

EXAMPLE Grades 2-3

 **Abel's Island** by William Steig. Farrar, 1976.

Abel, a mouse who has been swept away by a flood, awakens to find himself wet, hungry and alone on an island. He needs to get back across the river but cannot swim.

ACTIVITY

1. State the problem.

2. Think of four ways Abel might solve the problem. Enter them on the decision grid below.

3. Evaluate each idea by using 3 if the answer is yes, 2 if the answer is maybe and 1 if the answer is no.

IDEA	SAFE	FAST	POSSIBLE	EFFECTIVE	TOTAL

The best idea is