

Ghosts In The Churchyard Teacher's Guide

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3. Before you Begin
4. Rationale

* includes a clear explanation of how the guide links to current reading strategies, the First Steps documents and the Tribes process

Language Unit

1. Lessons 1-26
2. Support Materials
 - Tracking folder
 - Tracking folder rubrics and cover
 - Retelling / comprehension conference guide
 - Language extensions

* a full term of reading lessons covering many language curriculum expectations while teaching reading strategies through fun and engaging lessons

Social Studies

1. Assignment 1 - Surnames
2. Assignment 2 - Occupations
3. Assignment 3 - Daily Life
4. Activity 1 - Monastery Chapter House Meeting Activity 2 - Manor Court
5. Medieval Times Curriculum Expectations / Ghosts In The Churchyard Connections
6. Background Information

* the entire Medieval Times curriculum linked to activities and discussions from the novel

* a comprehensive background information section rooted in years of scholarly research completed by the author Marty Pullin

Science

1. Assignment 1 - Pulleys and Gears
2. Assignment 2 - Life Systems
3. Assignment 3 - Light and Sound
4. Discussion - Rocks, Minerals and Erosion

* an assignment or discussion for each of the science strands to enable you to tie your language unit to the science strand currently being taught

Mathematics

1. Lesson 1 - Medieval Money
2. Lesson 2 - Medieval Measurement

The Arts

1. Medieval Music Appreciation (Music and Visual Arts)
2. Monochromatic Painting (Visual Arts and Music)
3. Musical Tableau (Drama, Dance and Music)
4. Melodic Ostinato (Music)
5. Performance, Open House and Assembly Presentation Ideas

* a variety of simple and impressive performance ideas highlighting the arts and other subject areas

The Character Party

*The extensive Character party plan includes easy to follow organizational materials, planning guide and everything you need for a successful event including simple scripts, parent letters and thank-you cards

Appendices

*27 reproducible appendices including student worksheets with answer keys, overhead reproducibles, game instructions, assessment rubrics, assignment handouts, scripts, parent letters and more

*All the lessons in the guide follow the same format

LESSON 6

QUESTIONING TEXT AND THE BEATING OF THE BOUNDS

Objective:

- Update the 'Walls of Tintinhull'
- Have fun practicing **formulating questions**

*Each of the 6 reading strategies taught in this guide are modeled, taught, practiced, and applied prior to being assessed

Curriculum Expectations:

- read independently, using a variety of **reading strategies (questioning)**
- see curriculum expectations for 'Walls of Tintinhull' activity

Time Frame:

- 50 minutes

Materials:

- Class set of "Ghosts In The Churchyard" novels
- **Beating of the Bounds Game** spinners and board (Appendix #5a and b)
- Pencils and paper clips
- Dice and small coloured playing pieces for the game board

Preparation:

- Photocopy **Beating of the Bounds Game** (Appendix #5a and b)
- Load the broadcast page on the computer <http://home.golden.net/~mpullin/Medieval>

Before (20 minutes):

- Review the three kinds of questions: **Literal – Right there**
Inferential – Think and Search
Evaluative – On Your Own
(For more information on the three kinds of questions see the First Steps Reading Resource)
- "Today we are going to play a game where you will be making questions about the novel using different question words"
- Discuss how the different W's and H may lend themselves to inferential, literal or inferential kinds of questions
- Look up the term "Beating of the Bounds" in the novel's glossary and discuss
- You may wish to discuss the game rules and discuss potential problems (time limit for generating questions, turn taking etc.)
- Give students 10 minutes to generate a few questions or use questions from Lesson 5

During (20 minutes):

- Have students form partners and follow the game instructions
- Have novels available to each student for reference

After (10 minutes):

- **Update the Walls of Tintinhull** - Groups rotate clockwise to a new station. Each group will only update one wall. (10 minutes)

*The ongoing 'Walls of Tintinhull' activity involves students regularly rotating through stations that build upon reading strategies being taught. The 5 walls (stations) include: Words of Wisdom, Power of Prediction, Story Elements, Connections Graffiti, and a computer station where students join a discussion group

Evaluation and Assessment:

- Anecdotal notes during game written into tracking folder. *Look for students who struggle to formulate questions

*All the materials for the tracking folder are provided with guidelines

LESSON 7
ASSESSING THE QUESTIONING STRATEGY
&
TINTINHULL TRIVIA

Objective:

- **Assess** students on **questioning** reading strategy
- **Vocabulary** development

*routine entries are made into student vocabulary booklets to help students expand word knowledge

Curriculum Expectations:

- read independently, using a variety of **reading strategies**

Time Frame:

- 40 minutes

Materials:

- Class set of “Ghosts In The Churchyard” novels
- Slips of paper
- Question sorting mat (Appendix #4)
- Pencils and glue

