#### **CLASS ILLUSTRATOR**

#### PRINTING INSTRUCTIONS PER PARTICIPANT:

- 1 plain paper copy of each page
- 1 color copy of page 2 & 4 if possible

### Class Illustrator

Integrals #6 and all remaining integrals

Objective: Reinforce comprehension skills by illustrating.

Materials: File folder, 2 plastic page protectors, 3 1" loose leaf rings.

two envelopes, library pockets or press on plastic pockets.

#### **Assembly:**

- Punch three holes in folder to align with sheet protectors.
- ☐ Write "Ballots" on one envelope. Write "Votes" on second envelope.
- ☐ Glue envelope marked ballots on left inside of folder, Glue envelope marked votes on right inside of folder.
- ☐ Decorate cover & laminate, slit open envelopes.
- Copy and cut apart ballots. Insert blank ballots into envelope marked ballots.
- ☐ Place two sheet protectors into folder using loose leaf rings. Insert page of directions in first sheet protector. Insert blank paper into second sheet protector.

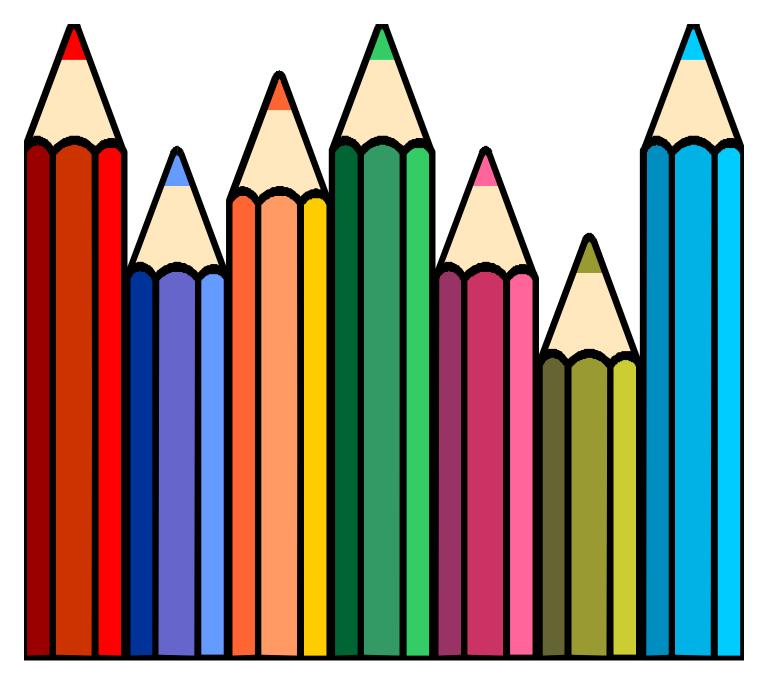
**Procedure:** Select a page of Silly Sentences from the Stevenson reading book. Tear out or copy. Insert in protector on reverse side of direction sheet so sentences face the blank sheet protector. Select student to be class illustrator and give him/her the folder.

The student reads through the Silly Sentences alone if possible or with teacher guidance. Student selects the sentence he/she would like to illustrate, telling only the teacher/aide/parent which sentence he/she has selected. Student inserts completed illustration into second sheet protector so that both Silly Sentences and illustration can be viewed. (It may take more than one class period or available free time for the student to complete his/her illustration.)

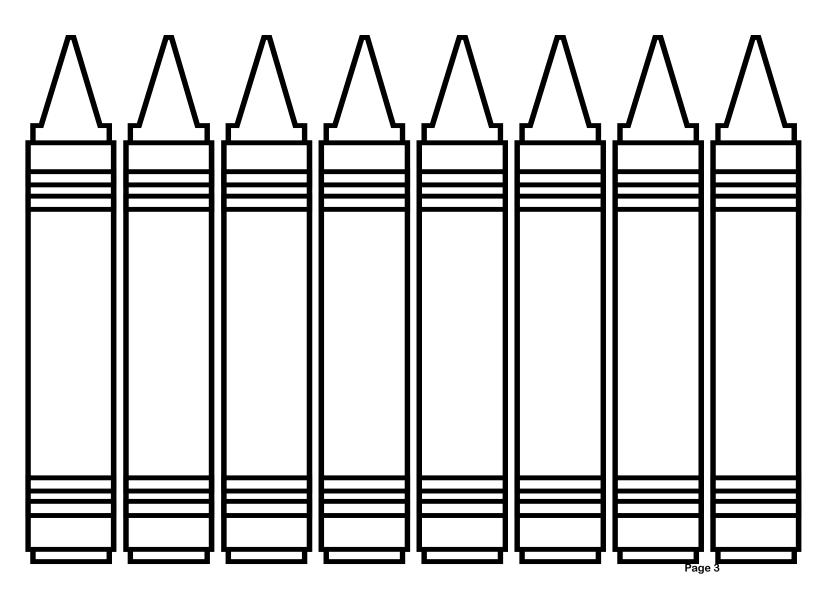
Folder rotates through class with each student being allowed to read through the sentences and then look at the drawing and decide which sentence they believe has been drawn. The student then removes a ballot, writes their name and the number of the sentence they selected. Student inserts this ballot into the envelope marked votes.

After all students have voted the illustrator may then look at votes and see how many voted correctly. Class may discuss the picture and what they saw. A new sentence may be constructed for the picture based on the discussion. Teacher may graph the number of correct votes, use money from the Group Game to reward students, hand out certificates or provide other appropriate compliments to students. Student who voted incorrectly may make positive suggestions on details that could have been added to help them in selecting a sentence. For the most success, try to select previously read material that the student is somewhat comfortable reading. This activity may take an extended time period in order for all students to have the time to read through the sentences and vote. This should be done during independent work time.

## CLASS ILLUSTRATOR



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To the Teacher: Help the students to understand the directions explained below. Do not expect students to read these themselves.

If necessary, simplify directions.

### **BEFORE YOU VOTE**

Step 1 Read All the Silly Sentences.

Step 2 Look at the picture and decide which sentence the class illustrator drew.

Step 3 Take a ballot and vote for the sentence by number.

Step 4 Place your ballot in the back "votes" pocket.

Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #
Name	Name
I vote for sentence #	I vote for sentence #

Use as master copy to make student ballots. Run as many as needed and cut apart, then place them into the "Ballot" envelope on the inside front cover of the folder.