# Young Cam Jansen and the Dinosaur Game

By David A. Adler  
Illustrated by Susanna Natti, Viking, New York (Penguin Group), 1996

What we noticed about the writing of the problem and solution in this story.

*Note to teachers: The classroom chart would be shorter, but all of this information is provided for discussion purposes.

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
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<tbody>
<tr>
<td><strong>Chapter 1</strong></td>
<td></td>
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<tr>
<td>Pages 4 and 5—It is obvious Mr. Jansen is lost as they drive and try to find the birthday party, and he forgot the invitation with the address.</td>
<td>CLICK! Pages 6 and 7—Cam uses her photographic memory to remember the invitation and the address of the party.</td>
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<tr>
<td>Page 9 --11—Cam and Eric have to guess how many dinosaurs are in the jar, but can only guess.</td>
<td>Pages 10 and 11—Cam guesses quickly and Eric takes a long time to make his guess.</td>
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<tr>
<td><strong>Chapter 2</strong></td>
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<tr>
<td>Page 13—Mr. Bell tells the children he counted the number of dinosaurs and there were 154.</td>
<td>Pages 14-16 Guesses are read. Eric is close but doesn’t win. Robert’s guess was exact.</td>
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<tr>
<td>Page 18—Robert’s guess was too amazing. (Everyone else guessed a round number, and Robert’s was the only not rounded off number.)</td>
<td>Page 18—Cam begins thinking.</td>
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<tr>
<td><strong>Chapter 3</strong></td>
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<tr>
<td>Page 19 and 20—Robert says he will sell the dinosaurs.</td>
<td>Pages 19 and 20—The children decide they can give him money for the dinosaurs at school.</td>
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<tr>
<td>Pages 21-23—While the games are being played, Cam is thinking.</td>
<td>Page 23—CLICK! (There is something about the number of musical chairs that is a clue.)</td>
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<td>Chapters 4 &amp; 5</td>
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<td><strong>Page 25</strong>—Cam whispered to Eric, and showed him something.</td>
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<td>What do you think she said and showed to him?</td>
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<tr>
<td><strong>Page 27-29</strong>—Cam said to Robert that he wrote his exact guess of 154 after</td>
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<td>Mrs. Bell told the number, and reveals her clues.</td>
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<tr>
<td>Robert admits what he did, and tells Mr. Bell after the game.</td>
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<tr>
<td><strong>Page 30</strong>—Mrs. Bell gave Eric the jar of dinosaurs, as he was the real winner.</td>
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<tr>
<td>Eric shared the dinosaurs and didn’t sell them.</td>
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Student work page next, then answer key:
What are the problems in the story?
What are the solutions?

1. Mr. Jansen gets lost as they drive to find the birthday party. He forgot his invitation with the address. How is this problem solved?
   
   a. Cam uses her photographic memory to remember the address of the party.
   b. Mr. Jansen stops and asks a neighbor.
   c. They have to go back home.
   d. They look for balloons tied on a mailbox.

2. The children guess how many dinosaurs are in the jar. Which guess causes suspicion?
   
   a. Cam guesses quickly and doesn’t win
   b. Eric takes a long time to guess and is close to winning
   c. Robert’s guess is exact and correct
   d. All of the above

3. Mr. Bell tells the children he counted the number of dinosaurs and there were 154. What is true about most of the guesses?
   
   a. Everyone except Robert guessed a round number
   b. Robert’s guess is too amazing, and Cam starts thinking
   c. Most people guessed a million
   d. The children were too busy playing games to make guesses

4. Robert says he will sell the dinosaurs. But he ends up not winning because:
   
   a. The children decide to give him money for dinosaurs at school.
   b. There is something about the number of musical chairs that is a clue.
   c. Cam whispers to Eric and reveals her clues
   d. All of the above
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What are the solutions?

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   d. A and B

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