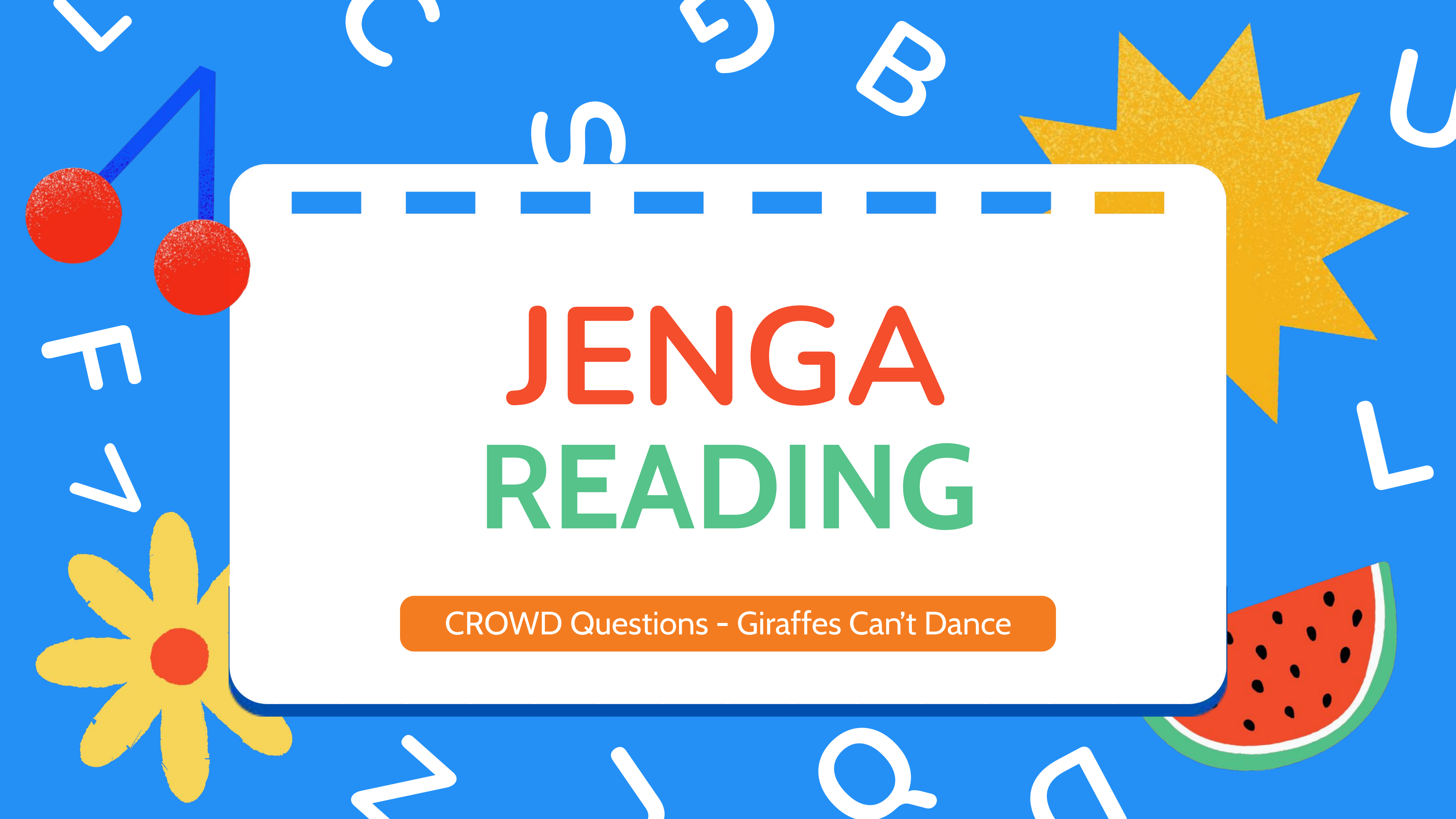




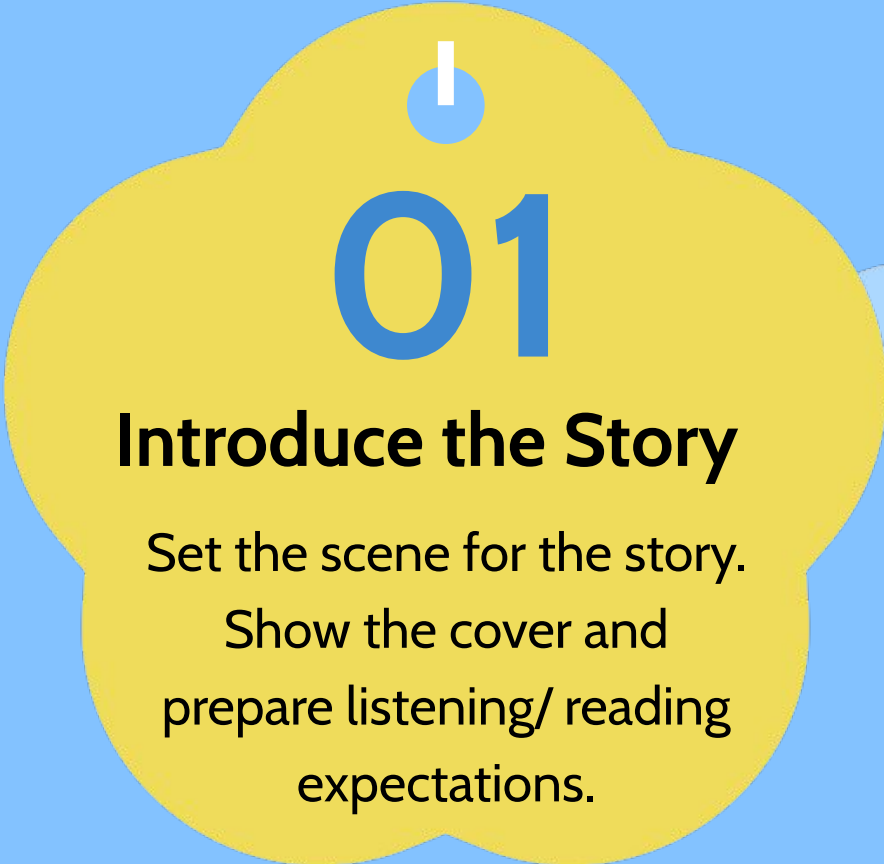
JENGA READING

CROWD Questions - Giraffes Can't Dance

GAME INTRODUCTION

Objective: This game will use the CROWD strategy of asking questions. This strategy works on increasing recall, social emotional understanding, comprehension, and vocabulary acquisition.



