

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.

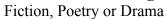
- ★Narrative Problem/Solution Thinking Guide
- ★Color-Coded Narrative Problem/Solution Thinking Guide and Summary

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



Problem/Solution Thinking Guide





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
Problem	mother gets ill.
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
Outcome	means.

Color-Coded Problem/Solution Thinking Guide

Fiction, Poetry or Drama



Title of the Selection Abuela Invents the Zero

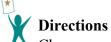
Genre: Narrative - Problem/Solution Plot

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
Problem	mother gets ill.
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN Outcome	Feeling ashamed, Constancia begins to think about what "zero" really means.

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



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

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

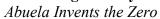
SOMEONE	Constancia
Main Character	
WANTED Goal	to avoid being seen with her grandmother
BUT	
Problem	
SO	Abuela tells her that she made her feel like a zero.
Solution	
THEN Outcome	Feeling ashamed, Constancia begins to think about what "zero" really means.

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

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

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

Matching Activity 1





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
 Constancia is embarrassed to take her grandmother to church after her mother gets ill.
_Feeling ashamed, Constancia 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
 _Constancia

Matching Activity 2

Directions

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

*	
1	

Her mother gets ill and Constancia is forced to take Abuela to church; which embarrasses Constancia.		
	Constancia is embarrassed to take her grandmother to church after her mother gets ill.	
Abuela tells her th	nat she made her feel like a zero.	
to avoid being see	en with her grandmother	
Constancia	I	
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 gets ill.
SO	Atells her that she made her flike a z
Solution	
THEN	Feeling a, Constancia begins to t about what "z_" really means.
Outcome	Z rearry 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
Problem	after her gets
SO	tells her that she made her like a
Solution	
THEN	Feeling, Constancia begins to about what "" really means.
Outcome	what reany means.

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.