

Published Texts & Mentor Texts Tracking Sheet

Week 6 of 36

Write your own answer for each thinking level in its box.

GRADE 3 • CLUSTER 1 • MODULE 2 • TEKS 3.10(A) • 3.12(A) • PUBLISHED TEXTS & MENTOR TEXTS from “The Town Mouse and the Country Mouse” (Aesop, trans. Townsend, 1867)

Name: _____

Date: _____



NOTICE

Monday

Notice the message.

Copy the sentence at the end where the Country Mouse states the author's message.



CHOOSE

Tuesday

Choose the message.

Which sentence best states the author's message: A, B, or C? (See the slide.) Write the letter and the sentence.



SHOW

Wednesday

Show how the story proves the message.

How do the dangers in the town prove the Country Mouse's message about safety? Write your answer.



OWN

Thursday

Own it. Try the craft move.

Write what the small fish says at the end of the practice story. Let the character state the message.



DEFEND

Friday

Defend the author's choice.

Why is it stronger when the character who lived the danger states the lesson? Explain.

Show What You Know

Circle your answer. Explain your answer on the back.

A

B

C

D

Published Texts & Mentor Texts Tracking Sheet (Back)

Week 6 of 36

Show what you know and hunt for messages.

GRADE 3 • CLUSTER 1 • MODULE 2 • TEKS 3.10(A) • 3.12(A) • PUBLISHED TEXTS & MENTOR TEXTS from “The Town Mouse and the Country Mouse” (Aesop, trans. Townsend, 1867)

Your turn.

Write your own fable. Choose an animal who visits a new place and finds it exciting but dangerous. End by letting the animal state the message.

Show What You Know

Bubble your answer: A B C D

Why I chose this answer:

Message Hunter

Go back to “The Two Pots” from the test slide, or find another fable. Write the sentence that states the author’s message and what it teaches.

TEXT AND MESSAGE SENTENCE

WHAT THE STORY SHOWS

WHAT THE MESSAGE TEACHES

Self-Check

SKILL	I CAN DO THIS	ALMOST	NOT YET
I can notice the message a character states at the end.			
I can choose the sentence that best states the author's message.			
I can show how the story leads to its message.			
I can write a message where a character chooses safety over something fancy.			