



Mark and the MOLECULE Maker

SYNCHRONIZE THE STORY

AIMS/OBJECTIVES

Working as a group to verbally and logically organize Mark and the Molecule Maker from memory

SKILLS

Memory, logic, organization, teamwork

MATERIALS

Scissors, downloaded exercise cut into separate pieces

PROCEDURE

1. Download page 2 and cut the abridged version of MARK AND THE MOLECULE MAKER into separate pieces.
2. Each student receives one part of the story. (If there are more than eighteen students, pair students into groups as necessary. If there are less than eighteen, give some students two or more parts.)
3. Give each student (or group of two or three students) a minute or two to memorize his or her part/s. If necessary, have the student/s write it down to be used for emergency purposes only, i.e. if they forget.
4. After the allotted time, collect all parts of the story.
5. Speaking only, students must work as a group to put the story in chronological order. Once they have all agreed on the order, students recite the story (each speaking his or her part/s) from memory.



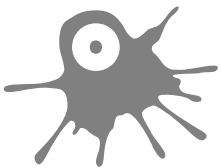
OCTOPUS INK
PRESS



Mark and the MOLECULE Maker

SYNCHRONIZE THE STORY

1. Mark's parents were sleeping while Mark lay wide-awake.
2. He went downstairs for a glass of water.
3. He heard a crash from his father's laboratory.
4. Mark hurried down the hall and put his ear against the door.
5. He opened the door and entered the lab.
6. There was a remote control on top of a table. It was labeled, Molecule Maker.
7. Mark pressed the purple button and created a monster.
8. It leaped through the window and then dashed into the street.
9. Mark ran after the creature.
10. Then he pushed the yellow button and created a dinosaur with huge, white wings.
11. He climbed up its tail, crawled across its back, and then off they flew.
12. Mark found the first creature climbing a tree in the park.
13. Mark fired the Molecule Maker but the blast created a third creature as tall as a skyscraper.
14. The creature lifted its leg and was about to squash Mark.
15. But Mark flipped the switch on the side of the Molecule Maker and the creature disappeared.
16. Mark headed home, using the Molecule Maker to repair the trees, cars and fire hydrant.
17. When Mark returned to the laboratory, his father said, "The rules are for your own safety."
18. As Mark turned to leave the laboratory, his father said, "Let me show you what this Molecule Maker can really do."



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Mark fired the Molecule Maker but the blast created a third creature as tall as a skyscraper.

The creature lifted its leg and was about to squash Mark.

But Mark flipped the switch on the side of the Molecule Maker and the creature disappeared.

Mark headed home, using the Molecule Maker to repair the trees, cars and fire hydrant.

When Mark returned to the laboratory, his father said, "The rules are for your own safety."

As Mark turned to leave the laboratory, his father said, "Let me show you what this Molecule Maker was made for."