



# TRAIN ENGINEER

## CO-VIEWING GUIDE



### Career Cluster

Transportation



### Success Skill

Remember



### Estimated Activity Time

10 mins



### Group Size

Individuals, Pairs, or Group

### Objective

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

### Story Summary

When Rae 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, Rae learns that the key to success is to practice 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 Rae solve?

### Potential Responses:

*[Rae has to get the Beeples to work.]*

*[Rae makes a song to **Remember** which order to push the buttons in, to make the train move.]*

*[When Rae needs to move the train forward and backward, or while upside down, she thinks about the order of the buttons to push by using the strategy, "Sing a Song".]*

*[Rae uses the brake to stop the train before it hits the marshmallows. Rae moves the train backwards to avoid the falling marshmallows.]*

2. What do Train Engineers need to **Remember**?
3. What strategy does Rae use to help her **Remember**?

### Potential Responses:

*[Rae uses "Sing a Song".]*

*[Rae creates a song using the buttons to complete the challenge.]*

*[Rae pauses.]*

## Additional Questions

4. Can you think of a time when you needed to **Remember** something?
5. What other strategy could Rae use to **Remember** the order of the buttons?

