

# NOTE TO TEACHERS USING *Caterpillars for Lunch*

Thank you for using this video and text as a teaching tool with your students. While we have chosen stopping places and used broad questions to support student meaning-making, you may choose to use the video differently based on the needs of your students. Please feel free to pause or replay the video to discuss what you feel is important for your students.

## EXTENDING THINKING

Some possible discussions might include:

- *Why did Bird decide he didn't like worms anymore?*
- *Why did Bird decide to go back to eating worms?*
- *Is it a good idea for an animal to try to eat different kinds of food? Why?*
- *What information would an author need to know to write this book?*

## FOLLOW-UP IDEAS

We have also included follow-up options for students to draw, write, make, or do. Please choose any of the suggestions you feel would benefit your students or create your own. Many of these ideas may also be used as assessment of student learning.



### DRAW

**Draw a picture of your favorite part of the story.**

#### Getting thinking going:

- What was the problem in the story?
- What was the solution to the problem in the story?
- Is there an amazing caterpillar in your favorite part? Which one?



### WRITE

**Write about what happened in your favorite part of the story.**

#### Getting thinking going:

- What do you know about amazing caterpillars that you noticed in this story?
- What do you think is Bird's favorite thing to eat? Why?



### MAKE

**Make this story into a comic book, using speech bubbles for the characters' dialogue.**

#### Getting thinking going:

- Which characters will you include in your version of the story?
- What events will you include from the story?
- What events will happen in each panel?



### DO

**Act out different parts of the story.**

#### Getting thinking going:

- How might each character sound in the story?
- How will each character say their dialogue from the book?
- How will each character stand or move as they say their dialogue?