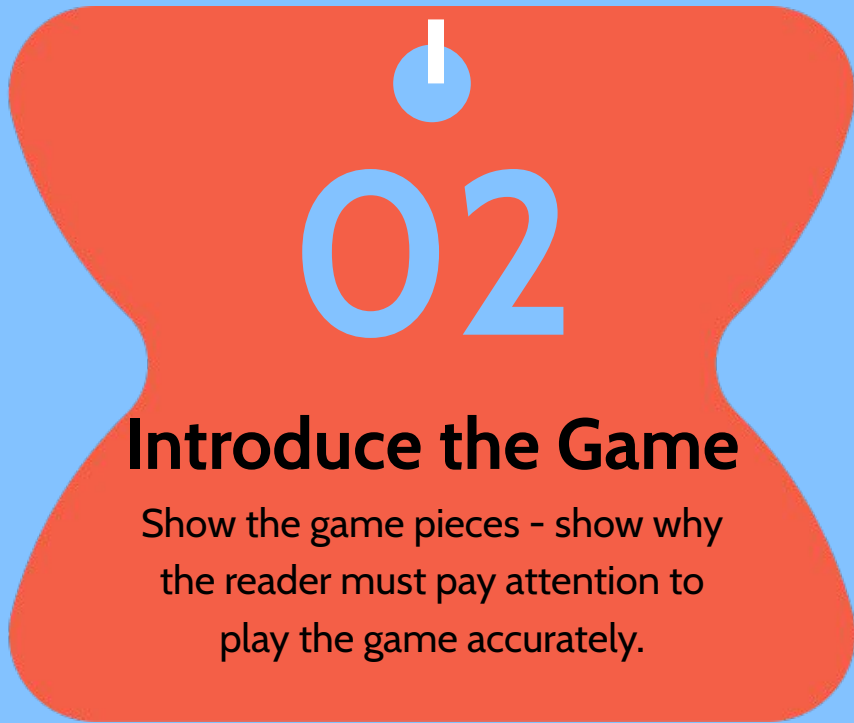


01

This step is represented by a yellow cloud-shaped tag hanging from a dashed line. The tag contains the number '01' and the title 'Introduce the Story'. Below the title, the instructions are: 'Set the scene for the story. Show the cover and prepare listening/ reading expectations.' The background is a light blue sky with stylized clouds.

Introduce the Story

Set the scene for the story.
Show the cover and
prepare listening/ reading
expectations.



02

This step is represented by a red hourglass-shaped tag hanging from a dashed line. The tag contains the number '02' and the title 'Introduce the Game'. Below the title, the instructions are: 'Show the game pieces - show why the reader must pay attention to play the game accurately.' The background is a light blue sky with stylized clouds.

Introduce the Game

Show the game pieces - show why
the reader must pay attention to
play the game accurately.



03

This step is represented by a light beige tag with a scalloped bottom edge, hanging from a dashed line. The tag contains the number '03' and the title 'Begin'. Below the title, the instructions are: 'Read the story, playing the game afterwards.' The background is a light blue sky with stylized clouds.

Begin

Read the story, playing the
game afterwards.

Activity Steps



Read the story.

Read “Giraffes Can’t Dance”. Create prepared pauses for predictions, critical thinking while reading, and vocabulary instruction.

Predict.

Before beginning, have the readers look at the cover. What do they think the story might be about?

Notice.

Model thinking while reading.
Ask questions of the readers, relating their experiences to the story.

