

- You need
- o Deck of Number Cards 1–20
 - o Gameboard
 - o 20 pennies

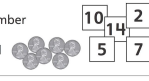




WEEK 2 Day 1

Writing Procedure

Deconstruction: Procedure Purpose and Stages

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| Content Objectives | <p>I can identify the main purpose of a text. (R.9.1.b)</p> <p>I can name and identify procedure stages. (W.3.1.b)</p> |
| Language Objective | <p>I can ask and answer questions to understand procedure stages. (SL.2.1.a)</p> |
| Vocabulary | <p>communicate: to share ideas with each other</p> <p>purpose: the reason for doing or creating something</p> <p>genre: a type of writing</p> <p>procedure: a genre of writing whose purpose is to give directions to accomplish a goal</p> <p>directions: instructions</p> <p>accomplish: complete successfully</p> <p>goal: aim; objective; what someone wants to accomplish</p> <p>stages: the parts of a piece of writing</p> <p>title: the name of a piece of writing</p> <p>materials: the items needed to complete a procedure</p> <p>steps: the actions taken to complete a procedure</p> |
| Materials and Preparation | <p>To become familiar with the genre and how it is taught, read Writing: Introduction to Procedure (in the Unit 1 Introduction documents).</p> <ul style="list-style-type: none"> ● “Build It: Numbers to 20,” from Week 1, Day 1 ● “Build It: Numbers to 20” materials: deck of number cards 1-20, gameboard (provided), 20 pennies, recording sheet (provided) Note that the game can also be played online. In that case, the recording sheet is the only necessary physical material. ● Why We Write chart, from Week 1, Day 1 ● Procedure anchor chart images ● chart paper |

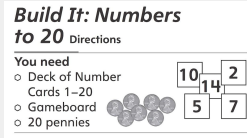
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|---|---|
| | <p>Prepare the following Procedure anchor chart. Cut out the mentor text images and glue them to the chart. Note that language images will be added in future lessons.</p> <div data-bbox="500 300 1362 814" style="border: 1px solid black; padding: 10px; margin: 10px auto; width: fit-content;"> <p style="text-align: center;">Procedure</p> <p>Purpose: give directions to accomplish a goal</p> <p>Examples:</p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div data-bbox="521 527 766 663" style="border: 1px solid black; padding: 5px;"> <p>Build It: Numbers to 20 Directions</p> <p>You need</p> <ul style="list-style-type: none"> ○ Deck of Number Cards 1–20 ○ Gameboard ○ 20 pennies  </div> <div data-bbox="862 533 997 669" style="text-align: center;">  </div> <div data-bbox="1162 527 1269 678" style="text-align: center;">  </div> </div> <p>Stages:</p> </div> <ul style="list-style-type: none"> ● “Build It: Numbers to 20,” cut into its three stages: title, materials, and steps ● glue stick |
| <p>Opening 1 minute</p> | <p><i>We have learned that writers communicate in different ways, for different purposes. Texts that share the same purpose, structure, and language belong to the same genre. This year we will learn about many different genres of writing. To learn about these genres, we will read books and other texts to find out how authors write. When we read during Writing time, we will be thinking as readers AND writers.</i></p> |
| <p>Deconstruction 13 minutes</p> | <p>Show “Build It: Numbers to 20.”</p> <p><i>We looked quickly at this text last week when we talked about writing for different purposes.</i></p> <p>Refer to the Why We Write chart and review children’s responses.</p> <p><i>Let’s play this game together.</i></p> <p>As a class, either projected online or with physical materials, play one round of Build It together.</p> <p><i>Now that we have tried out this game, you might have a different idea about the purpose of this text.</i></p> <p><i>Think, Pair, Share: Why did the authors write “Build It: Numbers to 20”? [to give directions for playing a math game]</i></p> <p>Add any new ideas to the chart.</p> |

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| | <p>Introduce the Procedure anchor chart.</p> <p><i>“Build It: Numbers to 20” is one example of a genre of writing called procedure. As you discovered, authors write procedures to give directions to accomplish a goal. In “Build It: Numbers to 20,” the authors give us directions so that we can accomplish the goal of playing the game and practicing math skills.</i></p> |
| <p>Deconstruction 15 minutes</p> | <p>Lay out the three pieces of “Build It: Numbers to 20” in the middle of the rug out of order, so that all children can see.</p> <p><i>Here is another version of this procedure. I cut it into three pieces so that we can look at its stages.</i></p> <p><i>Procedures have different stages, or parts. The first stage of a procedure is the title. Which part is the title? How do you know?</i></p> <p><i>The next stage is the goal. The goal is what the writer wants the reader to accomplish by doing the procedure. Sometimes the goal is included in the title. Which part of this procedure is the goal? [included in the title]</i></p> <p><i>After the goal comes a list of materials, or things needed to complete the procedure. Which part of this procedure lists the materials? How do you know?</i></p> <p>Place the materials section under the title section.</p> <p><i>Next are the steps. The steps tell the reader exactly what to do. Which part lists the steps? How do you know?</i></p> <p>Place the steps section under the materials section.</p> <p><i>What do you notice about the steps?</i></p> <p>Emphasize that the steps are written in order, in a numbered list, with each step beginning on a new line.</p> <p><i>Let’s add these to our Procedure anchor chart.</i></p> <p>Show the Procedure anchor chart.</p> <p><i>This word says “Stages.” Remember, stages means the parts of a piece of writing. Let’s attach this procedure to the chart, in order, and label each stage.</i></p> <p>Add “Build It: Numbers to 20” to the chart and label the stages. See the following example.</p> |

