TRAIN ENGINEER

Co-Viewing Guide

TIME

10 minutes

DRJECTIVE

Children will engage with educator/caregiver after watching a storybook, to support comprehension of storyline and embedded curriculum.

STORY SUCCESS SKILL

Remember

STORY SUMMORY

When Zuzu takes the job of Train Engineer, she discovers that it's difficult to remember which buttons to push to make the train run. As Train Engineer, Zuzu learns that the key to success is to learn a strategy to help her remember to work the train.

STORY TAKE-AWAY MESSAGE

You can practice the strategy, "Sing a Song" to help you remember.

DISCUSS

1. What problems did Zuzu solve?

Potential Responses:

[Zuzu had to get the Beeples to work.]

[Zuzu makes a song to remember which order to push the buttons in, to make the train move.]

[When Zuzu needs to move the train forwards, backwards, or while upside down, she thinks about the order of the buttons to push by using the strategy, "Sing a Song".]

[Zuzu tells Scout when the train is going to hit the giant Teddy Bear. Scout uses the brake to stop the train.]





2. What strategy does Zuzu use to help her remember?

<u>Potential Responses:</u> [Zuzu uses "Sing a Song".]

[Zuzu creates a song using the buttons to solve the problem.]

[Zuzu pauses.]

ADDITIONAL QUESTIONS

- 3. What do Train Engineers need to remember?
- 4. Can you think of a time when you needed to remember something?
- 5. What other strategy could Zuzu use to remember the order of the buttons?