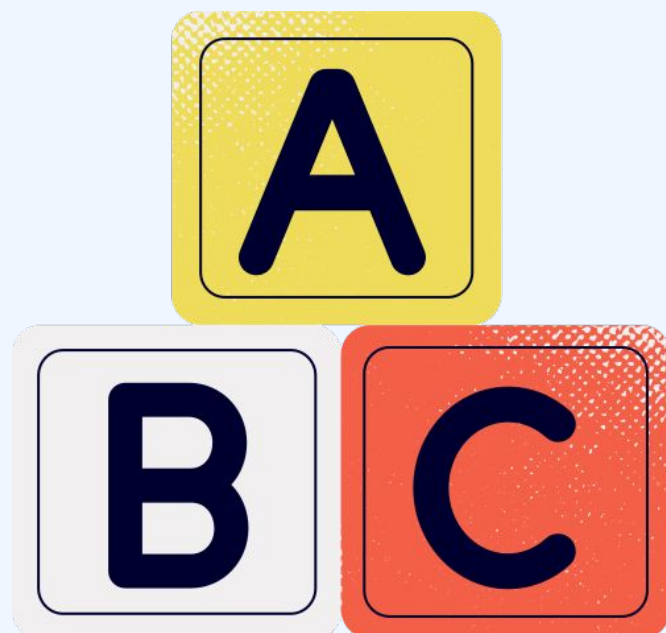
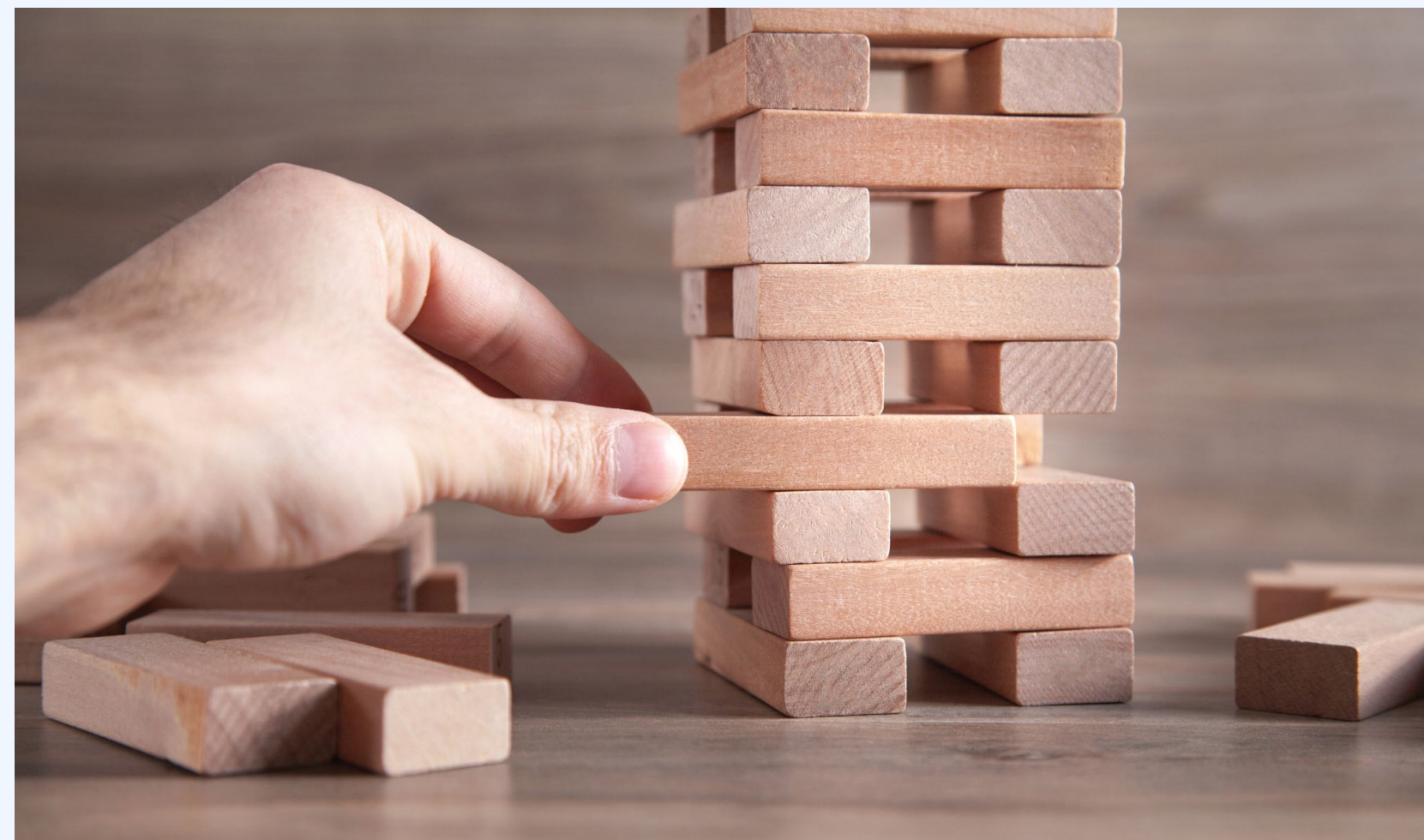
Instruct.

