



Lesson Plan Summary

Magic Tree House #10: Ghost Town at Sundown

Tumbleweed

A Compound Word Game

EACH STUDENT WILL:	COMMON CORE STANDARDS ADDRESSED:
<ul style="list-style-type: none">• Identify and list compound words found in the book.• Participate in a group game that requires students to identify and compose compound words.• Work collaboratively with classmates to combine words to make compound words.• Follow directions while participating in a large group activity.• Discover that there are three types of compound words and site examples of each in the book.• Use the compound words from the book in a short story about the Wild West.	<p>READING:</p> <ul style="list-style-type: none">• Key Ideas and Details• Integration of Knowledge and Ideas• Craft and Structure <p>WRITING:</p> <ul style="list-style-type: none">• Text Types and Purposes <p>LANGUAGE:</p> <ul style="list-style-type: none">• Conventions of Standard English• Knowledge of Language <p>SPEAKING AND LISTENING:</p> <ul style="list-style-type: none">• Comprehension and Collaboration• Presentation of Knowledge and Ideas

FT10-1S914

Created by: Paula Henson, 2007 Magic Tree House Teacher of the Year, Knoxville, TN

Lesson Plan

Magic Tree House #10: Ghost Town at Sundown

Tumbleweed Game

While reading Ghost Town at Sundown your students will discover that many compound words exist in the Wild West vocabulary! Mary Pope Osborne uses these words in context throughout the book allowing students to practice the skill of using context clues to unravel the meanings of unknown words. One of the words that many children may not be familiar with is tumbleweed. Discuss its meaning and point out that tumbleweed is a compound word that is actually two small words put together to make a new word. Display pictures such as the ones below from internet images and explain that tumbleweed is different varieties of bushy plants that grow in the western United States that break off from their roots after the growing season and tumble around in the wind.



Lead children to discover that this is how the plant got its name: it is a weed that tumbles. Compound words are formed when two or more words are joined to form new words that have their own meanings. Compound words are often written as single words such as tumbleweed but there are actually three different types of compound words:

1. Closed compounds – (example: tumbleweed)
2. Hyphenated compounds – (example: six-shooter)
3. Open compounds – (example: saddle horn)

Mary Pope Osborne makes use of all three types in Ghost Town at Sundown and as you can see she uses two different types in the title of the book!

10-1LP914

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Very often it is difficult to know when to write compound words as one word, a hyphenated word or open compound words. The type can change based on the function the word has in a sentence. Most compound words are always written one way regardless of their function in a sentence but it is important to point out to your students that some compound words can change form.

Your students will enjoy exploring the compound words they find in the book in a fun-filled learning activity using balloons as tumbleweeds!

Materials Needed:

- Balloons (one for each child in your class and a few extras...just in case!)
**Note: Purchase latex free balloons if latex allergies exist in your classroom. These can be purchased at most party supply stores, hospital gift shops or websites such as:*
<http://www.alibaba.com/showroom/latex-free-balloons.html>
- Compound Word/Picture Cards (included)
- Cellophane tape
- Definition Cards (included)
- Ample space for children to move about without the risk of bumping into objects
- Large sheet of chart paper to list compound words the class finds in the book and to display definition and compound word/picture cards the class makes after the game.
- Large garbage bag to store the balloons in.

Directions:

1. Blow up balloons. Do not use helium as the balloons need to stay close to the floor.
2. Print and cut out one set of Compound Word/Picture Cards and Definition Cards.
3. Use tape to secure the edges of the Compound Word/Picture Cards to the balloons as shown:



4. Prepare a large piece of chart paper to display the compound words your class makes.

Play the Game:

1. After reading Ghost Town at Sundown as a class and listing all of the compound words (and their meanings) your class is able to find on a large sheet of chart paper, print and cut out one set of the Compound Word/Picture Cards and Definition Cards (included).
2. Blow up one balloon for each child in your class. Prepare a few extras in case some burst!
3. Secure the edges of one of the Compound Word/Picture cards (included) to each balloon with the cellophane tape.
4. Give each child a balloon and have them form a large circle in an open area free of any objects that they might bump in to and tell them they are going to practice making the compound words they found in the book with these “tumble weeds”. Remind them that tumbleweeds tumble around on the ground much like a balloon floats and bounces around on the floor.
5. Ask them to toss their “tumbleweed” into the circle on your cue and then allow the balloons to “tumble” around.



Remind the children that the wind causes real tumbleweed to move around. In this game, the students will be the wind by “fanning” the balloons from where they are standing in the circle with a folder or a fan they make from a piece of paper. Explain that they may not kick or pick up a balloon or enter the circle until given the signal. If any balloons stray away explain that you will toss the “tumbleweed” back in the circle.

6. Tell the students that the class will chant the following familiar words as the “wind” is blowing the “tumbleweed” around and afterwards on your cue they will choose a balloon and quickly try to find the classmate who has the missing part of their compound word. Lead the class in this familiar chant as they “fan” the “tumbleweed around the circle:

“The wind started to blow.

