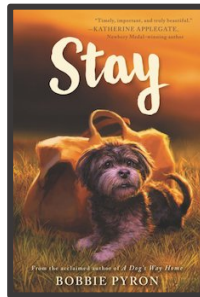


Stay

Written by Bobbie Pyron



Book Synopsis: When 11-year-old Piper and her family move into a homeless shelter, she misses her former life. She discovers new friends at Hope House, including a street dog named Baby who is owned by Jewel Knight. Soon Piper finds she must protect Baby from being taken away for good when his person goes missing.

Lesson

Baby Makes a Decision

Introduction: Baby is confused. He has been told by his person to “stay” when she is taken to the hospital after becoming ill. Baby is a very smart and well-behaved dog, but should he listen to Jewel? After all, it is winter and cold outside. Will he be able to find food and be safe? He needs to make a decision.

Time: 20-25 minutes

Grade Level: 3-5

Materials:

- Visual- Cost/Benefit Decision Grid
- Extension Activity Sheet- Cost/Benefit Decision Grid
- Writing Tools
- Document Camera
- Copies of *Stay* by Bobbie Pyron for student reference

Students will

- Use a decision-making model to reach a decision by weighing the costs and benefits of their options.
- Develop skills using the decision-making model in order to improve students' ability to make well-reasoned decisions.

Procedure:

1. Prepare and collect materials prior to class.
2. Introduce the lesson asking the students if they have heard how loyal certain dogs can be. Show the students the cover of the book *Stay* by Bobbie Pyron. Explain that one of the characters in the book is a small, loyal dog named Baby.
3. Explain that all decisions have costs and benefits.
4. Define **benefit** as something that satisfies your wants. A benefit is the positive effect of a decision.
5. Define **cost** as what you give up when you decide to do something. A cost is the negative effect of a decision.
6. Inform the students that they will be helping a dog make a decision concerning a command made by his homeless owner who is living outdoors with him in a community park. She tells him to “stay” when she is taken to the hospital in an ambulance.
7. Display the visual. Read the problem to the students: *Should the Dog named Baby stay in the park and wait for his person, Jewel Knight, to return?*
8. Solicit suggestions from the students concerning the costs and benefits of Baby staying in the park and wait Jewel Knight to return. Fill in grid. Accept all reasonable suggestions. Possible Student Suggestions: **Benefits:** Jewel would find him when she got out of the hospital. The street people would see that he got food. He could stay and guard Jewel’s bag which she left behind. He was familiar with the location. **Costs:** He might not get food to eat. He could get caught and sent to an animal shelter. Jewel may not return. **Decision:** Baby should stay in the park because that is where his person will find him. It would be better for Baby to leave the park and look for Jewel, she might be lonely and need him.
9. Ask the students to use the information they have suggested on the Cost/Benefit Decision Grid to help them decide if Baby should stay in the park. Take a class vote and record the most popular choice in the Decision box.
10. Conclude the lesson by reminding the students that all choices have costs and benefits. Often, we will make better decisions if we stop and think about our costs and benefits before we choose what to do.

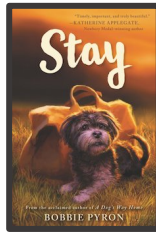
Extension Activity:

Challenge the students to create their own Cost/Benefit Decision Grid. Distribute the activity sheet and writing tools. Instruct students to complete a Cost-Benefit Decision Grid based on another situation from the story. (Students may work in pairs or small groups.) Encourage students to share their completed Cost/Benefit Decision Grids including their final decision with the class. Problem Examples: Should Piper help Baby

find his person, Jewel Knight? Should Piper keep Baby as a pet? Should Piper sneak Baby into the hospital to visit Jewel?

Visual

Baby Makes a Choice



Cost-Benefit Decision Grid

Problem: Should the dog named Baby stay in the park and wait for his person, Jewel Knight, to return?



Benefits of staying in the park
A benefit is what satisfies your wants



Costs of staying in the park
A cost is what you give up when you decide to do something

😊	😞
😊	😞
😊	😞
😊	😞









Decision:

Extension Activity Sheet-

Cost-Benefit Decision Grid

Problem:

😊	😞
Benefits _____ <i>A benefit is what satisfies your wants</i>	Costs _____ <i>A cost is what you give up when you decide to do something</i>

Decision: