



**FEETSPEAK'S  
COMPREHENSION  
ORGANIZERS**

COPYRIGHT2021EASHIELDS



COPYRIGHT2021EASHIELDS

# CONTENTS

- Introduction: Defining Graphic Organizers
  - Ideas for Using Graphic Organizers
    - Construction Instructions
      - Activity Plan
    - Comprehension Queries

## GRAPHIC ORGANIZERS

- Predictions
- Story Map
- Story Sequence
  - Main Idea
- Problem/Solution
  - Character Traits
    - Summary
    - Cause & Effect
  - Facts & Opinions
- Compare & Contrast Venn Diagram

# INTRODUCTION

One of the most effective teaching/learning tools for organizing and understanding new thoughts with accuracy is the Graphic Organizer.

These visual maps enable you to specifically share what you are learning and understanding in an interactive, visual way.

There are many Brain ~ Benefits for utilizing Graphic Organizers .

Among these Benefits are:

- They help you Comprehend, Organize, and Recall Story Elements.
- They help you Identify and Analyze concepts presented in Informational Text.
  - They help you Interpret Complex Content into Simpler, Relatable Ideas.
  - They help you Recognize Patterns during the reading of new Content.
  - They help you Evaluate which Elements belong to specific Categories of the Graphic Organizer.

Notice the BIG Verbs I'm using !!?

Yes, when you include Graphic Organizers into your studies, you are using Critical, Higher Order Thinking Skills from the Bloom's Taxonomy Levels.

Read on for Ideas/Suggestions on Using Graphic Organizers to help with your Reading Comprehension of FEETSPEAK as well as other texts.

# USING GRAPHIC ORGANIZERS

Here are a few ideas / suggestions for creating and using Graphic Organizers:

- Use the information in the Graphic Organizers I have included to create different ones to meet the specific needs of what you are learning.
- Create Graphic Organizers using the Main Idea settings of the text being read. For example: leaves on a tree branch for Sequence, cake layers for a Beginning, Middle & Ending Story Map, the parts of a house for Main Idea, a pond drawing for listing Details of specific parts of the story.
- Enlarge them for interactive teaching / learning purposes.
- Copy on colored paper and use highlighters, colored pencils to accent and/or decorate these Visual Maps.
- Print them on cardstock & laminate to re-use with colored dry-erase markers.
- Make interchangeable , cut out parts to be attached & re-attach to a poster board with its Graphic Organizer title.

HAVE FUN!!!!

## CONSTRUCTION INSTRUCTIONS

MATERIALS NEEDED: card-stock, printing paper, binding (stapler, coil/comb, hole-punch/O-ring/brads), pencil, highlighters, colors

SEQUENCE: If you want to make a collection of Master copies, print the Front/Back Covers on card-stock and the other pages on paper as inserts. Bind together with coil/comb or O-ring for easy access. You can, also, hole-punch the pages and insert into a notebook binder or folder.

If you are using the Graphic Organizers for each chapter of FEETSPEAK, you'll need to make 12 copies, which you can double-side print.

If you are using the Organizers as a whole book comprehension tools, you'll probably just need 1 or 2 copies of each.

You'll probably need several copies of the Character Traits, Cause & Effect, and the Compare/Contrast Graphic Organizers, depending on the number of Characters and Events you will be analyzing.

Keep all your work together to use as a Reference for the "Writing About Reading FEETSPEAK", "Character Profiles", and other Activities to come.

## ACTIVITY PLAN

You can use these Graphic Organizers for each chapter of FEETSPEAK, after you've finished reading the book, or both. You may want to start by using them for a few chapters before using them for the entire book.

Before reading FEETSPEAK, complete the Predictions Organizer with your Picture Walk and Schema (what do you already know before reading).

Decide how you will be using the Graphic Organizers ~ per chapter, whole book, or both. Remember ~ when using Graphic Organizers, you are writing main thoughts & ideas, NOT complete sentences.

You may want to use the Main Idea Organizer for the chapters, the Problem & Solution for several chapters, the Character Traits for several important people, and the Cause & Effect with the Fact & Opinion as you are reading each chapter. The Compare & Contrast Venn Diagram can be used for different characters, events, settings, chapters, problems, etc.

Read the Comprehension Questions on the next page to help you choose what/who/where/when/how you want to analyze the different Story Elements of FEETSPEAK. Add some of your own questions to answer, too.