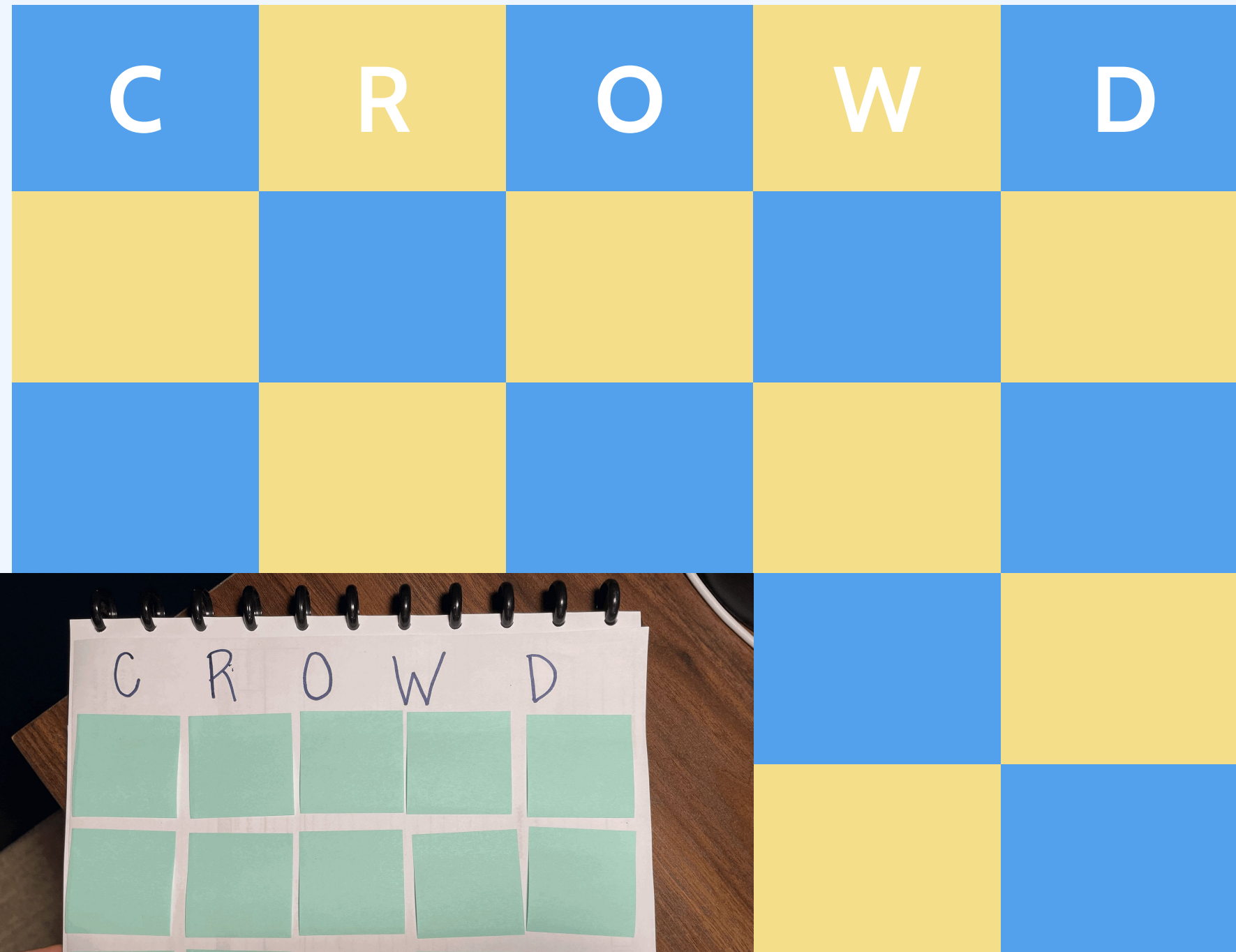
Throughout the story, pause for vocabulary words. Teach words explicitly, modeling their use in another sentence.

JENGA BLOCKS

Each block has a letter on it - there are 4 of each. C, R, O, W, or D.

When prompted, a student from the group or individual student will
choose a JENGA block, careful to not topple the tower.





QUESTION BOARD

In Jeopardy format, there are 5 headers: C, R, O, W, and D,. These stand for Completion question, Recall question, Open-ended question, “Wh” question, and Distancing. Each has three or four boxes beneath.

These boxes are covered by sticky notes. When a student picks a Jenga block with the letter C, (s)he may pick a question to uncover from the C category to answer.



Sample Questions

Here are sample questions from a few categories.

C

“We all can dance, he said,
when we find music that
_____.”

R

Where is the
story taking
place? What is
the setting?

W

What kind of
animal
encouraged
Gerald to dance
with the right
music?

D

How do you
think Gerald felt
when the other
animals laughed
when he entered
the dance floor?



Thank

You!