

Leave Some TRACKS

Finding and marking text evidence, leaving TRACKS.



Got my boots on, passage in hand.
Looking for clues all across the land.
Every little detail leaves a mark.
Follow those tracks and light that spark.
If I can tap it, I can use it.
If I can find it, I can prove it.
Evidence leads where thinkers go.
Follow those tracks and let it show.
Leave some tracks.
Leave some tracks.
Find that evidence, bring it back.
Tap what you find, think what it means.
Follow those clues through every scene.
Leave some tracks, don't lose your way.
Evidence helps know what to say.
Tap it, think it, make it, get connect.
Tracks lead the way to what comes next.
T is for time.
What age?
What day?
History and culture can show us the way.
R is reactions.
What happened then?
Solutions, effects, how it all had to end.
A is actions, trouble on track.
Problems and conflicts and causes come back.
C is characters, concepts, creatures too.
The ones making choices and seeing them through.
Who did what?
What happened when?
What caused trouble?
What fixed it again?

Keep on tracking, don't turn back.
Every good reader leaves some tracks.

K is key knowledge.

Unlock the door.

Important information helps us learn more.

S is the setting.

Look all around.

Scenery and senses, sights and sounds.

Time and reactions, actions we see.

Characters and concepts and creatures maybe.

Key knowledge, setting, all six on the map.

That's the evidence we reach out and tap.

Leave some tracks.

Leave some tracks.

Find that evidence, bring it back.

Tap what you find, think what it means.

Follow those clues through every scene.

Leave some tracks, don't lose your way.

Evidence helps know what to say.

Tap it, think it, make it, get connect.

Tracks lead the way to what comes next.

I don't just grab any words I see.

I pick the proof that matters to me.

I tap the evidence, then I think.

What does it mean?

What is the link?

Evidence first, inference next.

Tap from the passage, think past the text.

T, time.

R, reaction.

A, action.

C, characters, concepts, creatures.

K, key knowledge.

S, S, setting.

Six kinds of evidence help us do our best.

Reach out and tap it, think it through.

Let those tracks tell you what to do.

Leave some tracks.

Leave some tracks.

Good, strong thinking follows facts.
Tap what you find, think what you know.
Follow those tracks wherever they go.