

Everybody Wins!

Grade 3

4 skill lessons · 3 math-through-reading

Skill lessons

4 lessons on the mathematics the book carries. Printable workbook pages and teacher keys are not available for this book yet.

1. Twenty-four bags, two ways of sharing

Concept · Equal sharing of one amount among a changing number of shares

2. Thirty-six boxes, three sharers then four

Reasoning · The size of one share when the number of sharers grows

3. Twenty-four bags for twenty kids

Representation · Sharing that does not come out even, and naming what is left

4. Twelve dollars three ways, forty dollars four ways

Application · Sharing a money amount equally among three and among four

Math through the reading

The mathematics is reached through a sentence the book prints: change one word in the reading and the numbers change with it. These carry their own standards, matched against these lessons rather than inherited from the skill ones.

5. The words that decide the number

Integrated · Students find the four words in this book that decide what a share comes to, and prove it by swapping one and dealing the cubes again.

6. The share nobody says out loud

Integrated · The book gives thirty-six boxes and a fourth person joining, and lets the story move on without saying what each one gets; students settle it.

7. Telling Hugo what the numbers say

Integrated · Students take a side on whether Hugo really did worse than his friends, and have to put a number from the book in the sentence they say to him.

Reading and language lessons

5 lessons on the reading and language the book carries - what a word means in its sentence, how a character is shown, how a text is built. No mathematics: these are matched against the English language arts curricula, which are a different and smaller set than the mathematics ones.

8. I've never won anything: following a repeated line through a story

Reasoning · Tracking a line a character repeats and saying what it does each time

9. Three weeks later, a week later, a month later

Application · Reading the words that tell you how much time has passed

10. Why Hugo asks Oscar and Emmy to enter with him

Reasoning · Explaining why a character asks for something and finding the sentence that shows it

11. How the first pages set the trouble up

Concept · Reading how a writer sets up a difficulty in the first few sentences

12. Does everybody win? Reading the title against the last page

Reasoning · Testing a story's title against what actually happens at the end