

Virtual Workshop for
Building Vocabulary
Notetaking Guide
Grades 3–8



#1  **STOP AND DO**

How can roots-based vocabulary instruction benefit your students and enhance literacy learning in your classroom?

#2  **STOP AND DO**

Select a lesson from Unit 2 in your Teacher’s Guide.
Read the Teacher and Student Background page as well as the Definitions at a Glance.
Write down one new thing that you learned after reading these sections. Why are these sections important?

#3  **STOP AND DO**

How does the predicable structure of the lesson plan benefit you and your students?



#4  **STOP AND DO**

Go back to the lesson you selected from Unit 2.

What part of the lesson plan or Teacher’s Guide do you find most helpful?

What in the Student Guided Practice Book pages do you think students will find most exciting?

#5  **STOP AND DO**

Based on the information you just learned, what do you think the bases *mov*, *mot*, and *mobil* mean?

#6  **STOP AND DO**

Go to tcmpub.com/bv-games. Click on your grade level. Select a game to play.

Which game did you play? What will your students like most about the game?

How will you use the digital resources in your classroom?

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#7  **STOP AND DO**

Summarize the components in *Building Vocabulary*. Try to capture each summary in 7 words or less.

Kit Component	7-Word Reminder
Teacher's Guide	
Student Guided Practice Book	
Digital Resources	