

Published Texts & Mentor Texts Tracking Sheet

Week 28 of 36

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

GRADE 4 • CLUSTER 6 • MODULE 4 • TEKS 4.10(A) • 4.12(A)

from “The Kingdom of the Lion” (Aesop (trans. George Fyler Townsend), 1867)

Name: _____

Date: _____



NOTICE

Monday

Notice the craft move.

Find where the author uses an imaginary scene that tests an ideal.



CHOOSE

Tuesday

Choose the best example.

Which line best shows an imaginary scene that tests an ideal? Write the letter and explain.



SHOW

Wednesday

Show how the craft move works.

Explain how an imaginary scene that tests an ideal creates meaning for the reader.



OWN

Thursday

Own it. Try the craft move.

Try an imaginary scene that tests an ideal in your own writing.



DEFEND

Friday

Defend the author's choice.

Why does an imaginary scene that tests an ideal make the text stronger?

Show What You Know

Circle your answer. Explain your answer on the back.

A

B

C

D

Tracking Sheet (Back)

Show what you know and hunt for craft moves.

Week 28 of 36

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from “The Kingdom of the Lion” (Aesop (trans. George Fyler Townsend), 1867)

Your turn.

Write your own text using an imaginary scene that tests an ideal.

Show What You Know

Bubble your answer: A B C D

Why I chose this answer:

Craft Hunter

Go back to “The Hen and the Swallow” from the test slide. Write the craft move and what the reader learns or feels.

TEXT AND CRAFT MOVE

WHAT THE AUTHOR DOES

WHAT THE READER LEARNS OR FEELS

Self-Check

SKILL

I CAN DO
THIS

ALMOST

NOT YET

I can notice an imaginary scene that tests an ideal.

I can choose the best example of an imaginary scene that tests an ideal.

I can show how an imaginary scene that tests an ideal works.

I can use an imaginary scene that tests an ideal in my own writing.