## QUESTIONS TO THINK ABOUT...

- What do you think the title FEETSPEAK means ?
- Why did Cinnamon choose shoes as a way to communicate her thoughts ?
  - How did Lucinda become "Cinnamon"?
- Why did Cinnamon decide not to use her words to communicate?
  - Have you ever known someone who suffered with Mutism ?
  - Are there times when you don't feel comfortable talking ?
  - How can Cinnamon be happy and sad at the same time ?
- Do you wonder what life is like living on a farm ? Have you been to a farm ?
  - What kind of chores do children have in the story ?
- How do the Pond animals help Cinnamon ? Have you been to a pond ?
- Who do you think is the most helpful person to Cinnamon ? Why ?
  - What events in the story are most helpful to Cinnamon ? Why ?
  - When does Cinnamon decide to speak using her words ? Why ?
- Do you think she will continue using her shoes to communicate ?
  - Will she make other friends while going to school ?
  - What other adventures will be part of Cinnamon's life ?



# FEETSPEAK'S PREDICTIONS

Title & Cover Image

Schema

Picture Walk

A vertical scroll with a blue border and rounded corners. It features 15 horizontal lines for writing. The top and bottom edges are rolled up, with a grey shadow effect on the inner side of the rolls.

# FEETSPEAK'S STORY MAP

Character(s):

Setting:

