

### EXAMPLE Grades 2-3

 **Abel's Island** by William Steig. Farrar, 1976.

Abel, a mouse who has been swept away by a flood, awakens to find himself wet, hungry and alone on an island. He needs to get back across the river but cannot swim.

### ACTIVITY

1. State the problem.

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2. Think of four ways Abel might solve the problem. Enter them on the decision grid below.
3. Evaluate each idea by using 3 if the answer is yes, 2 if the answer is maybe and 1 if the answer is no.

IDEA	SAFE	FAST	POSSIBLE	EFFECTIVE	TOTAL

The best idea is

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