



# SOMETHING TO PROVE



## COMMON CORE DISCUSSION QUESTIONS

The following questions address the Common Core State Standards for English Language Arts, specifically the Reading Standards for Literature K–5, for grade 3 students. Following each question is the number of the standard it covers.

- ★ Why is this game so important for Joe? What will happen to him if he plays well? What will happen if he plays badly? (1)
- ★ Page 6 says, “Legend had it that he [Satchel] threw fire.” What does this mean? (4)
- ★ Although this book does not have page numbers, you can find certain pages by counting from the title page. The copyright page is page 2. The story starts on page 4. Find page 10 and look at the people in the illustration. What can you guess about them from this picture? How do they feel about the game? Which team do you think they support? (7)
- ★ The baseballs Satchel pitches look “like marbles or bullets.” So what does it mean that when Satchel steps up to bat, the ball coming toward him “looked like a watermelon to Satch”? In what way is the other team’s pitcher different from Satchel? (1, 4)
- ★ How does Joe feel when he steps up to bat against Satchel for the first time? How do his feelings change as the game goes on? (1, 3, 5)
- ★ Why—in Joe’s opinion—does Satchel hit Joe with his first pitch? Do you think Joe is right? (1, 3, 6)
- ★ Satchel says that “when I wasn’t batting or running, I was down at first, trying to coach those plumbers playing with me.” What does this tell you about Satchel’s personality? How do his actions affect the game? (3)
- ★ Why do you think the umpire ruled that Satchel was out even though he wasn’t? What is the result of his call? (1, 2, 3, 6)

*Something to Prove: The Great Satchel Paige vs. Rookie Joe DiMaggio*  
by Rob Skead

Illustrated by Floyd Cooper  
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- ★ List three of the game's important plays, in order. How does each affect the game's outcome? (1, 5)
- ★ List three details from the story that show how Satchel is treated unfairly or unkindly because of the color of his skin. How does each event impact the game's outcome? (1, 2)
- ★ What does Joe think of Satchel? How can you tell? What effect does his opinion have on Satchel after the game? (1, 3)
- ★ Joe was the one being tested in this game, but Satchel also proves himself. Explain how he does so. (1, 2)
- ★ Look at the illustration of Joe on page 33 and the illustration of Satchel on page 34. How are these two illustrations different? What do they show about how each player feels—and how each is treated—after the game? (7)
- ★ As you read about this game, how were you hoping it would turn out? When you learned the outcome, were you pleased, disappointed, or both? Why? (6)

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