



Instructional Targets

Standards for Language

- **Vocabulary Acquisition and Use:** Use words acquired through academic and domain-specific sources when speaking and writing.

Personal Life

- **Problem Solving:** Apply problem-solving skills to issues related to daily living situations.



Differentiated Tasks

Level 3 Students will...

- Use unit topic words in conversation.
- Solve problems involving real-life daily situations based on personal values, beliefs and experiences.

Level 2 Students will...

- Point to pictures of key vocabulary from unit topics as part of a discussion.
- Identify and select appropriate solutions to real-life daily problems with support.

Level 1 Students will...

- Make a selection to indicate a picture of key vocabulary within a unit topic.
- Select an option within a daily living situation or scenario.



Topic Connection

In the Chapter Book, the Kinder family uses a map of the amusement park to help them get to the various rides, games and activities they have chosen to do. In this lesson, students will use problem-solving skills to read an amusement park map and find locations the Kinder family will visit based on different scenarios.



Topic Words



slow*
up*

down*
move*

choose



Transition Words

problem
solve
solution

situation
scenario

* Power Words



Lesson at a Glance

Activity 1



Instructional Activities

Reading an Amusement Park Map



See how these activities fit into the **Suggested Monthly Plan**.



ULS Materials and Resources

Amusement Park Map

Amusement Park Map Scenarios
(Template C and B)

Amusement Park Map Scenarios 
(Template C and B)

Fill-In Word Cards 

Fill-In Picture/Word Cards 

L³ Skills: **Life Skills**



Additional Materials

Lesson 10 - Life Skills Application 4

Activity 1 - Reading an Amusement Park Map

10
Activity 1



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- **Personal Life**
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Instructional Routine

