

## Lesson Plan for Cat in the Hat- Language Activity

### Essential Elements:

EE.EL.6.3 Can identify how a character responds to a challenge in a story.

EE.RL.7.2 Identify events in a text that are related to the theme or central idea.

EE.R.L.8.2 Recount an event related to the theme or central idea, including details about character and setting.

Materials: Cat in the Hat book, core overlays, student activity sheet (picture of Cat on construction paper with yardstick taped on), subitizing cards, tape, drum

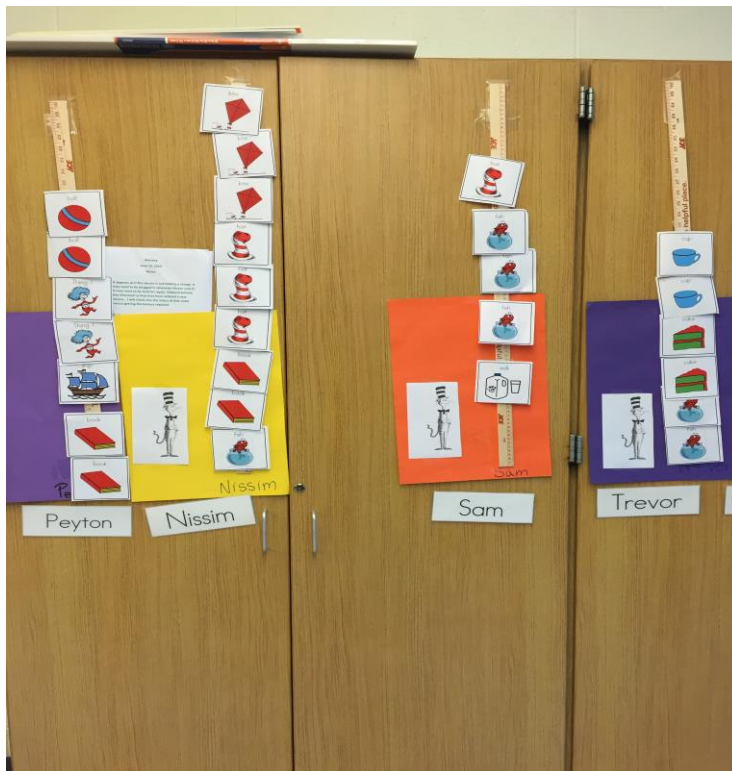
**Core Symbols:** Who, look, turn, help, more, stop, you (Core words are underlined/bolded in lesson)

**Fringe symbols:** hat (cat's hat), fish (character), children (characters), things 1 and 2 (characters), ship, ball, milk, kite, book, toy man, rake, cake, dress, cup, red fan

Switch covers w/ VOCAS if desired with verbal counting 1-3.

### Lesson Procedure: Shared reading and activity

1. Introduce the lesson by saying "Today, we are going to read a book called The Cat In the Hat! Let's read to find out about the fun game the cat likes to play called up-up with a fish. As we read, you think about how you want to play the game by building your up-up fish tower."
2. Read the book with emphasis on the up-up with fish game and specific items the cat uses to build his tower.
3. When finished reading say, "Let's look back at the game the cat played with the kids." Teacher will go back through book with students and stop as the game "up-up with a fish" is played. Emphasize each item as it is being stacked by the cat (e.g. ship, ball, kite).
4. When all items reviewed, Say "**Look!** Look at your sticks! We are going to play up-up with a fish! **You** are going to stack things on your sticks to make a tower".
6. Ask students "**Who** would like a **turn?**" Allow students to volunteer using their communication mode.
7. Bring student volunteer to the front of the room. Show student two-three symbols from the book. Ask student "What do you **want** to stack on your stick? \_\_\_\_\_ or \_\_\_\_\_?" (e.g. The fish, or the rake). Allow student to make their choice with individualized communication mode.



## SUBITIZING CARDS

