THE SOLAR SYSTEM / WEATHER

Anchor Literature

Start-to-Finish novel The Adventures of Huckleberry Finn

Book Summary

Huck runs away from his home along the Mississippi River and joins up with Jim. Old Jim is a slave. Huck gets to know Jim and learns to respect him.

Author's Intention

Use humor to poke fun at racism and responsibility.

	INSTRUCTIONAL ELEMENTS		
English Language Arts Standards	Answer "Why?" QuestionsFiguring Out WhyIdentify the Main CharactersIdentify the Meaning of IdiomsOrder of Events	Problem-SolutionRelated IdeasRemember DetailsSummarization	
Science Topics	The Mississippi River Use a map to identify the Mississippi River and other bodies of water.		
	Rain Learn about rainfall and collecting precipitation data.		
	Snow fantastic facts about snow and snowflakes		
	Space Travel Use a chart to find out how far away stars and planets are from the sun.		
	Storms a comparison of storms on Earth and Jupiter		
	Water Cycle Learn about rain and the water cycle.		
Social Studies	Mark Twain a biography		
Topics Slavery a timeline of slavery in the United States through the		ited States through the American Civil War	
Text Types Taught	BiographyChartClaims and EvidenceCompareDirectionsFantastic		
Selected Sight Words	after, also, down, fast, house, it*, me*, night, remember, those, use, write *AAC Core Vocabulary Words		
Key Vocabulary Words (Content-specific)	abolitionists, adventure, Civil War, Confederate soldiers, drunk, flood, fog, gauge, hail, hurricane, lightning, precipitation, sediment, slave, snowflake, steamboat, tornado, tributaries, Union soldiers, Water Cycle, water vapor, weather, whiskey		
Instructional Terms Taught	argue / argument, article, biography, chart, claim, compare, contrast, describe, directions, evidence, explore, fact, forecast, map, report, sidebar, temperature, timeline		

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FUNCTIONAL LITERACY / LIFE SKILLS

Real Life Experience Activity

Daily Living Skills

- Caring for Personal Needs
- Buying, Preparing, and Consuming Food
- Utilizing Recreational Facilities and Engaging in Leisure
- Choosing and Accessing Transportation

Self-Determination and Interpersonal Skills

- Being Self-Aware
- Communicating with Others
- Good Decision Making
- Developing Social Awareness

Employment Skills

- Knowing and Exploring Employment Possibilities
- Exploring Employment Choices
- Exhibiting Appropriate Employment Skills

	MATH	
Math Domains	 Expressions & Equations Geometry Money	 Multiplication Statistics & Probability Time
Math Vocabulary Taught	after, bar graph, before, coins, data, different, dollar, during, equal, group, object, perimeter, side	

