



# Dubs READS!

read – engage – ask – discuss - share

## GUIDE FOR ASSEMBLY

**TITLE:** Where the Wild Things Are

We encourage you to put the *Dubs READS! logo label* on the front cover of your book, and the *UW Speech & Hearing Sciences* label on the back cover so others will know where to find our resources when the book is shared!

For the page with the image, next to or with the text that says:	Question text:	This question is meant to:
“The night Max wore his wolf suit and made mischief of one kind.”	1. What is Max doing to cause mischief?	Let the child explore the illustrations for meaning.
“and another”	2. What have you done to cause mischief?	Think about how the story relates to their own experiences.
“His mother called him ‘WILD THING!’”	3. Why did Max go to bed without dinner?	Help the child think about what they have already read.
“That very night in Max’s room a forest grew.”	4. Is a forest really growing in his room?	Help the child make predictions.
“and grew until his ceiling hung with vines”	5. What is Max going to do?	Help the child make predictions.
“and an ocean tumbled by with a private boat for Max”	6. Can you match the word on the boat to a word on the page?	Look for text in illustrations and match them to words.
“and in and out of weeks”	7. How would you feel if you saw this monster?	Think about how the story relates to their own experiences.
“and rolled their terrible eyes and showed their terrible claws”	8. Show me your terrible teeth, terrible claws, and terrible eyes!	Have the child relate what they are reading to themselves.
“Till Max said ‘BE STILL!’” * *To be placed near the monsters, to target their thoughts.	9. This image prompts your child to describe what the character is thinking.	Help the child think about what they have already read .
“‘And now,’ cried Max, ‘let the wild rumpus start!’”	10. What is a <i>rumpus</i> ?	Teach the child new vocabulary
*To be placed on the page near the monster with Max riding on his back.	11. This image prompts your child to describe what the character is thinking.	Help the child engage with the characters. Think about what you have read.
“Then all around from far away across the world he smelled”	12. How do you think Max is feeling?	Help the child engage with the characters. Make predictions.
“The wild things roared their terrible roars and gnashed their terrible”	13. Are the wild things still scared of Max?	Help the child think about the story as a whole.
“and sailed back over a year”	14. Where is Max going?	Have the child make predictions about the story.
“and into the night of his very own room”	15. What is Max going to do next?	Have the child make predictions about the story.
“and it was still hot.”	16. Do you think Max will go back to visit the wild things?	Check the child’s understanding of what happened.
“and it was still hot.”	17. Would you visit the wild things?	Relate the story to the child’s experiences.