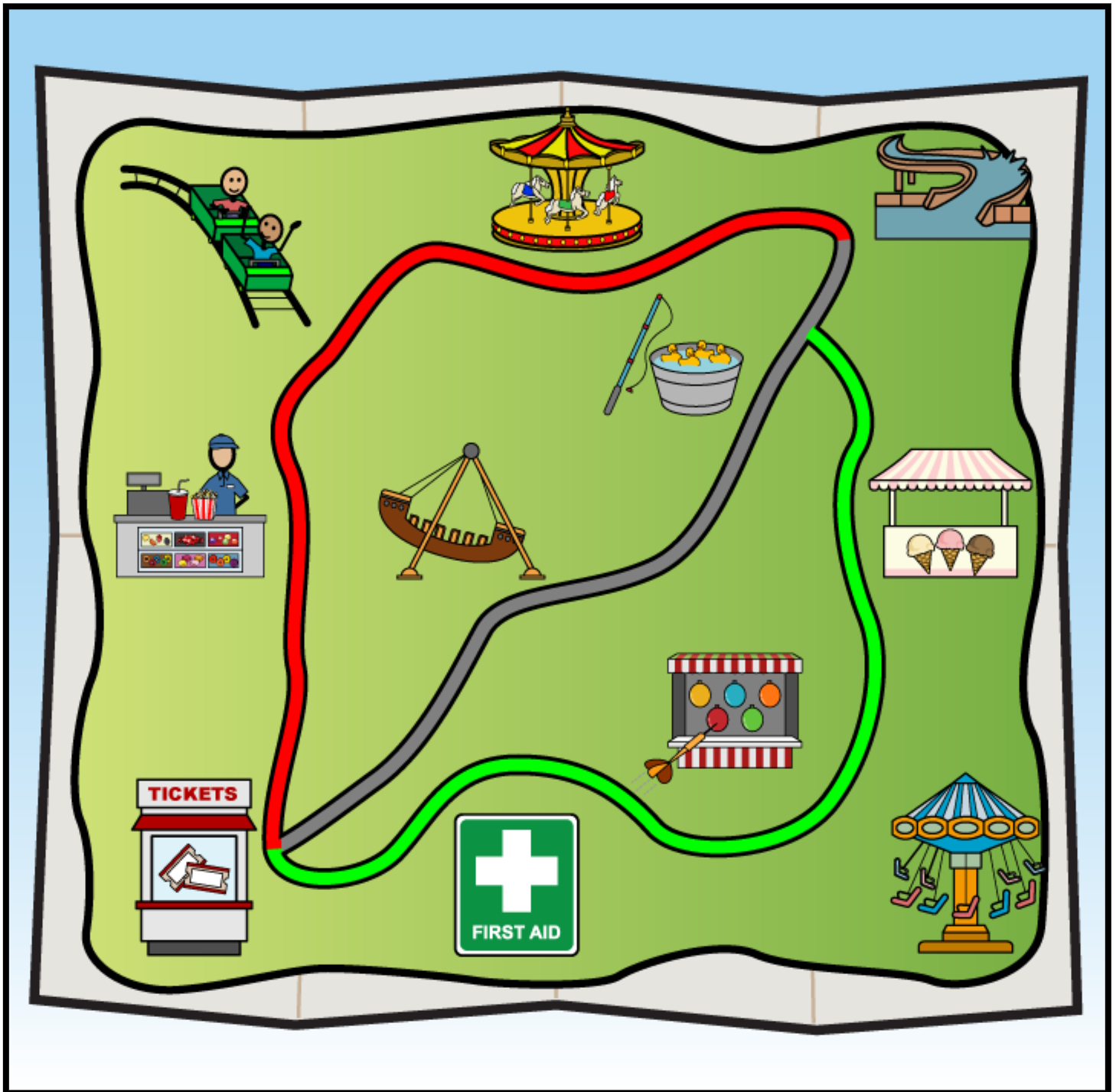


Introduce	<ul style="list-style-type: none"> • Introduce this activity by asking a focus question about maps. For example, ask, "Why did the Kinder family look at a map of the amusement park in the Chapter Book?" Discuss students' responses. • Explain to students that the Kinder family looked at the amusement park map to help them make choices about what they would do and to help them find where they were going. Using a map at an amusement park can help people find the quickest way to get to a ride, game or activity they want to do. The map can also help them find places they might need to get to during an emergency, like an exit or a first-aid station. • Tell students they will be using their problem-solving skills to find locations on an amusement park map that the Kinder family needs to get to. For example, say, "Your job is to use problem-solving skills to find places on an amusement park map." • Review the learning goal with students: I will find places on an amusement park map.
Model	<ul style="list-style-type: none"> • Ask the students to identify different types of maps they have used. Discuss why the students used the maps. • Display the Amusement Park Map. Review the different places on the map. Discuss why someone would want to visit each place on the map. For example, say, "This is the first-aid station. People might want to visit the first-aid station if they cut their finger and need a bandage or if they are sick and not feeling well." • Point out the different colored paths on the Amusement Park Map. Tell students that places like amusement parks often use colors or symbols on their maps to help people find their way from one place to another. • Have students practice finding places on the Amusement Park Map. For example, say, "Find the roller coaster," and have students point to the roller coaster. • Display the Amusement Park Map Scenarios. Two templates have been provided (one Text Only and one with simplified scenarios and Single Symbol-Support). Display the template that meets the majority of students' needs. Model how to select the correct place on the Amusement Park Map for each scenario. • Model how students could use their problem-solving skills to determine which place is correct for each scenario. For example, say, "The scenario says the Kinder family walks on the red path from the ticket booth. They get on a ride that goes up and down hills. I'm going to put my finger on the ticket booth and start moving along the red path. My finger passes the concession stand and then passes the roller coaster. Roller coaster cars go up and down hills. The Kinder family will get on the roller coaster. I will select the roller coaster."
Provide Practice	<p>Provide students with the appropriate Amusement Park Map Scenarios.</p> <p>Level 3: Have the student solve problems involving real-life daily situations by completing the Amusement Park Map Scenarios to find places on an amusement park map.</p> <p>Level 2: Have the student identify and select appropriate solutions to real-life daily problems by completing the Amusement Park Scenarios to find places on an amusement park map with support.</p> <p>Level 1: Have the student select an option within a daily living situation or scenario by choosing a place on an amusement park map for an Amusement Park Map Scenario. For example, point to the "ticket booth" and "duck pond game" on the map. Ask the student, "The Kinder family plays a game with rubber ducks. Do they go to the ticket booth or duck pond game?" Have the student select the duck pond game.</p>
Review	<ul style="list-style-type: none"> • Have students review the places they selected for the Amusement Park Map Scenarios. • Have students identify places on the Amusement Park Map that they would choose to visit. Consider having students trace a path on the map to show how they would move from one of their preferred places to another.



Check Understanding ?

- ❄ **Level 3:** Can the student solve problems involving real-life daily situations by completing the Amusement Park Map Scenarios to find places on an amusement park map?
- ❄ **Level 2:** Can the student identify and select appropriate solutions to real-life daily problems by completing the Amusement Park Map Scenarios to find places on an amusement park map with support?
- ❄ **Level 1:** Can the student select an option within a daily living situation or scenario by choosing a place on an amusement park map for an Amusement Park Map Scenario?



The Kinder family buys their tickets at the ticket booth. Then, they walk on the red path. They get on a ride that goes up and down hills. What ride do they get on?

The Kinder family rides the roller coaster. Next, they want to cool off on a water ride. What ride will the Kinder family go to next?

The Kinder family rides the waterslide. Gwen scrapes her foot on the bottom of the pool. She needs a bandage. Where will the Kinder family go to get Gwen a bandage?

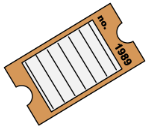
Gwen gets a bandage at the first-aid station. The Kinder family leaves the first-aid station and starts walking on the gray path. They want to get on another ride. What ride is on the gray path?

The Kinder family gets off the pirate ship ride. They are hungry and want to buy popcorn and drinks. Where will the Kinder family go to buy popcorn and drinks?

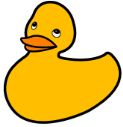
The Kinder family finishes eating at the concession stand. Now, they want to ride a slow moving ride with horses that go up and down. What ride will the Kinder family get on next?

The Kinder family gets off the merry-go-round. They want to play a game before leaving the amusement park. What game will the Kinder family play that is closest to the merry-go-round?

The Kinder family wins prizes at the duck pond game. Before they leave the amusement park, the Kinder family wants to buy ice cream cones. Where will the Kinder family go to buy ice cream cones?



The Kinder family buys tickets to the amusement park. Where are they?



The Kinder family plays a game with rubber ducks. Where are they?



The Kinder family gets on a ride that looks like a ship. Where are they?



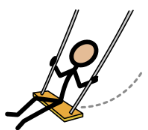
The Kinder family buys popcorn and drinks. Where are they?



The Kinder family plays a game with balloons and darts. Where are they?



The Kinder family gets on a ride that has moving horses. Where are they?



The Kinder family gets on a ride with chairs that swing. Where are they?










The Kinder family buys ice cream cones. Where are they?



For hands-on instruction, print, cut out and laminate.

roller coaster	waterslide
first-aid station	pirate ship ride
concession stand	merry-go-round
duck pond game	ice cream stand

 ticket booth	 duck pond game
 pirate ship ride	 concession stand
 balloon dart game	 merry-go-round
 chair swing ride	 ice cream stand