

Fishy Mystery

Grade 2

5 skill lessons · 2 math-through-reading

Skill lessons

5 lessons on the mathematics the book carries. Each lesson has printable workbook pages and a separate teacher key.

1. Label First, Then Let the Cards Move

Representation · Sorting a set of shapes into a two-circle diagram by two attributes

2. The Middle Means Both, The Outside Means Neither

Concept · Reading the overlap and the outside of a two-circle diagram

3. An Empty Middle Is an Answer Too

Reasoning · Using two conditions and their overlap to answer a question

4. Our Own Two Circles

Application · Collecting class data and sorting it into a two-circle diagram

5. Four Numbers That Have To Add Back Up

Fluency · Counting the four regions and adding them back to the whole set

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.

6. The Word That Moves the Card

Integrated · Students place the same card twice, once under the book's sentence and once with a single word changed, and watch it land in a different region.

7. How Many Places Can a Card Go?

Integrated · Students prove from four sentences that a two-circle diagram has exactly four places, then sort a deck and make the four counts rebuild it.

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. Only It's Not a Book: Guessing, Then Proving

Comprehension · Predicting and Confirming with Text Evidence

9. He Loves Rocky and He's Always in the Halls

Comprehension · Inferring Motive and Stating a Reason

10. The Fish Thief Is: Where a Mystery Turns

Comprehension · Story Structure and the Turning Point

11. Dark and Stormy: The Words That Make a Room Scary

Language · Word Choice and Mood

12. Draw, Label, Put: How a How-To Talks to You

Language · Reading Procedural Text