Procedure

Purpose: give directions to accomplish a goal

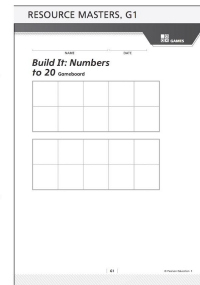
Examples:



Stages:

title → **Build It: Numbers to 20** Directions
goal →
materials →

You need
o Deck of Number Cards 1–20
o Gameboard
o 20 pennies



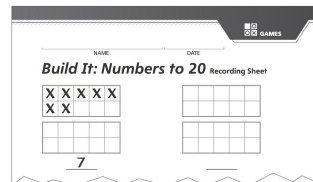
Play alone.

- 1 Turn over a Number Card. **7**
- 2 Use pennies to build that number on your gameboard.

steps →



- 3 Record on the recording sheet.



evaluation or final comment (optional)

Sometimes procedures end with an evaluation or final comment. I'm going to add that to our chart. We won't draw an arrow to label "Build It: Numbers to 20," because it does not end with an evaluation or final comment, but we might read other procedures that do.

Closing
1 minute

Today we began learning about a genre of writing called procedure! Tomorrow we will begin writing a procedure together.

Note: Leave the Procedure anchor chart posted. You will continue to reference and add to it throughout the unit.

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| Standards | <p>R.9.1.b Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.*Note: Although the Grade 1 version of this standard does not directly address author’s purpose, the anchor standard reads: Assess how point of view or purpose shapes the content and style of a text.</p> <p>W.3.1.b Use a combination of drawing and writing to communicate a topic with details.</p> <p>SL.2.1.a Ask and answer questions about key details in a text read aloud or information presented orally or through other media.</p> |
| Ongoing assessment | <p>Listen for and make note of how children’s understanding of the purpose and stages of procedure.</p> <p>What do children already know about the purpose of procedures? Do they understand the goal? Can they identify a title/goal? Do they understand the materials? Can they identify the materials? Do they understand the steps? Can they identify the steps?</p> |

Notes



NAME _____

DATE _____

Build It: Numbers to 20 Gameboard

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 NAME

 DATE

Build It: Numbers to 20 Recording Sheet

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Procedure anchor chart images

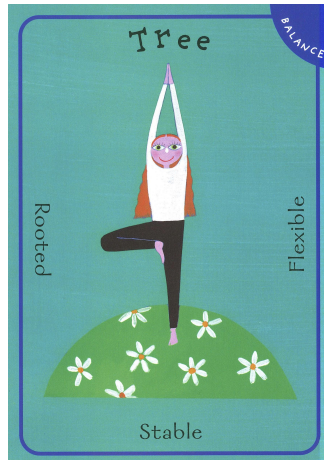
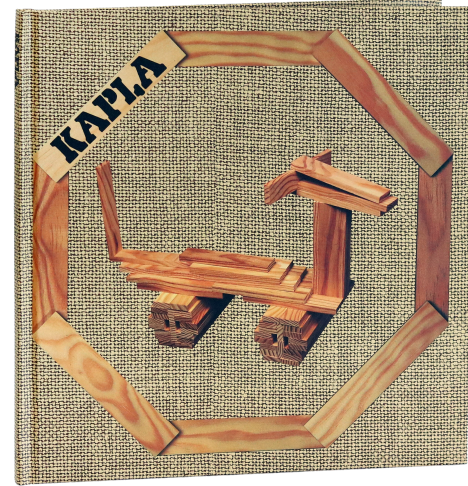
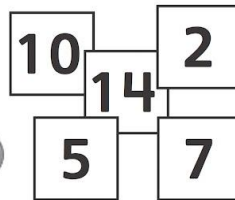
mentor texts

Build It: Numbers to 20

Directions

You need

- Deck of Number Cards 1–20
- Gameboard
- 20 pennies



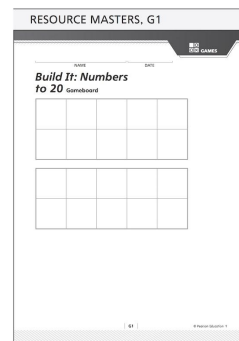
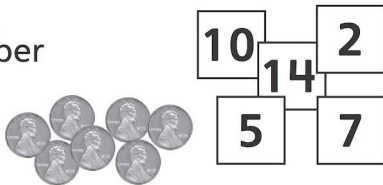
Writing U1 W2 D1

Build It: Numbers to 20

Directions

You need

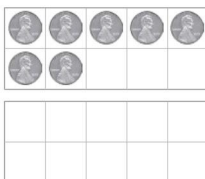
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- Gameboard
- 20 pennies



Play alone.

1 Turn over a Number Card. 7

2 Use pennies to build that number on your gameboard.



3 Record on the recording sheet.

