



Author's Purpose: Entertain

GRADE 1 (SET 1)

Learning Objective: Identify the author's purpose (*to entertain*) based on evidence in a text.

Key Vocabulary

Note: This list is for teacher reference; you do not need to pre-teach the vocabulary. Students will learn it in context during the lesson's activities.

- **Author's purpose:** the reason an author writes a piece
- **Entertain:** to provide amusing or interesting material to a person or an audience

Introduce and Connect

Ask students to name stories they've read for fun and movies they have enjoyed very much.

Say: *How did they make you feel?* Write responses such as *happy* and *scared* on the board.

Explain that authors help readers enjoy a story by describing interesting events and making readers feel the same feelings as the characters.

Display a selection of familiar fiction books and poems. Hold up a picture book, and read the title.

Say: *The author and the illustrator use words and pictures to tell you this story.*

Flip through the book, and point out different fiction features such as titles, characters, illustrations, and interesting story events.

Say: *The author wrote this story for a reason. When an author wants to tell a story that readers will be interested in and enjoy, the author is writing to entertain.*

Teach the Skill

Choose another familiar fiction book or poem, and read aloud some of the text.

1. **Ask** students to tell what they notice about the story or poem.
2. **Ask:** *Does this author want to tell a story or give information on a topic? How do you know?* If students say the author is giving information, clarify for them that the pictures and words help to tell a story about characters and events and do not give facts to learn.

3. **Point out** phrases, if applicable, that are specific to certain types of fiction stories, such as *once upon a time*.

Apply the Skill in Context**Model with the Projectable**

1. **Ask** students to tell about times they played with a pet.
2. **Display** the **Model Passage** *Nick and Puff Play*.
3. **Read** the title aloud.
4. **Draw** a question mark after it.
5. **Ask:** *Why do you think the author wrote this passage?* Remind students to use the title and the picture to predict why the author wrote the passage.
6. **Invite** volunteers to state their predictions. Tell them that they'll find out later whether their predictions were correct.
7. **Read** the story aloud.
8. **Point out** the first two sentences in the passage.
9. **Model** underlining: *These sentences tell about a cat and a boy playing together. There are characters and events. Characters and events are needed to tell a story. I didn't read any facts. I think that the author must want to entertain me with this passage. Let's keep reading to make sure.*
10. **Read** the rest of the story aloud.
11. **Invite** students to identify other sentences that show the author's purpose of entertaining.
12. **Ask:** *How do you feel when the story ends? Why?* (happy, because Nick and Puff are happy)
13. **Explain** that when authors write to entertain, they often use their stories to make readers feel a certain way.
14. **Draw** a question mark at the end, and have students recall their predictions.
15. **Ask:** *Was your prediction correct? How do you know?* As students respond, check to be sure they can identify that the passage is a story and that the reason the author wrote it was to entertain.

Note: An Answer Key for the Model Passage is attached to the end of the Lesson Plan.



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Practice with the Printable

1. **Ask** students to name stories they like about animals.
2. **Distribute** the **Practice Passage** to pairs of students, and have them locate the text titled **Music in the Woods**.
3. **Read** the title aloud, and have students draw a question mark after it.
4. **Guide** them to use clues in the title and picture to predict why the author wrote the passage.
5. **Ask** partners to take turns reading sentences to one another and underline examples that show why the author wrote the passage.
6. **Guide** students to draw a question mark at the end of the passage and pause to decide whether their predictions were correct.
7. **Check** understanding by asking: *How did the author help you enjoy the story?* (The author wrote a story about animals that talk and play music; they all have fun, so the story was fun to read.)

Note: An Answer Key for the Practice Passage is attached to the end of the Lesson Plan.

Raz-Plus subscribers: Assign this activity as an Interactivity using the Kids A–Z portal.

Write and Share

Tell students they will be authors who want to entertain readers.

Ask them to write or dictate a short story of a few sentences about animals that go to school and say or do funny things.

Guide students to add a title and picture to the story.

Invite students to entertain their classmates by sharing their stories.

Note: Students can also complete this activity independently on paper (see the Practice Passage's Write and Share). Answers for this activity will vary.

Extend the Lesson

Use links to **Graphic Organizers** and **Leveled Books** on the **Comprehension Skill Packs** webpage to support teaching Author's Purpose: Entertain.

Independent Practice | Interactivities

Reading A–Z subscribers: Print and distribute the **Independent Practice** activities for students to complete in class or as homework. Answer Keys for the printable Independent Practice Graphic Organizers are attached to the end of the Lesson Plan.

Raz-Plus subscribers: Assign the **Interactivities** to students to complete using the **Kids A–Z** student portal.

Discuss answers as a class.



Name _____ Date _____



Nick and Puff Play ?

Nick's cat, Puff, wanted to play. Nick wanted to rest and play with his toy airplane. "Go away, Puff!" Nick said.

Nick had an idea. He found a toy mouse in his toy box. Nick turned the mouse on. He put it on the floor. The mouse zoomed off. Puff zoomed after it.

Puff was happy. So was Nick. ?

Notation Key

? question/summarize the author's purpose — author's purpose



Name _____

Music in the Woods ?



Buster Bunny lived in the woods. He and his pals always had fun there.

One day, he could not find them.

Buster hopped from spot to spot. He heard something. Was it music? He peeked around a tree. It was music! His pals were playing it. Fay Fox sang. Ray Raccoon tapped a drum. Buster started to dance.

The woods were so much fun! ?

Notation Key

? question/summarize the author's purpose
— author's purpose



Comprehension

Independent Practice Passage Answer Key

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Graphic Organizer

Instructions: Have students write the author's purpose for writing the story in the Purpose box. Then have them write four clues from the story that best support their answer in the Clues box. On the next page, have students write a complete sentence about why the author wrote the story.

Purpose

Entertain

Clues

Our teachers brought in their pets today.
It will be a fun day.
We talk to Tim the turtle.
We see Sue the snake.
We rub Russ the rabbit.
We'll be learning all about the pets today.
We all cheer.

Instructions: Have students write the author's purpose for writing the story in the Purpose box. Then have them write four clues from the story that best support their answer in the Clues box. On the next page, have students write a complete sentence about why the author wrote the story.

Purpose

Entertain

Clues

He found a robot.
Why are you cleaning me?
The robot could talk!
The robot made a strange noise.
It took all the trash it could find.
Then, it went back to the junk pile and jumped in.