

Garden Problem Path

Trace how each part of a story builds toward an ending.

4.RL.3 "Integration of Concepts Set a purpose for reading by activating prior (experience) and background (content) knowledge. Compare and contrast details in paired literary and informational nonfiction texts including their treatment of similar..."

NAME _____

DATE _____

1 READ AND MARK _____ Read it twice

YOUR JOB As you read, think of a time you solved a problem, then write 1 beside the paragraph that sets up Nia's goal and problem, 2 beside the paragraph that adds a challenge, and 3 beside the paragraph that shows the outcome.

Nia's Garden Plan

- ① On Saturday, Nia carried a basket to the community garden. She planned to pick beans for her grandfather's soup. At the gate, she saw that the bean vines had fallen over after a windy night. Nia remembered helping her aunt tie up tomato plants. She found soft cloth strips in the shed and gently lifted the vines onto their poles.
- ② Then Nia noticed dry soil around the plants. The garden hose was stored near the tool shed, but its nozzle was missing. Nia used a watering can instead. She filled it at the rain barrel and carried water in small trips. By noon, the beans stood up, but Nia worried that the garden would need water again tomorrow.
- ③ Her grandfather arrived with empty soup jars. Nia explained what had happened and showed him the rain barrel. Together, they placed mulch around the beans to keep moisture in the soil. The next week, Nia returned after another windy day. The vines were still tied, and the soil was damp. Nia picked enough beans for soup and made a plan to check the garden each Saturday.

2 ANSWER WITH EVIDENCE Use the passage

1 What goal and problem are introduced in the first paragraph?

2 Compare Nia's two garden problems. How are her solutions alike and different?

3 How does the third paragraph build on the dry-soil problem in the second paragraph?

4 How is the story organized from beginning to end? Use one detail from each part.

3 YOUR TURN Your own words

Write a three-sentence story plan about caring for something. In sentence 1, give a goal and problem, in sentence 2, add a new challenge and response, and in sentence 3, show an outcome and a future plan.

PART 1 • READ AND MARK

As you read, think of a time you solved a problem, then write 1 beside the paragraph that sets up Nia's goal and problem, 2 beside the paragraph that adds a challenge, and 3 beside the paragraph that shows the outcome. Accept any marking that follows this job and points at the right text.

PART 2 • ANSWERS

#	QUESTION	ANSWER
1	What goal and problem are introduced in the first paragraph?	Nia wants to pick beans for her grandfather's soup, but the bean vines have fallen over after wind.
2	Compare Nia's two garden problems. How are her solutions alike and different?	Both problems need Nia to use available garden supplies. She uses cloth strips to lift the fallen vines, but she uses a watering can to water the dry soil when the hose nozzle is missing.
3	How does the third paragraph build on the dry-soil problem in the second paragraph?	Nia and her grandfather add mulch to hold moisture in the soil. A week later, the soil is damp, showing that their solution worked.
4	How is the story organized from beginning to end? Use one detail from each part.	The beginning gives Nia a goal and a fallen-vine problem, the middle adds dry soil and a missing nozzle, and the ending shows solutions that let Nia pick beans and plan future garden checks.

PART 3 • YOUR TURN (SAMPLE ANSWER)

1. Maya wants to keep the class fish healthy, but the tank water looks cloudy. 2. She tests the water and learns that the filter is clogged, so she cleans it and changes some water. 3. The fish swim in clear water, and Maya makes a schedule to check the filter each week.

Accept responses that identify a beginning setup, a middle challenge or response that grows from the setup, and an ending outcome connected to earlier events. For the open task, accept any logical three-part story plan with all required parts.