The tumble weed started to spin.

It spun faster and faster

Then everything was still

Absolutely still.”

You will then say “GO!” and the children should pick up a balloon and begin searching for the child that has the word that will go with their word to make a new compound word. When everyone has found their partners, instruct them to return to the circle and sit beside their partners.

7. In order to check for word meanings, ask them to bring both balloons to you when you read the definition of their compound word. Pull the word/picture cards off of the balloons (the children may do this when they bring you the balloons if you prefer but there could be some loud pops!). Put the balloons in a large garbage bag for storage and to prevent them from scattering around the room. Ask the partners to put their two words together on a chart you have prepared. (This could also be done on a chalk or dry erase board.) The tape that held the cards on the balloons should be sufficient to use to tape them to a chart or board. Tape your definition card beside the word/picture cards. Continue in this manner until all partners have put their words together.



**Note: You may want to allow your class the opportunity to play several rounds of this game before pulling the word/picture cards off of the balloons in order to give the children the opportunity to form several different compound words.*

- As a follow-up activity, you may wish to provide your students with a copy of the Wild West story sheet (included) so that they may create a Wild West short story of their own using as many of the compound words as they can from the book. They may use the chart the class made of compound words as a reference.

Ghost Town at Sundown
Accompanying Materials

Definition Cards

cowboy

A man who tends and herds cattle and does most of his work on horseback.

cowgirl

A woman who tends and herds cattle and does most of her work on horseback.

tumbleweed

A variety of bushy plants that grow in the western United States that breaks off from their roots after the growing season and tumble around in the wind.

saddlebags

A pair of pouches attached to a horse in which a horseback rider carries small items.

six-shooter

A pistol with a revolving cylinder that has six chambers

graveyard

a burial ground, especially one beside a church

moonlight

the light given off by the sun reflecting light off the moon

rattlesnake

an American pit viper with a series of horny rings on the tail that, when vibrated, produce a rattling or buzzing sound.

cowpoke

Another name for a cowboy

stagecoach

A large, closed horse-drawn vehicle formerly used to carry passengers and often mail along a regular route between two places.

tombstone

A large, flat inscribed stone standing or laid over a grave

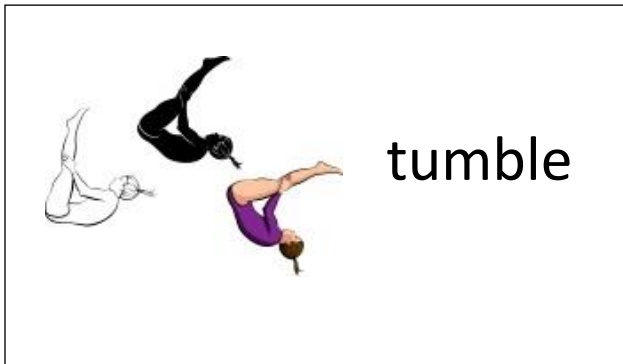
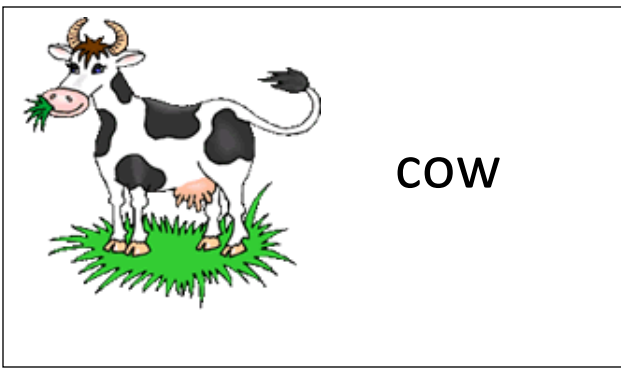
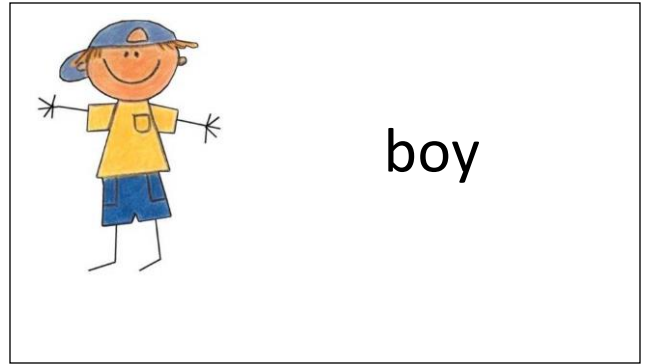
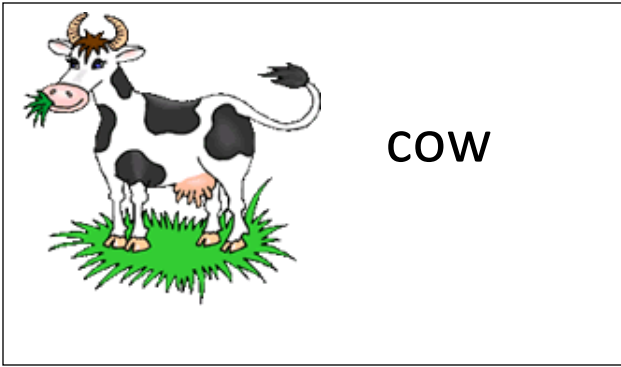
saddle horn

a high pommel of a Western saddle (usually metal covered with leather).

ghost town

A deserted town with few or no remaining inhabitants.

