



No Luck

By Josie Stewart and Lynn Salem

12 pages/120 words



Synopsis

The whole neighborhood joins in to help get the Frisbee® out of the tree. Surprisingly, the dog chasing the cat shakes the Frisbee free.

Before the First Page

Share *The Great Big Enormous Turnip* by Alexei Tolstoy. Tell the children that *No Luck* has a similar situation as many people try to get the Frisbee down. An unusual turn of events solves the problem.

Set-Up for Success

Name the characters on each page as students survey the pictures. For a supportive introduction, review the complete book. For a less supportive introduction, survey and name the characters on pages 2–7 only.

Independent Reading – Students may need support with **Mr. Jones**, page 7; **chased**, page 9.

Guided Reading – Review the suggestions for *Independent Reading*. Include support for **catch**, **tried**, page 2.

Learning about Print

- Punctuation marks – period, comma, exclamation point, apostrophe used in possessives, ellipsis (...).
- Word bubbles – the sounds of the objects, pages 10 and 11.
- Capitalization of proper nouns – **Mr. Jones**, page 7.

Key Words and Phrases

tried to get it down
came

No luck!

Learning about Words

The vocabulary in this book provides opportunities to introduce, practice or enrich the following:

- Irregular verbs – **were**, **threw**.
- Blends – **stuck**, **stick**, **Frisbee**, **playing**, **tried**, **tree**, **grandpa**.
- Digraphs – **shoe**, **chased**.
- Word endings – **playing**, **chased**, **tried**.

Assessment Opportunities

The following problem-solving behaviors can be observed and recorded:

- Using pictures as a source of information.
- Using letter sounds and blends.
- Using word segments to solve unfamiliar words.
- Using the pattern of the story to read fluently.

After the Last Page

- Construct parallel story maps to compare and contrast *No Luck* with *The Great Big Enormous Turnip*.
- Brainstorm a list of things that are considered “lucky.”
- * Write a sequel to the story entitled “Cat Rescue.”
- Write new stories. Example: “What Luck” or “Lots of Luck.”

Throughout the Day

Math

- Conduct a Frisbee toss. Measure and graph how far the Frisbee goes.

Problem-Solving

- Divide the class into teams to discuss ways to get the Frisbee or the cat down.
- Devise a means of getting food up to the cat in the tree.

Science

- * List characteristics that affect flight during the Frisbee toss. (See **Math**.)

Physical Education

- Teach one another how to toss the Frisbee.
- Toss a beanbag on a tic-tac-toe board.

Art

- As a class, select a tree to study. Observe the tree. Create pictures of the tree using different materials, such as pencil, chalk, watercolors or crayon rubbings of the bark. Compare the illustrations. Repeat the activity during different seasons.



The Home Connection

- Draw a picture of a time everyone in the family worked together to solve a problem.
- Decorate a Frisbee.
- Play Frisbee tag or Frisbee golf.

* Show What You Know – a document to keep

Activities marked with an asterisk (*) are appropriate for assessment.

Read on...

Greydanus, Rose. *Tree House Fun*.

Hoopes, Lyn Littlefield. *Wing-a-Ding*.

Moran, Tom. *Frisbee Disk Flying Is for Me*.

Paulsen, Brendan Patrick. *The Luck of the Irish*.

Peet, Bill. *The Luckiest One of All*.

Tolstoy, Alexei. *The Great Big Enormous Turnip*.

Udry, Janice. *A Tree Is Nice*.

Viorst, Judith. *Alexander and the Terrible, Horrible, No Good, Very Bad Day*.

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