

What's Missing? 2

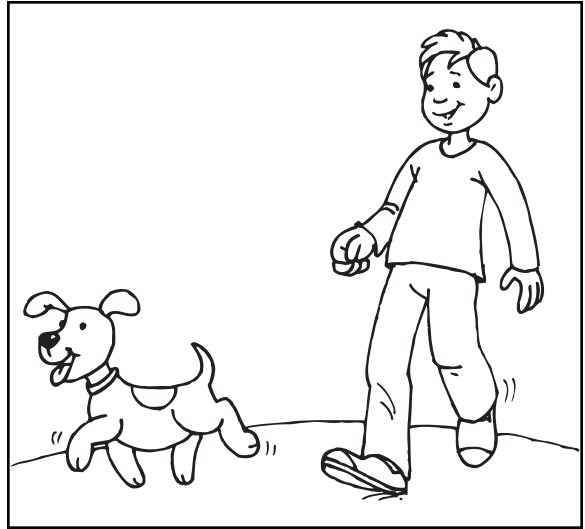
➔ Look at each picture and read about it. Then follow the direction.

1.



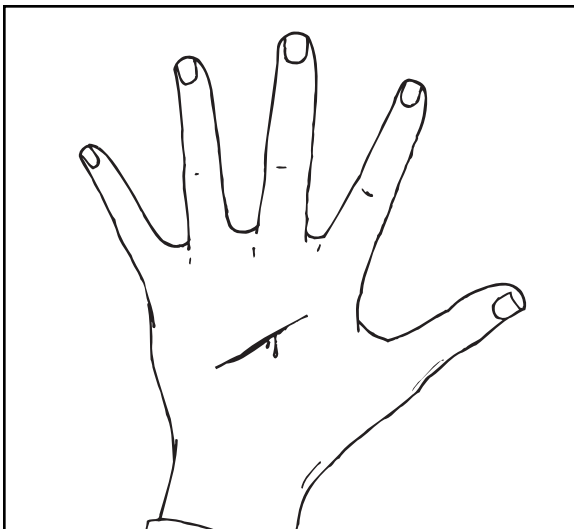
The soup is getting warm and needs to be stirred. Draw something in the chef's hand that he could use to stir the soup.

3.



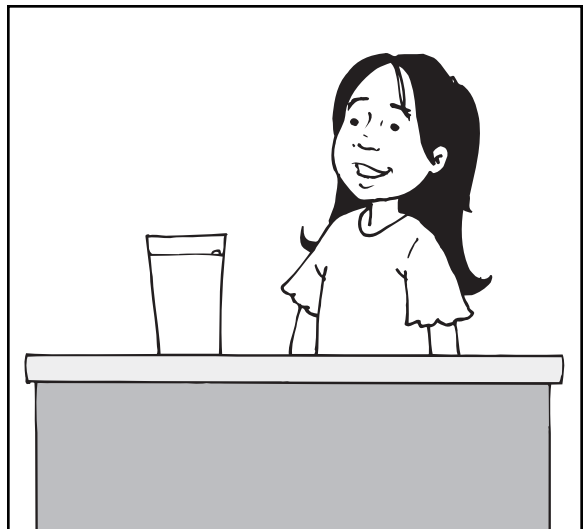
This dog tries to run away when its owner takes it for a walk. Draw something in the owner's hand that would keep the dog from running away during walks.

2.



Mom cut her hand while she was making dinner and it's bleeding. Draw something she could use on her cut.

4.



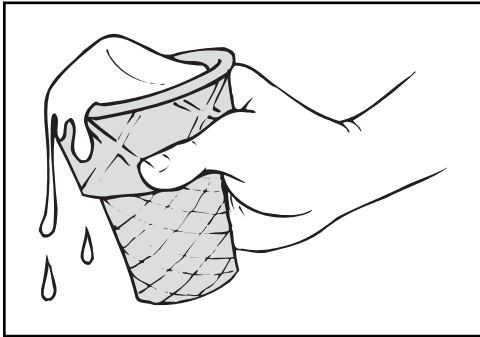
Geena often spills her milk when she picks up her glass. Draw something in the milk that would help Geena drink it without picking up her glass.

Identifying Problems in Pictures 2

➔ Look at the picture in each box. Then check the best answer to each question.



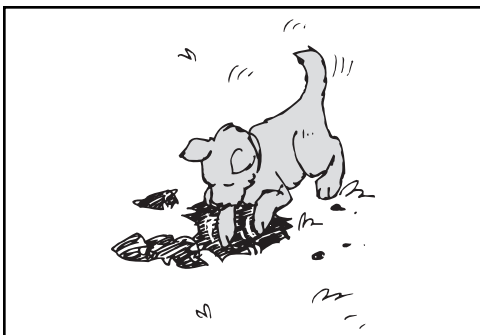
1. What is happening in this picture?
 a. The girls are fighting over the book.
 b. The girls are cleaning up the toys.
2. What problem might this cause?
 a. The girls will get a reward.
 b. The book might get ruined.



3. What is happening in this picture?
 a. The ice-cream cone is too full.
 b. The ice cream is melting.
4. What problem might this cause?
 a. The person might make a mess.
 b. The person might get too full.



5. What is happening in this picture?
 a. The boy is getting a shot.
 b. The boy is being stung by a bee.
6. What problem might this cause?
 a. The boy might be allergic and get sick.
 b. The boy might want to keep the bee as a pet.