Beginning

---

---

---

---

---

---

---

---

---

---

Middle

---

---

---

---

---

---

---

---

---

---

Ending

---

---

---

---

---

---

---

---

---

---

# FEETSPEAK'S STORY SEQUENCE

First



Next



Then

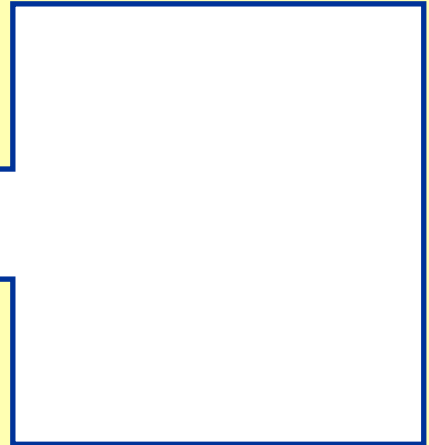


Characters & Setting: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

After that



At last



Finally



# FEETSPEAK'S MAIN IDEA

When

Where

Who

Did What

Why

The Main Idea is \_\_\_\_\_

\_\_\_\_\_

## FEETSPEAK'S PROBLEM & SOLUTION

The Problem in the Story is \_\_\_\_\_  
\_\_\_\_\_

First, tries to solve by \_\_\_\_\_  
BUT \_\_\_\_\_

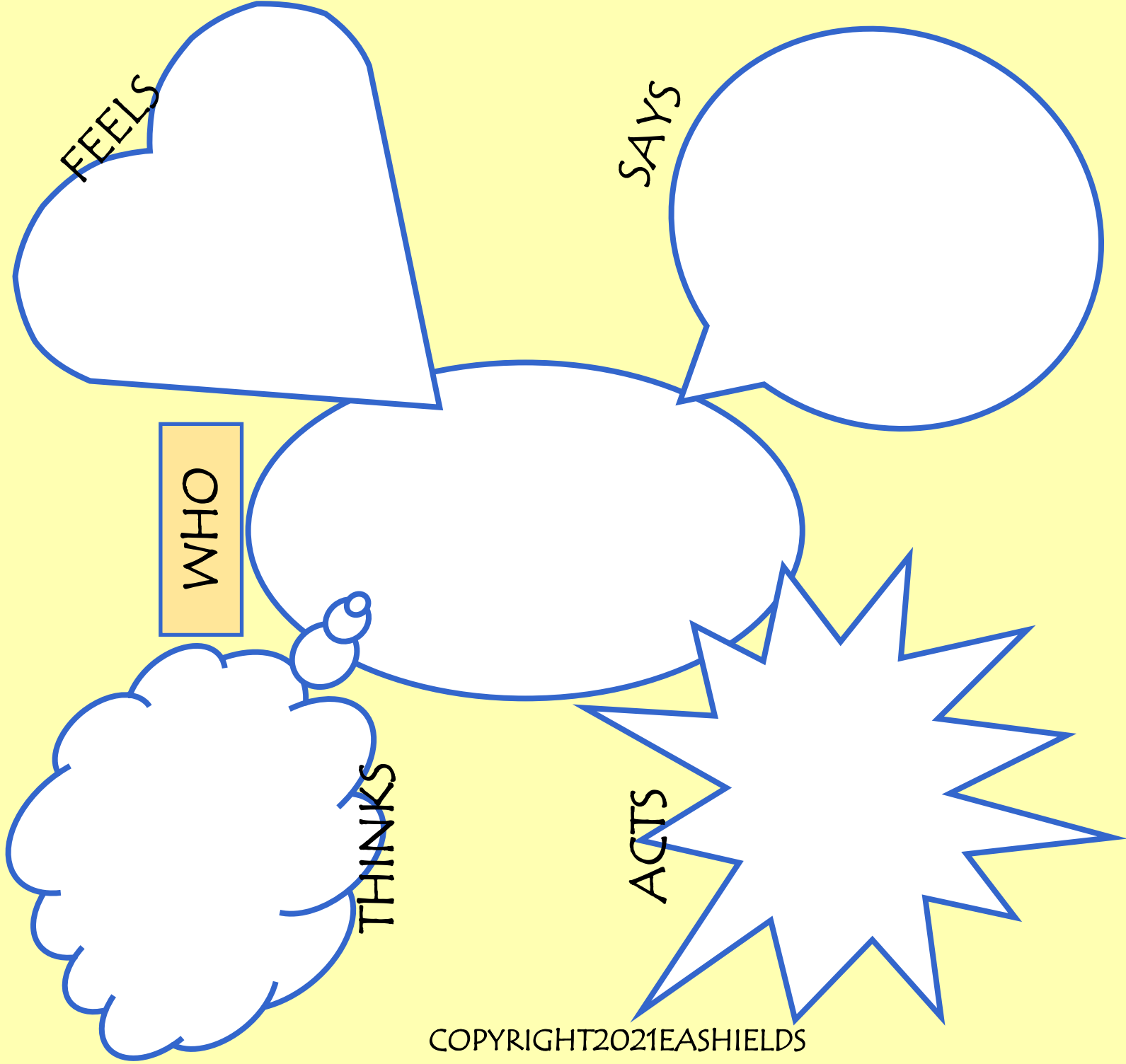
Next, tries to solve by \_\_\_\_\_  
BUT \_\_\_\_\_

Then, tries to solve by \_\_\_\_\_  
BUT \_\_\_\_\_

Finally, tries to solve by \_\_\_\_\_  
AND \_\_\_\_\_

So, the Problem in the Story was \_\_\_\_\_  
\_\_\_\_\_  
and it was Solved when \_\_\_\_\_

