Genre: Realistic Fiction

Problem/Solution Thinking Guide



The Problem/Solution Thinking Guide is provided. The Thinking Guide identifies story elements in a narrative with a problem/solution plot. It provides information that helps teachers ask guiding questions for depth of understanding. It helps teach GLOBAL meaning of text: whole story comprehension. In addition, the story elements can be used to develop a meaningful summary. Disclaimer: The statements provided in the Thinking Guide serve as only ONE way to paraphrase the story elements for this selection.

SOMEONE	Bernardi
Main Character	
WANTED	to go to school and play soccer.
Goal	
BUT	His grandfather, Babu, didn't have money to send him.
Problem	
SO	Bernardi sold a special music box Babu made to buy a
Solution	new soccer ball and began to feel badly about it.
	Bernardi decided to give the money to Babu instead.
	Babu bought a school uniform for Bernardi and made him a special soccer ball.
THEN	Babu pulled one more surprise when he began to make
Outcome	another music box which made Bernardi hum Babu's song.

Summary

Bernardi wanted to go to school and play soccer, but his grandfather, Babu, didn't have money to send him. So, Bernardi sold Babu's special music box, and eventually gave the money to his grandfather. Babu used the money to buy him a school uniform. Then Babu began to make another music box.

