



Danny's Castle

Level D / 61 words / fiction

High frequency words:

at, have, into, it, look, out, play, she, with

Before reading

- Look at the cover and read the title.
- Possible discussion questions: "Who is in the castle? What do you think he is doing? Do you ever play pretend games? What do you like to pretend?"

Look through all the pictures

- Using the language in the story, discuss what is happening in each picture.
- Help the children find the high-frequency words *look* and *play*.
- Have the children find the words that may be new to them: *castle*, *princess*, and *window*.

Reading the text

- Have the children read the text independently. Encourage them to read it again if they finish before the others in the group.
- While they're reading, listen to each student individually and prompt them to use meaning, structure, and letter cues at difficulty. Praise the successful use of reading cues.
- Make sure the children can match (with their finger) or track (with their eyes) each word of the text.

After reading

- Discuss the meaning, structure, and letter cues that you notice students using correctly.
- **Literal comprehension:** The answers are in the text. Ask, "Where are Danny and Abby playing? Who is the little king?" Have students read the pages that support their answers.

- **Inferential comprehension:** The answers are in your head. Ask, "What other pretend games could Danny, Abby, and Bee play in the castle?"

Word work

- Have students locate the high-frequency words in the text and practice writing them.
- Help the students find and clap the two-syllable words: *castle*, *window*, *playing*, *sometimes*, and *princess*.
- Have the children find the words: *Bee*, *me*, *she*, and *we*. Point out the *long e* sound in each word.

Rereading for fluency

- Have the children read the story again, either independently or with a partner.
- Use this opportunity to listen to each child and again prompt for strategy use at difficulty.

Writing activity

- Have each student copy the following sentence: "*Danny and Abby like to play in the castle.*" Then have the students draw a picture that corresponds to what they have written.
- Encourage the use of punctuation and independent attempts to spell words correctly.

FUN FACT

Playing dress-up is more than just a lot of fun. Role play games help children develop better self-esteem, grow empathy, and strengthen both communication and problem-solving skills.

Teaching Points: Introducing new words; Finding and clapping two-syllable words; Practicing the *long e* sound.