FEETSPEAK'S CHARACTER TRAITS



WHO

FEELS

SAYS

THINKS

ACTS

COPYRIGHT2021EASHIELDS

ADJECTIVES: \_\_\_\_\_

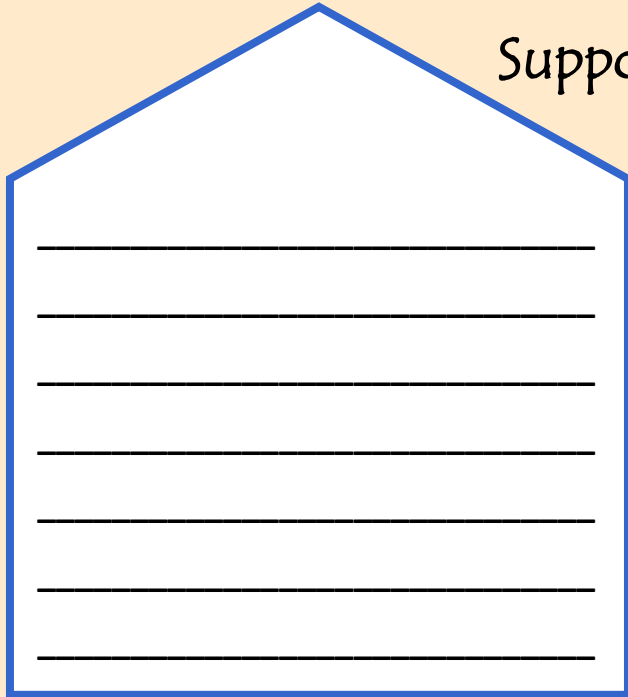
\_\_\_\_\_

# FEETSPEAK'S STORY SUMMARY

Topic Sentence / Main Idea: \_\_\_\_\_

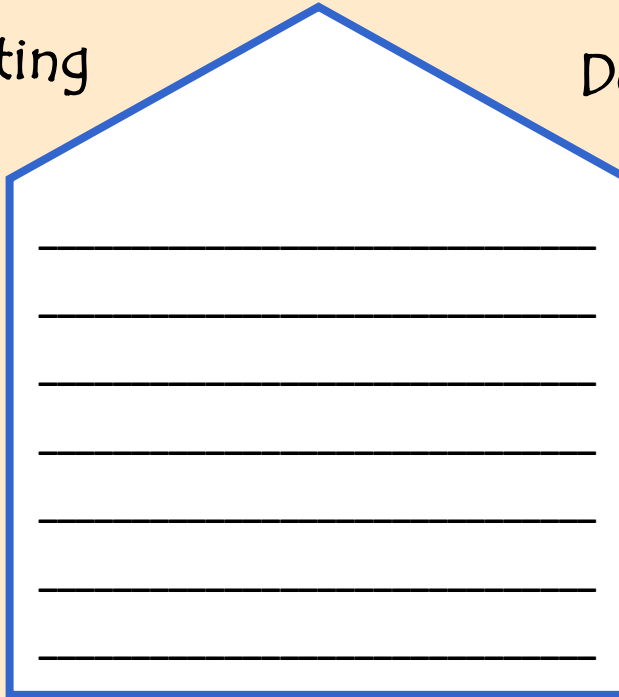
\_\_\_\_\_

Supporting

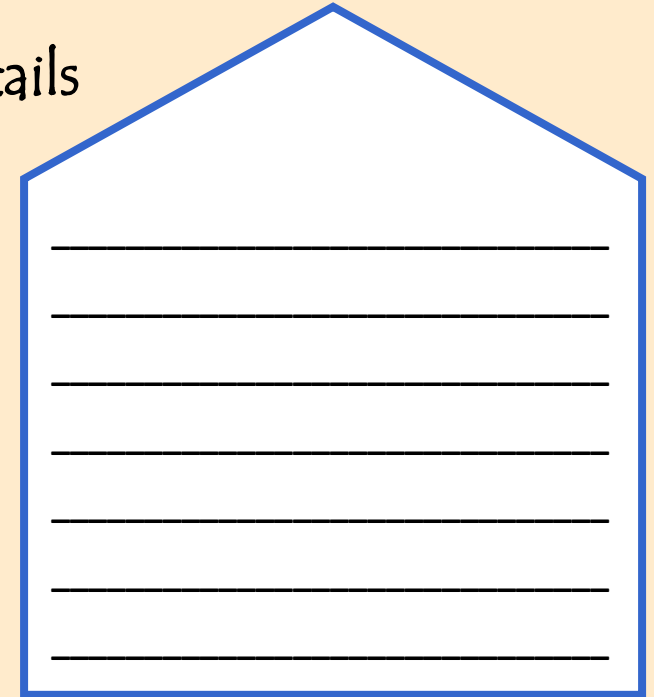


A blue-outlined house-shaped box with five horizontal lines for writing.

Details



A blue-outlined house-shaped box with five horizontal lines for writing.



A blue-outlined house-shaped box with five horizontal lines for writing.

Conclusion: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FEETSPEAK'S CAUSES & EFFECTS

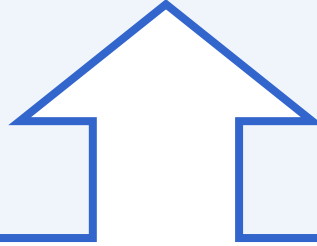
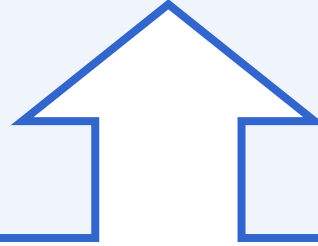
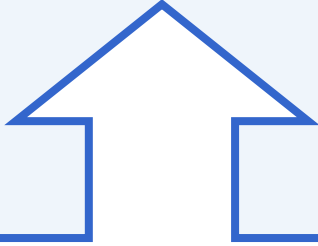
Effect



Effect



Effect



Cause

Cause

Cause



# FEETSPEAK'S FACTS & OPINIONS

TOPIC: \_\_\_\_\_

Facts:

Opinions:

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

# FEETSPEAK'S COMPARE & CONTRAST