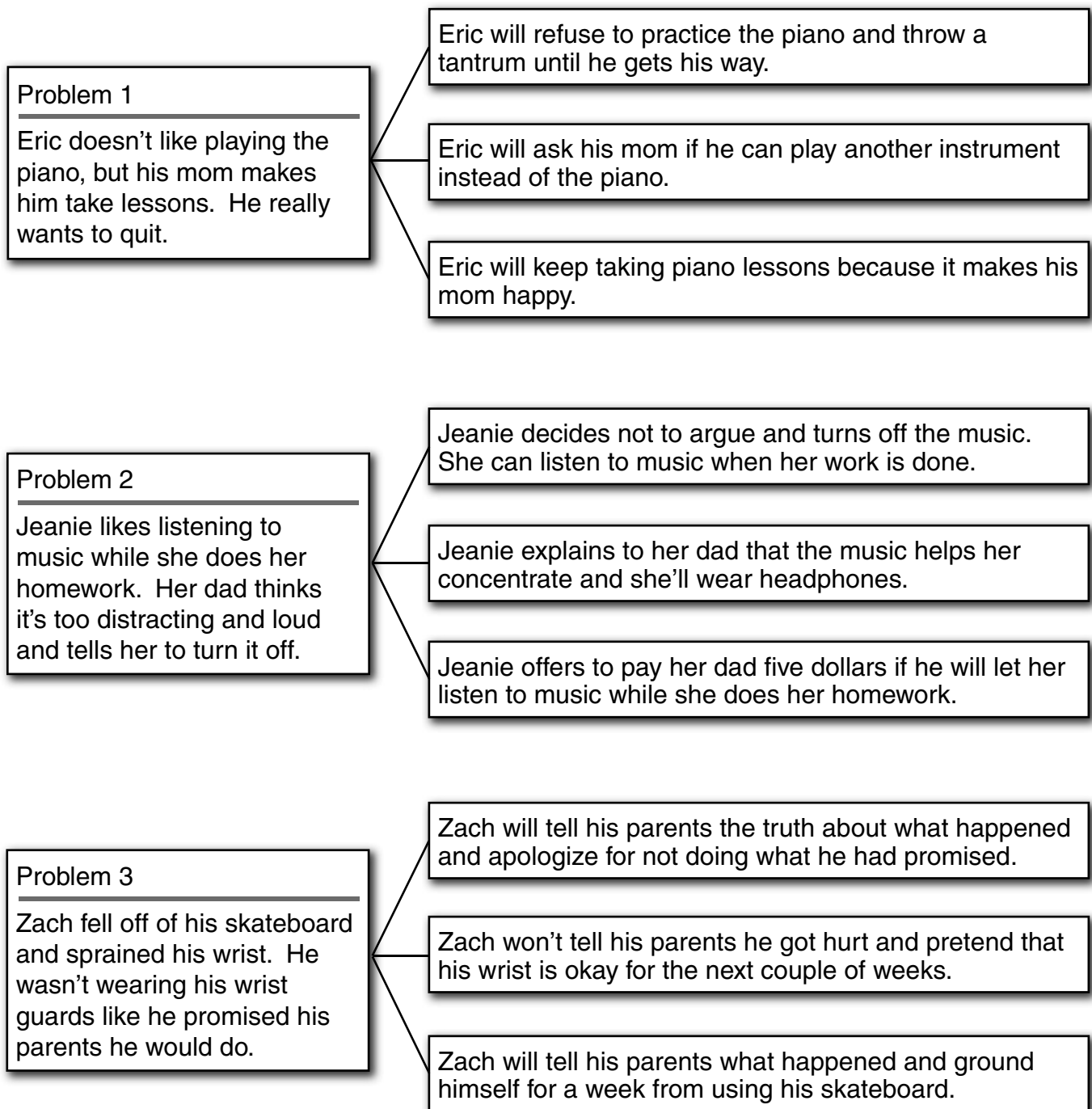


7. What is happening in this picture?
 a. The dog is digging a hole in the yard.
 b. The dog is eating dinner.
8. What problem might this cause?
 a. The dog will get too full.
 b. The yard won't look nice.

Brainstorming Solutions ①

Once you have decided to act on a problem, you need to come up with some solutions. A great way to do that is to brainstorm many ways to solve the problem.

➔ Read each problem and three possible solutions to the problem. Then circle the solution you think would best solve the problem and tell why.



Evaluating Solutions ③

One way to know whether you've chosen a good solution to a problem is to listen to what the people around you are saying about your actions. If people make positive comments about what you've done, you've probably made the right choice to solve the problem.

➔ Imagine you've chosen a solution to each problem situation below. Read the two possible reactions someone might have to your choice. If the person says something positive about your solution, put a + in the blank. If the person doesn't seem to agree with what you've done, put a – in the blank.

1. You need to find some information on the moon for a class project. Your teacher comes up to you in the library and says this:

_____ “Do you really think that's the best place to find the information you need?”

_____ “Good thinking. That's a great book. You should find what you need there.”

2. Your parents want you to go out for dinner for your grandparents' wedding anniversary this weekend. You'd rather go to your friend's sleepover. You make your decision and your mom says this:

_____ “I'm proud of you. I know it was difficult, but you made the right choice.”

_____ “I hope you know that some people will be very disappointed by your choice.”

3. You and a friend stop at a convenience store on a hot day. You both want a Popsicle, but there's only one left in the cooler. You take action and your friend says this:

_____ “Go ahead. Hog it all yourself, but I'll remember this for next time.”

_____ “Hey, that's a good idea. If we share it, we'll have enough money left to buy some popcorn.”

4. Some kids from your building are going to the skate park. Your skateboard has a bad wheel. You want to borrow your brother's board, but he's gone. You make a choice, and when you get back home, your brother says this:

_____ “Hey, what did I say about taking my stuff? Never touch my board again!”

_____ “How was the skate park? Thanks for leaving me a note about borrowing my skateboard. At least I knew where it was.”