WHuzzles

This Really Good Stuff® product includes:

- 4 Puzzle Frames
- 8 Five-Piece WHuzzles (40 Puzzle Pieces)
- •1 Center Task Card
- This Really Good Stuff Instructional Guide

Congratulations on your purchase of this **Really Good Literacy Center-in-a-Bag™ WHuzzles**, a comprehension activity that strengthens your students' ability to identify characters, setting, and major events in a story and improves their narrative writing skills.

Objective

Identify "who," "what," and "where" in a picture story, and describe the characters, setting, and major events in a story, using key details in discussion and in writing.

Meeting the Standards

This Really Good Stuff® **WHuzzles** Center aligns with the following Common Core State Standards for English Language Arts. For alignment with other state standards, please refer to our website's standards match.

Key Ideas & Details

- **RL.K.3** With prompting and support, identify characters, settings, and major events in a story.
- **RL.1.3** Describe characters, settings, and major events in a story, using key details.

Text Types & Purposes

W.K.3 Use a combination of drawing, dictating, and writing to narrate a single event or several loosely linked events, tell about the events in the order in which they occurred, and provide a reaction to what happened.

Simple picture stories depicting the 3 W's—"who," "what," and "where"—provide perfect practice for nonreaders and emergent readers as they develop their sense of story elements and the gist of a story. This center is a helpful springboard for retelling and writing simple narratives using key details.

Model the Activity

Begin by modeling the activity, discussing every step with students. Select a WHuzzle set and a frame and tell students that they will be looking carefully at a picture that tells a short story. Remind students that stories have characters (the "who"), a setting (the "where"), and a major event (the "what"). You might point out that the three W question words all begin with wh and that is why these puzzles are called WHuzzles.



All Instructional guides can be found online.

WHuzzles

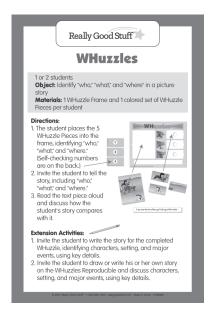
Begin with the largest piece, the story piece, and either think aloud or ask a student to tell you what happens in this story. Include, or encourage the student to include, the 3 W's—"who," "what," and "where" as the story is told. Check the text piece and compare it to the shared version of the story. Work together to find the pieces that correspond to the designated spaces in the frame. Turn the frame over to check your work, using the self-checking holes with numbers showing (1, 2, and 3 if correct).

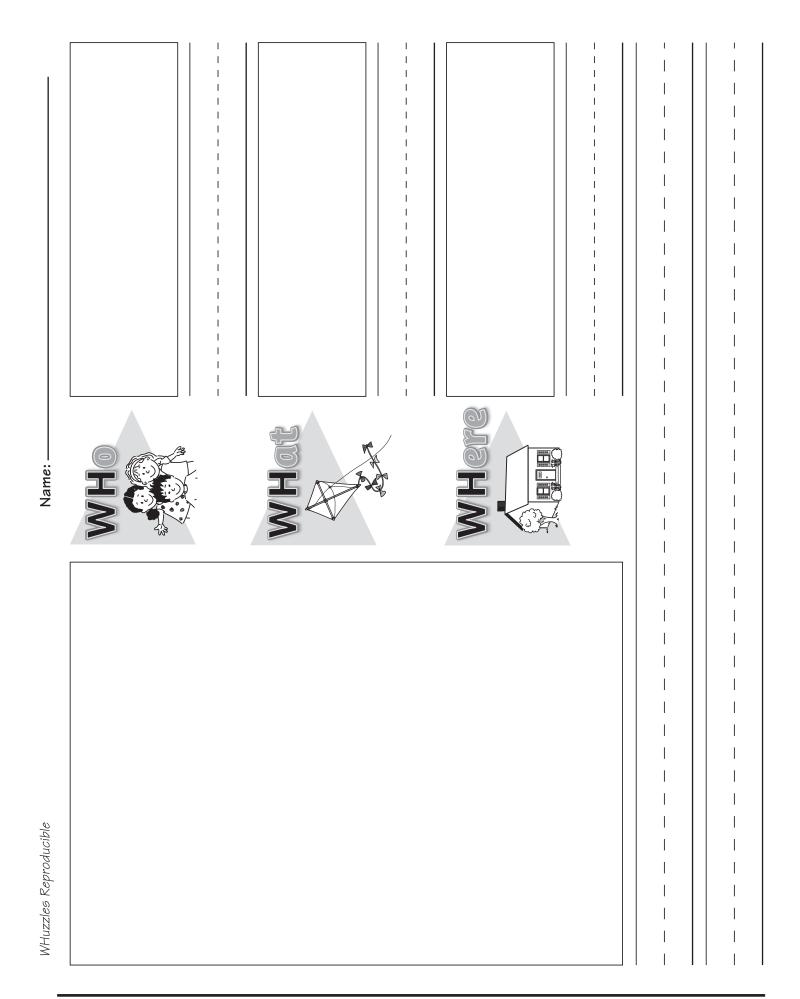
WHuzzles Reproducibles

Use the WHuzzles Reproducible for students to draw and write their own stories or retell WHuzzles. The reproducible also allows more students to participate at once. Use the Progress Monitoring Sheet to keep track of which WHuzzles students have completed and their scores (one point each for "who," "what," "where" and retelling the gist of the story).

Center Task Card

A helper can refer to the Center Task Card for instructions.





Name	fishing	reading	pigs	milk	tea party	lemonade	sledding	sandcastle
1.	/4	/4	/4	/4	/4	/4	/4	/4
2.	/4	/4	/4	/4	/4	/4	/4	/4
3.	/4	/4	/4	/4	/4	/4	/4	/4
4.	/4	/4	/4	/4	/4	/4	/4	/4
5.	/4	/4	/4	/4	/4	/4	/4	/4
6.	/4	/4	/4	/4	/4	/4	/4	/4
7.	/4	/4	/4	/4	/4	/4	/4	/4
8.	/4	/4	/4	/4	/4	/4	/4	/4
9.	/4	/4	/4	/4	/4	/4	/4	/4
10.	/4	/4	/4	/4	/4	/4	/4	/4
11.	/4	/4	/4	/4	/4	/4	/4	/4
12.	/4	/4	/4	/4	/4	/4	/4	/4
13.	/4	/4	/4	/4	/4	/4	/4	/4
14.	/4	/4	/4	/4	/4	/4	/4	/4
15.	/4	/4	/4	/4	/4	/4	/4	/4
16.	/4	/4	/4	/4	/4	/4	/4	/4
17.	/4	/4	/4	/4	/4	/4	/4	/4
18.	/4	/4	/4	/4	/4	/4	/4	/4
19.	/4	/4	/4	/4	/4	/4	/4	/4
20.	/4	/4	/4	/4	/4	/4	/4	/4
21.	/4	/4	/4	/4	/4	/4	/4	/4
22.	/4	/4	/4	/4	/4	/4	/4	/4
23.	/4	/4	/4	/4	/4	/4	/4	/4
24.	/4	/4	/4	/4	/4	/4	/4	/4
25.	/4	/4	/4	/4	/4	/4	/4	/4