Title: **The Greedy Octopus**  Level: H ISBN: 9781404552500 Publisher: McGraw Hill

Familiar Read: (3 min.)

Familiar Writing: (3 min.) Word Building (3 min.)

1. don’t ee- see, sheep, sleep

2. went green, greed, greedy

3. away

Before Reading: (5-7 min.)

* Book Introduction: (include meaning, structure, visual)

What does it mean to be greedy? Give many examples. Have you ever been greedy? Do you have a little brother or sister who is greedy sometimes?

Our book today is about a greedy octopus named Joseph. Show the cover. Look at Joseph’s face. The author and illustrator worked together to help us understand that the character Joseph is greedy. Read the title, author and illustrator.

Together look through p. 1-13 and discuss how Joseph looks. Discuss the characters around Joseph and build vocabulary or surrounding sea creatures.

Don’t look beyond p. 13!

* Suggested Teaching Point: (refer to Behaviors to Notice and Support)

Practice reading with expression. Pause at . and , be expressive when you see !

Read the words in quotation marks like someone is talking.

During Reading: (5-10 min.) \*Revisit the teaching point as needed.

Prompts to Support readers: *Does it match? Does it sound right? Does it make sense*?

After Reading: (5-7 min.)

* Discuss the story

Notice the repetition then the surprise at the end of the book. Did you expect something to scare Joseph? Compare/contrast Joseph’s expression through most of the book, then on p. 15.

Do you think Joseph learned a lesson? Will he continue to be greedy?

Let pairs practice rereading 2 pages acting like one is Joseph and one is the other ocean creature. Use good expression and practice pausing at punctuation marks.

Writing Connection: (5 min.)

Draw a picture of Joseph and another sea creature. Use quotation marks and make the two characters talk to each other.

Together write something like: The shark taught the octopus a lesson. You should not be mean to others. You should ask for things that you want. It doesn’t feel good to be bullied!