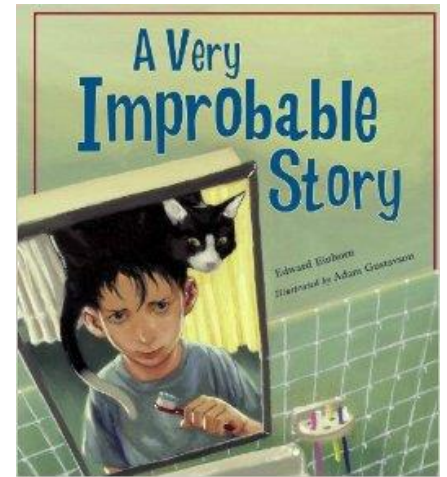


# A Very Improbable Story

Written by: Edward Einhorn

Illustrated by: Adam Gustavson

A story using the math concept of probability.



## Strategy Instruction Possibilities

### *Comprehension:*

- **Ask questions throughout the reading process.**
  - P. 3 – If it isn't Ethan's cat, where did it come from? Why is it sitting on his head?
- **Make a picture or mental image.**
  - P. 7– This would look really funny he shakes his head back and forth, does jumping jacks, a cartwheel, and a handstand, and there is a cat on his head!"
  - P. 19 – Imagine the mess of marbles that he is now arranging in groups of two.

### *Accuracy:*

- **Cross checking.**
  - Remind children when they come to a word that doesn't make sense they can ask themselves, "Does it look right? Does it sound right? Does it make sense?" Model this strategy with the following words or any other words you choose.
    - P. 13 – groaned
- **Chunk letters and sounds together.**
  - P. 19 – combinations
- **Flip the sound.**
  - P. 30 – concluded (start with short u sound, flip to long u sound)

### *Fluency:*

- **Use punctuation to enhance phrasing and prosody.**
  - P. 7 – "How is... what kind of... I can't believe this!"
  - P. 19 – "What's the pro-ba-ba-blib-idy?"
- **Read text as the author would say it, conveying the meaning or feeling.**
  - P. 16 – I can tell from how Cindy acted when she saw the cat that she is young. And I can tell by how she counts. I will change my voice to sound like a little girl when I read her talking parts. "One, two, five kazillion...I know a game. Let's jump on the marbles!"

*Expand Vocabulary:*

- **Tune in to interesting words and use new vocabulary in speaking and writing.**
  - P. 3 – improbable
  - P. 5 – budge
  - P. 7 – probability (author clarifies, “how likely it is that something will happen.”)
  - P. 15 – squinting
  - P. 20 – mismatched

*This text can be used with nearly any strategy on the CAFE menu. The above strategies are a highlighted collection to use as a springboard for further instruction.*