

Because of Winn-Dixie

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Free Graphic Organizer



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Problem Solvers

No doubt you know a thing or two about pushing numbers around to find the answer to a problem. Many problems, however, do not involve numbers. When there is something you want, a goal you wish to reach, or a situation you wish to change, you are encountering a problem. Good problem solving requires making one or more good choices that will get you exactly what you want or need. This rule applies to adults and young people alike.

When Opal saw that Otis needed to play his guitar so the animals running amuck all over Gertrude's Pets could be captured, she demonstrated her ability as a problem solver. Some of the other characters had the knack as well.

Use the form below to make notes and then write a composition about **Problem Solvers**.

Problem: Opal found a stray dog that she wanted to keep, but she had to get the preacher's approval.

How she solved the problem:

Problem: Opal wanted Otis to come to the party at Gloria Dump's house.

How she solved the problem:

Problem: Gloria Dump knew that Opal should stop being stubborn and make friends with Stevie and Dunlap Dewberry.

How she solved the problem:

Problem: A bear wandered into the Herman W. Block Memorial Library while Miss Franny Block was there.

How she solved the problem:

Problem: Winn-Dixie couldn't stand to be left alone.

How he solved the problem: