

General Education ELA Lesson Plan: Author's Purpose

Source:

<http://www.polk-fl.net/staff/teachers/reading/documents/SeptemberFOCUSCalendarElem.pdf>

Standard: [CCSS.ELA-Literacy.CCRA.R.6](#) Assess how point of view or purpose shapes the content and style of a text.

Learning Outcome: Students will identify the author's purpose (e.g., to inform, entertain, or explain) in text and how an author's perspective influences text.

Materials:

Picture book or completed class novel; chart paper, overhead (LCD projector or doc camera), text samples, graphic organizer templates (students can also draw these on paper) Paper, pencil

Activities:

- Focus and Review: Review with students the definition of author's purpose. Also, review the three purposes for writing (persuade, inform, entertain).
- Teacher Modeling/Direct Instruction: Explain that authors don't usually state a purpose, so you need to pay close attention to the details that are given in the text in order to be able to determine the author's purpose for writing. Tell students that an easy way to remember the three purposes for writing is to use the mnemonic device P.I.E. Use the familiar trade book to do a think-aloud of the clues that help the reader determine the author's purpose. List the title under the appropriate heading on the P.I.E chart on the board.
- Guided Practice: In small groups, provide students with a basket of books including a range of genres. Together, have students read and list the clues that help the reader determine the author's purpose under the appropriate heading on the P.I.E chart.
- Independent Practice: Encourage students to consider the author's purpose when reading their independent self-selected text. Provide students with a P.I.E chart to list the clues from the text that helped them determine the author's purpose.

Activity: Create a universally designed version of the above lesson

UDL Planning	My ideas
Representation- adaptations in materials (e.g., adapt for sensory impairments)	
Expression- how will student show learning (e.g., use of assistive technology; alternative project)	

Engagement- how will student participate in the activity	
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