

Jaden Toussaint, The Greatest Episode 1

THE QUEST FOR SCREEN TIME

STORY COMPANION GUIDE











Giant Afro - Even Bigger Brain

This story companion guide was developed to assist adults in getting the most out of early reader story time, by offering questions and activities that help to build fluency, vocabulary and comprehension. Readers are prompted to extract and recall key ideas and details. They explore the craft and structure of the story, and are encouraged to integrate knowledge and ideas.

In this episode, Jaden Toussaint, 5 year-old scientist and all around cool dude, is on a mission to convince the grown-ups that he needs more SCREEN TIME. His only weapons are science, ninja dancing, and his super-powered brain power. Can Jaden Toussaint get the grown-ups to change their minds?



Looking at the title and the cover, what do you think the story will be about? What do you think screen time is? How do you think JT will get his screen time? Go through the prologue. What can we guess about JT from looking at his room? What can you imagine about JT's family and friends?



Observations

TAKE NOTES IN YOUR NOTEBOOK

To encourage active reading with a purpose, give readers things to search for in their reading. For Jaden Toussaint, the Greatest Episode 1, tell your reader: "Here's your mis-

sion: write down any new word you come across in your word box. Notice any ideas or phrases that get repeated. Also make note of the ways JT tries to get screen time."

Even if your children are motivated to read, supporting them with a variety of ways and options will keep the momentum going. Active reading helps the reader engage with the content to understand purpose and learn key concepts. Have your reader pay attention to the extra details and information that can be gathered from the illustrations. What can you see, hear and touch in the story? Stop at points and ask: "What do think will happen next?"



WHY THE QUEST FOR SCREEN TIME?

Why does JT want it so badly? Why did JT's Baba say that his screen time was limited? Does your family have rules about screen time? What are they? How would you help JT to get more screen time?



THIS REMINDS ME OF A TIME

Making connections from text-to-text, text-to-self and text-to-world helps children remember information. Model saying "This reminds me of a time." Have readers think of similar books, life experiences or things they've learned.



STOP! 3 MINUTE DANCE PARTY

It's the perfect way to kick your brain into top gear! Stand up and try out some of JT's really good ninja dance moves. Do you have some ninja dance moves of your own? Let's see them. What do you call them?



LOOKING AT THE DATA

Kicking our brains into gear to solve a stubborn problem!

After your 3-minute dance party and before page 35, look at the Epilogue. Discuss the information included in JT's notes. What do you think about the facts JT has collected? Which screen time device is the best to try for, according to the information recorded? Why?



Stop whenever JT is expressing an emotion or feeling. Why is he feeling that way? How do we know? Have you felt that way? What did you do?



Is this story fiction or nonfiction? Is it meant to tell a story or is it designed to give us information. How do you know?

ho are the characters in this book?

How are they alike and different from JT?

Which character is most like you?

- How are they like you?
 - How are they different than you?
 - How did JT's friends help in the quest for screen time?
 - Which of JT's friends would you like to invite over for a play date?

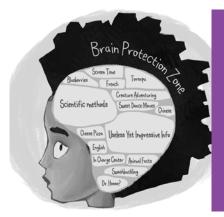
sk your reader to retell the story. Who was telling the story? Where did the story take place? What were the main events? {When recalling key events, encourage the use of key words such as: FIRST, NEXT, THEN, LAST, AFTER THAT, and FINALLY.} What did you learn from the story? From your notes: What phrase or idea was repeated? What do you think about the methods JT tried to solve his problem?

ur hero, JT, IS the greatest, but he's still learning

Tell me about the character, JT. Talk about what's on the outside and what's on the inside. What did he learn? – "At the beginning of the story, JT _____. Then, ____. Now, JT ____.".

hat was the big idea of the story?

What was this story mostly about? What was JT's problem? How did his methods to solve his problems work out? What happened in the end?



THINK LIKE AN INVENTOR:

Be curious. Be creative. Make mistakes. Never stop learning!

The scientific method can be used to study and learn, whether or not it's a scientific topic. It simply helps children come up with answers. It starts with an observation that leads to a question. Then, the child develops a hypothesis or prediction. They test their ideas, record the results and draw conclusions. How does JT use this method to get more screen time? What problem can you use it for?

ave your reader try these strategies for building reading comprehension: **Make predictions**: Keep children interested and engaged asking them to infer what will happen. ("Looking at the pictures, chapter headings, etc. what is the book about?) **Visualize**: Create pictures in their minds to go with the words. **Ask & Answer Questions**: This helps identify confusing texts

and vocabulary. **Retell & summarize:**Putting the story into children's own words clarifies language issues, highlights main ideas vs. supporting details, and encourages remembering the complete story. **Connect the text to life experiences, other texts or prior knowledge**: Helps readers to personalize and retain information.