Preparation:

- Prepare slips of paper and question sorting mats
- Prepare questions for Tintinhull Trivia

Before (5 minutes):

- Review the three kinds of questions:

Literal – Right there
Inferential – Think and Search
Evaluative – On Your Own

(For more information on the three kinds of questions see the First Steps Reading Resource)

- “Today we are going to read independently and record the questions that pop into our heads as we read. After reading we will sort the questions independently and glue the question strips onto the sorting mat.”
- This activity is a silent work activity
- Have students hand in their work when they complete it

* lessons link to First Steps documents

During (25 minutes):

- Assign students to read chapter **8** and tell them to try and remember as much as they can of what they read. Tintinhull Trivia to follow.
- When they finish, they search for at least 2 words to add to their vocabulary booklets
- **Early Finishers:** Search for additional words for their vocabulary booklets or visit the broadcast page or Graffiti wall
- **Modification:** ESL and students requiring extra reading support should be invited to the listening center to use the CD version of the story and follow along in their texts. *A **parent volunteer** could scribe questions for students as they think of them.*

* lessons provide suggestions for modifications and early finishers when appropriate

* lessons include strategies for using classroom helpers or parent volunteers when appropriate

After (10 minutes):

- **Tintinhull Trivia** – Tell students that Trivia style questions are **literal questions**
- Form the class into 2 teams. Have students quickly come up with a team name related to the novel
- Alternate asking questions to each team and keep score for fun

* games are frequently used as a strategy for practicing reading strategies and maintaining student interest

Evaluation and Assessment:

- Use the **Questioning Rubric** (see Appendix #6) to assess students current use of the questioning reading strategy

* a variety of assessment and evaluation strategies are recommended. Support materials, rubrics and assessment tools are provided in the appendices.

Sample Lesson

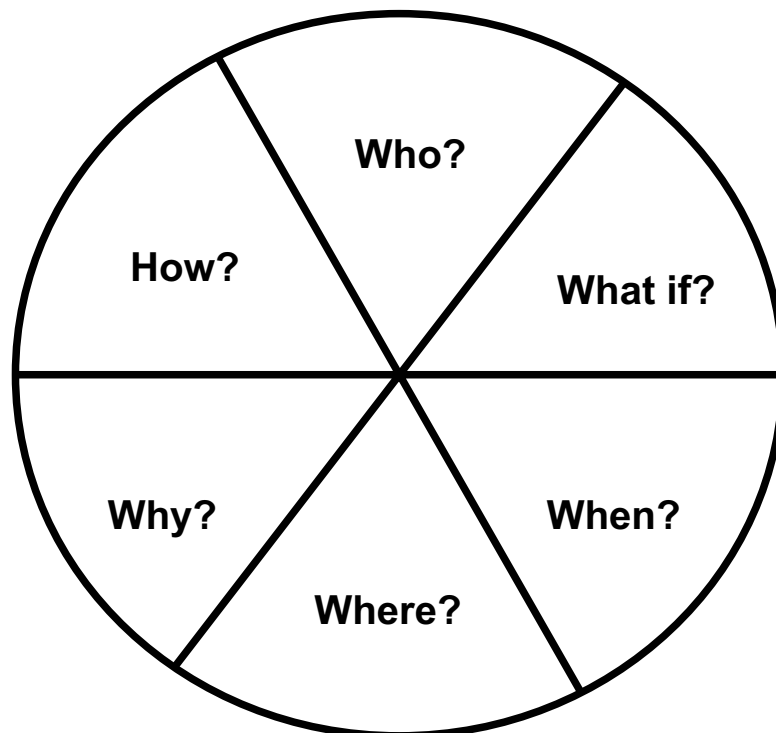
TINTINHULL'S BEATING OF THE BOUNDS QUESTION GAME

Appendix #5a
Ghosts In The Churchyard

Objective: To be the first player to finish the Beating the Bounds parade around the Parish boundaries

How to Play:

1. Make a spinner by placing a paper clip at the centre of the spinner and placing the tip of a pencil on the centre point with one end of the paper clip around it
2. The first player spins
3. The first player then asks a question about the novel "Ghosts In The Churchyard" with the question word the spinner points to (Make sure you know the answer!)
4. The player who gets the correct answer can roll the dice to see how many spaces they move around the Parish boundaries
5. The player who asks the question moves three spaces for being able to ask a question with the word the spinner landed on.
6. If the player who spins can't think of a question they may choose a different spot on the spinner. They will receive one point for their question if someone can answer it
7. The next player spins and asks a question
8. Continue playing until one player has completed the Beating of the Bounds!
9. Have fun!!!



TINTINHULL'S BEATING OF THE BOUNDS

