there are a total of six story units). Teaching explanations for new material in the lessons are placed prior to a new concept being introduced in student work. Flip to the next day and you'll see what you're teaching and receive an explanation when necessary. Four reading assessments are provided for various stages of the year. Finally, the program now includes the revised [Smart Start Companion](#) and the printable phonics and sight word games CD.

Smart Start Companion

This book contains lesson presentation and support activities for the reading, writing, and spelling concepts laid out in [Smart Start in Language Arts](#). It is intended to work with and strengthen the previous program. It is not intended to function alone. For example, it has thirty-three puppet shows to teach the thirty-three letter sounds introduced in [Smart Start in Language Arts](#). The book has been divided into three main parts: reading presentation with support activities, spelling support activities, additional creative writing exercises, and sentence structure activities.

Smart Start Phonics Games - CD

1. Games have been directly correlated to match the sequence of phonics concepts and the order of the sight words presented in the book [Smart Start in Language Arts](#) by JoAnne Moore. The games can be used as center activities, home practice, or as a daily review of the sight word vocabulary and the phonics taught.
2. Print the games off on a colour printer or have a print shop do so. Cut out the games, mount them on card stock, laminate them and cut them out again. (These are not computer games.)
3. Games should be introduced *after* the concepts have been taught to the class. For example, the colour lotto game should not be introduced until all the colour words have been taught. The purpose of the games is for students to review and practice the phonetic concepts and sight words.

Copycat Story Writing Revised completely in 2006

This book contains one story writing project for grades two to five based on the picture book [The Chick and the Duckling](#) by Mirra Ginsburg. Students will write a copycat story plot similar to the authors with a new setting and characters. The teaching method incorporates vivid verbs, "showing", and sensory imagery into each part of the story to create effective story language in a step by step process.

