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Where the Wild Things Are Novel Study Curriculum Map

Max was playing in his wolf suit. He got into trouble with his mother and was sent to bed without supper. That night, a forest grew and an ocean appeared in his room. A boat appeared and Max sailed away for over a year to a place where the wild things are. Four paper-bag puppet cut-outs included. The activities to help students comprehend, analyze and creatively interpret the stories.

The students will:

- be exposed to the pleasure and enjoyment of books.
- practice comprehension skills in ways other than just recall questions.
- expand their vocabulary.
- learn ways to respond to the novel.
- develop their creativity.
- be introduced to the works of famous authors.

Introduction includes:

- Summary of the Story
- Author Biography
- Teacher Input Suggestions
- Vocabulary List
- Student Activity Checklist
- Blank Activity Templates

Activities:

- **Comprehension Activities**
 - Story Map, Character Mobile, Responding to Questions, Story Time Line, Sequencing
- **Creative Writing Activities**
 - Letter to the Author, Story Writing, Picture Story, Writing Riddles
- **Word Study Activities**
 - Looking for Words – Senses, Looking for Plurals, Compound Words, Verbs, Alphabetical Order, Contractions
- **Phonics Activities**
 - The “Th” Digraph, Words ending in “ing”, Rhyming Fun

- **Drama Activities**

- Charades, Dramatize a scene, Shadow Puppets, Making up a song

- **Wild Stuff Activities**

- Word Search, Maze, Design a Travel Brochure, Draw a Map, Brainstorming, Tongue Twister

- **Art Activities**

- Paint a picture, Design a paper bag puppet, Draw a chalk picture, Pencil drawings, Make a diorama, Make a collage

- **Poetry Activities**

- Haiku Poem, Cinquain Poem, Acrostic Poem, Mind Map

Paper Bag Puppet Templates

- 3 Monster Templates
- Max Template



Knowing the Wild Things 1

Reread the story. Fill in the story map below.

Characters

Setting

Problem

Where The Wild Things Are
by Maurice Sendak

Beginning

Main Events

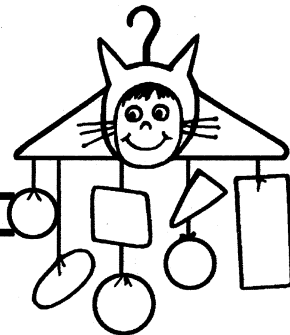
Ending

Where the Wild Things Are by Maurice Sendak



Knowing The Wild Things 2

- Make a character mobile for Max.
- Draw a picture of Max on a stiff piece of paper and cover a clothes hanger with it.
- Think of words, phrases or pictures that describe the kind of boy he is.
- Mount them on different shapes and hang them from the hanger.
- Try to mount things on both sides of the shape, so you can get information no matter how the mobile moves.





Knowing The Wild Things 3

Respond to the story by using these sentence starters and completing the rest of the sentence after thinking about "Where The Wild Things Are":

I liked _____

Max is like _____

The monsters _____

If I wrote this story _____

I wonder _____



Knowing The Wild Things 4

Draw a time line showing all the events in the story. List at least **five** more events.

— Max dressed up as a wolf

—

—

—

—

—

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—

— Max's hot supper was waiting for him in his room.

Where the Wild Things Are

by
Maurice Sendak



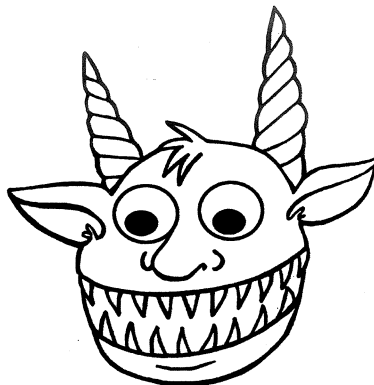
Knowing The Wild Things 5

Sequence Fun

In the envelope are some sentence cards.

These sentences are about the story "Where the Wild Things Are".

- Put the cards in the correct order to tell the story.



Knowing The Wild Things 5; Sequence: Cut out the sentence cards. Mount them on a sturdy backing and laminate. Store the cards in an envelope. Attach the instruction card. You may also want to write numbers ordering the sentences on the back to make this activity self-correcting. The student will sequence the cards to tell the story.



Max dressed up in his wolf suit and got into trouble.



His mother sent him to bed without supper.



A forest and an ocean appeared in his room.



A boat appeared and he sailed until he got where the wild things were.



The wild things roared, gnashed their teeth, rolled their eyes and showed their claws.



Max tamed them with a magic trick and frightened them.

Knowing The Wild Things 5; Sequence: Cut out the sentence cards. Mount them on a sturdy backing and laminate. Store the cards in an envelope. Attach the instruction card. You may also want to write numbers ordering the sentences on the back to make this activity self-correcting. The student will sequence the cards to tell the story.



They made him king of the wild things.



Max cried, "Let the wild rumpus start!"



Max told them to stop and sent the wild things to bed without supper.



Max felt lonely and wanted to be where someone loved him best of all.



Max smelled good things to eat, so he gave up being king of the wild things.



The wild things didn't want him to go, but Max stepped into his boat and waved good-bye.



He sailed into the night of his own room, where he found his hot supper waiting for him.