

Classroom Discussion and Activity Guide

Extension Activity: Reflection—Text-to-Self; Text-to-World

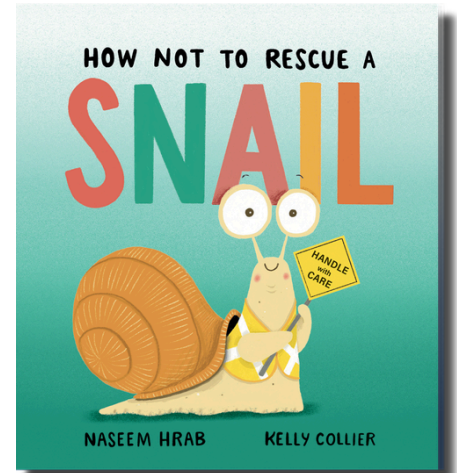
Extension Activity: Writing (Story Elements)—Save the Day

How Not to Rescue a Snail

by Naseem Hrab, illustrated by Kelly Collier

The fourth book in the bestselling and award-nominated Snail & Stump series

Everyone's favorite Snail returns in this story about overcoming a fear of change and using your voice.



ISBN: 9781771477284

Ages 4 to 7; Grade: 1-2

Before Reading:

- Look at the cover. What do you think this story might be about?
- Where do you find snails? Why would a snail need to be rescued?

After Reading:

Reflection—Text-to-Self

- Snail realizes he must be the one to save himself and the Shellsteins. Have you ever had to solve a problem all by yourself? What made you decide to do something instead of waiting for help?
- Snail isn't a fan of change, but hard experiences can sometimes make us stronger. Can you think of a time when something difficult made you stronger? Why do you think that can happen?

Reflection—Text-to-World

- Snail uses his voice to say no. What are some situations where it's okay—or even important—to yell out loud to stay safe?



CURRICULUM CONNECTIONS

Text Forms: Comedic Text

Social-Emotional Learning: Self-Awareness;
Self-Esteem and Confidence

Character Education: Courage; Resilience;
Kindness; Positive Communication

READING LEVELS

Reading Recovery: 14

Fountas & Pinnell: H

Lexile® Measure: AD560L

Common Core: RL.1, W.1, SL.1, L.1



WRITING (STORY ELEMENTS): SAVE THE DAY

Snail finds himself in a tricky situation, but he solves his problem and saves the day. Create a comic strip and write a story where YOU save the day. Brainstorm your story elements and then share your comic with your class.

SETTING

WHERE DOES YOUR STORY TAKE PLACE?

CHARACTERS

WHO IS IN THE STORY WITH YOU?



PROBLEM

OH NO! SOMETHING WENT WRONG!

SOLUTION

HOW DO YOU SAVE THE DAY?