TRAIN ENGINEER

Co-Viewing Guide

TIME

10 minutes

OBJECTIVE

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

STORY SUCCESS SKILL

Remember

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?



