

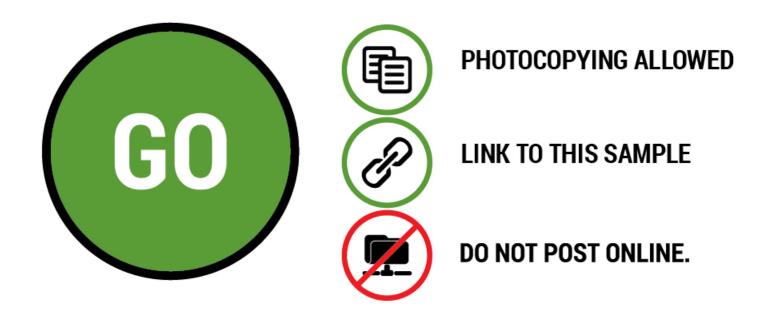
"THREE SKELETON KEY"

GEORGE G. TOUDOUZE

Sample Packet







Common-Core-Based Activities For

"Three Skeleton Key"

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Table of Contents

| Title of Activity | Page | Common Core Standards |
|--|-------|---|
| Prereading activities: | 5-8 | These activities will initiate a discussion on some of the issues and key concepts in the story. |
| anticipation guidevocabulary | | · |
| preview | | |
| informational article on lighthouses and ships | | |
| Setting | 9 | With this activity, students are required to look back at the text and analyze the setting. They must find details that describe the place, time, and environment. Then, they must explain how certain passages and words affect the characters in the story. CCSS7RL1,3 |
| Imagery | 10 | This handout helps students analyze how the author creates imagery. With this activity, students will find a passage; then, using the information provided on the handout, they will explain how imagery has been created by the author. CCSS7RL1 |
| Theme | 11-12 | The handouts on theme can be used to teach what theme is and how a theme statement can be developed. Non-examples and examples are provided to help students understand. At the end of this lesson, students will develop their own theme statements and find a passage to support their statements. CCSS7RL-1,2 |

| Defending your Answers With Passages | 13 | This handout explains step by step how students should return to text to support an analysis of what the text says explicitly as well as inferences drawn. It includes examples and non-examples to help the students. CCSS7RL-1 |
|--|-------|--|
| Three Skeleton Key Questions | 15-17 | This handout includes ten questions. Students are required to return to the text to draw conclusions and analyze various elements of the story. Many CCSS are addressed within these questions. Students determine central ideas, cite text, and analyze text. They must cite evidence to support their answers. |
| Three Skeleton Key Poetry | 18 | This activity provides a sample poem based on the story and requires students to write their own. CCSSW Anchor Standard 4 |
| Tableau | 19 | This activity requires students to work in groups to develop a creative tableau and then perform it for the class. A rubric is provided. CCSSW Anchor Standard 4 |
| Answer keys | | |

The highlighted page is yours free! Scroll down to print. Download your complete teaching unit for *Three Skeleton Key* to receive all handouts listed in this table of contents. Download it now, and use these Common Core aligned lessons for years to come!

Three Skeleton Key

Anticipation Guide

Read each of the following statements. Place a T beside the statements that you think are true and an F beside statements that you think are false.

| 1. The Flying Dutchman is real |
|---|
| 2. Rats can swim |
| 3. Rats multiply quickly |
| 4. A derelict is a ship with a full crew |
| 5. It is ok to put others in danger if it means saving your own life |
| 6. Rats are solitary creatures and do not travel in hordes |
| 7. A key (sometimes spelled cay) is another word for island |
| 8. Today, all lighthouses require "keepers" – men or women who must live in the lighthouse for months and take care of the light and the lighthouse |
| 9. Foreshadowing creates suspense |
| 10. Morse code was a code made up of numbers and letters |

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