



Thinking Guide and Activities - Narrative

Title of the Selection: *Abuela Invents the Zero*

Genre: Fiction – Narrative Problem/Solution Pot

The Narrative Problem/Solution Thinking Guide is provided. The Narrative Problem/Solution Thinking Guide identifies the story elements in a narrative with a problem/solution plot: main character, goal, problem, solution and outcome. It helps teach the GLOBAL meaning of the text. In addition, the story elements are used to develop a meaningful summary.

- ★ Narrative Problem/Solution Thinking Guide
- ★ Color-Coded Narrative Problem/Solution Thinking Guide and Summary

The Problem/Solution Thinking Guide is used to develop other fun and interactive activities. Fisher Reyna Education offers the following activities and test items:

- ★ Missing Summary-Part Activity
- ★ Matching Activity 1
- ★ Matching Activity 2
- ★ Matching Activity 3
- ★ Thinking Guide Cloze 1st Letter Activity
- ★ Thinking Guide Cloze Blank Activity
- ★ Write Summary Elements Activity
- ★ Vocabulary – Using Context Clues



FISHER★REYNA
EDUCATION
Dedicated to Academic Excellence

Problem/Solution Thinking Guide
Fiction, Poetry or Drama



Title of the Selection Abuela Invents the Zero

Genre: Narrative – Problem/Solution Plot

SOMEONE	Constancia
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	Constancia is embarrassed to take her grandmother to church after her mother gets ill.
Problem	
SO	Abuela tells her that she made her feel like a zero; nothing.
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

Color-Coded Problem/Solution Thinking Guide
Fiction, Poetry or Drama



Title of the Selection Abuela Invents the Zero
Genre: Narrative – Problem/Solution Plot

SOMEONE	Constancia
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	Constancia is embarrassed to take her grandmother to church after her mother gets ill.
Problem	
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

Constancia wanted to avoid being seen with her grandmother, but she is embarrassed to take her grandmother to church after her mother gets ill. So Abuela tells her that she made her feel like a zero. Feeling ashamed, Constancia begins to think about what “zero” really means.

Missing Part Activity
Abuela Invents the Zero



Directions

Choose one of the following Thinking Guides, and instruct students to write the missing summary element as they read the selection.

SOMEONE	
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	Constancia is embarrassed to take her grandmother to church after her mother gets ill.
Problem	
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

SOMEONE	Constancia
Main Character	
WANTED	
Goal	
BUT	Constancia is embarrassed to take her grandmother to church after her mother gets ill.
Problem	
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

SOMEONE	Constancia
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	
Problem	
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

SOMEONE	Constancia
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	Constancia is embarrassed to take her grandmother to church after her mother gets ill.
Problem	
SO	
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

SOMEONE	Constancia
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	Constancia is embarrassed to take her grandmother to church after her mother gets ill.
Problem	
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN	
Outcome	

SOMEONE	Constancia
Main Character	
WANTED	to avoid being seen with her grandmother
Goal	
BUT	
Problem	
SO	
Solution	
THEN	Feeling ashamed, Constancia begins to think about what “zero” really means.
Outcome	

Matching Activity 1
Abuela Invents the Zero



Directions

Identify the summary part by writing the first letter of the summary element in the blank.

MC for Main Character

G for Goal

P for Problem

S for Solution

O for Outcome

_____ Constanica is embarrassed to take her grandmother to church after her mother gets ill.

_____ Feeling ashamed, Constanica begins to think about what “zero” really means.

_____ Abuela tells her that she made her feel like a zero.

_____ to avoid being seen with her grandmother

_____ Constanica

Matching Activity 2



Directions

Cut apart and place the summary parts by the correct summary element in the Problem/Solution Thinking Guide.

- Her mother gets ill and Constanica is forced to take Abuela to church; which embarrasses Constanica.
- Constanica is embarrassed to take her grandmother to church after her mother gets ill.
- Abuela tells her that she made her feel like a zero.
- to avoid being seen with her grandmother
- Constanica

SOMEONE	
Main Character	
WANTED	
Goal	
BUT	
Problem	
SO	
Solution	
THEN	
Outcome	

Matching Activity 3 (Next page)

Directions

Cut apart and match parts of the summary to summary elements.

Constancia

© Fisher Reyna Education 2017

Someone

Main Character

© Fisher Reyna Education 2017

to avoid being seen with her
grandmother

© Fisher Reyna Education 2017

Wanted

Goal

© Fisher Reyna Education 2017

Constancia is embarrassed to
take her grandmother to
church after her mother gets
ill.

© Fisher Reyna Education 2017

But

Problem

© Fisher Reyna Education 2017

Abuela tells her that she made
her feel like a zero.

© Fisher Reyna Education 2017

So

Solution

© Fisher Reyna Education 2017

Feeling ashamed, Constancia begins
to think about what "zero" really
means.

© Fisher Reyna Education 2017

Then

Outcome

© Fisher Reyna Education 2017

Problem/Solution Thinking Guide
Cloze – 1st Letter Activity

Title of the Selection Abuela Invents the Zero

Genre: Narrative – Problem/Solution Plot



Directions

As selection is read, complete the words in the blanks with the first letter given.

SOMEONE	C_____
Main Character	
WANTED	to a ___ being seen with her g_____
Goal	
BUT	Constancia is e_____ to take her g_____
Problem	to c_____ after her m_____ gets ill.
SO	A_____ tells her that she made her f_____ like a z_____.
Solution	
THEN	Feeling a_____, Constancia begins to t_____ about what
Outcome	“z_____” really means.

Problem/Solution Thinking Guide
Cloze – Blank Activity

Title of the Selection Abuela Invents the Zero

Genre: Narrative – Problem/Solution Plot



Directions

As selection is read, fill in the blank.

SOMEONE	_____
Main Character	
WANTED	to _____ being seen with her _____
Goal	
BUT	Constancia is _____ to take her _____ to _____ after her _____ gets _____.
Problem	
SO	_____ tells her that she made her _____ like a _____.
Solution	
THEN	Feeling _____, Constancia begins to _____ about what “_____” really means.
Outcome	

Problem/Solution Thinking Guide
Write Summary Elements Activity

Title of the Selection Abuela Invents the Zero

Genre: Narrative – Problem/Solution Plot



Directions

Students take notes that include main character, goal, problem, solution, and outcome. Implied summary elements increase the level of difficulty with this activity.

SOMEONE	
Main Character	
WANTED	
Goal	
BUT	
Problem	
SO	
Solution	
THEN	
Outcome	

Abuela Invents the Zero

Vocabulary – Using Context Clues

Note: This vocabulary activity should be used after students have read the selection.



Directions: Display a vocabulary list. Select words that may be difficult to most students in our class to define. Ask the students to define the words they recognize. Then reread the selection as the students listen for these words. After hearing one of the listed words in context, ask students to give its definition. The words are listed in the order in which they appear in the article.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.