Compound Word/Picture Cards





six -



shooter



moon



light



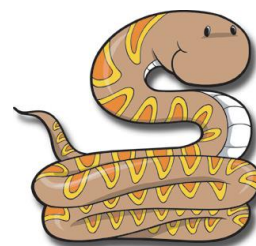
grave



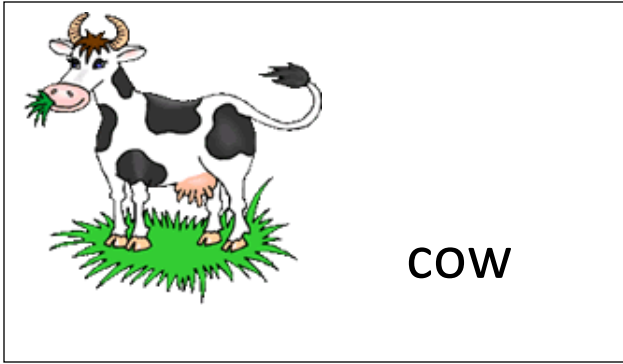
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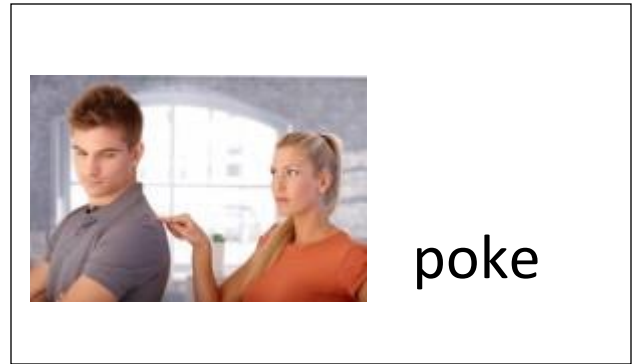
rattle



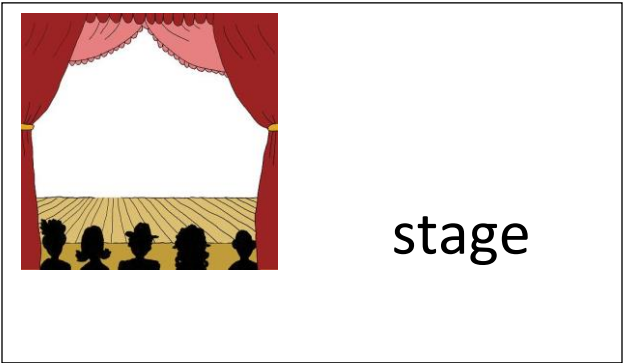
snake



cow



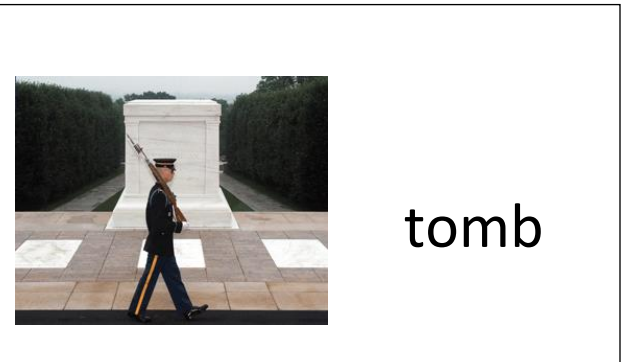
poke



stage



coach



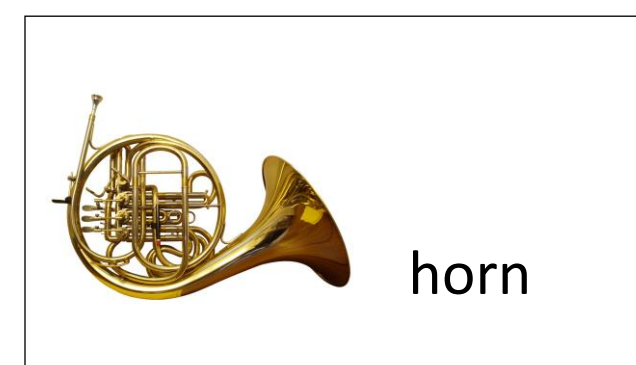
tomb



stone



saddle



horn



ghost



town

