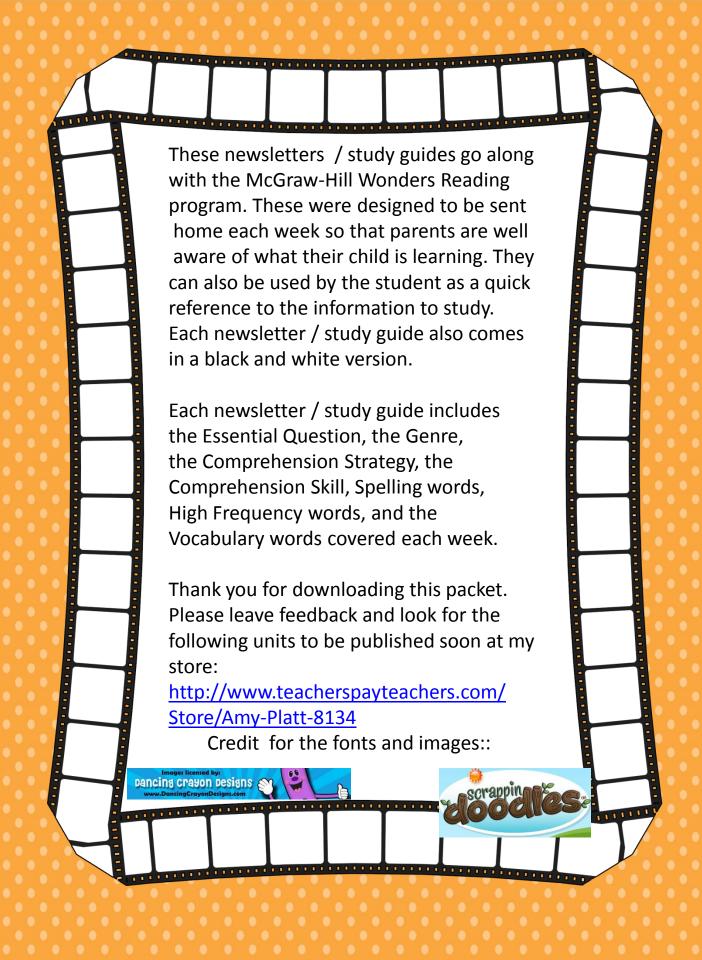


Unit 5 Weeks 1-5

Study Guides

By: Amy Platt



Genre: Realistic Fiction

Unit 5 Week I What do good citizens do?

Strategy:

<u>Summarize</u>: To summarize a story, you must tell only the most important events of the story in your own words. Use details from the story to **summarize**..

Skill:

<u>Point of View:</u> A character telling the story has feelings about the events. This is the characters **point of view**. The words I, my, me, and mine tell who is speaking.

High Frequency Words:

answer been body build head heard minutes myself pretty pushed

Spelling List:

- 1. sound
- 2. mound
- 3. cloud
- 4. shout
- 5. pound
- 6. clown
- 7. brown
- 8. crown
- 9. howl
- 10. growl
- II. chair
- 12. where
- 13. been
- 14. myself

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15. push

warrererererererererererere Vocabulary:

champion: a person who has won a contest.

determined: you decided it.

issues: important problems or topics that people are

talking or arguing about.

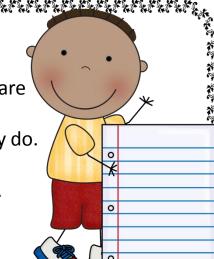
promises: things you tell people you will definitely do.

responsibility: it is your duty to do something.

rights: the things the law says you can do or have.

volunteered: you offered to do it.

votes: people chose it over something else.



Unit 5 Week 2

How do people get

along?

Strategy:

<u>Summarize</u>: To summarize a story, you must tell only the most important events of the story in your own words. Use details from the story to **summarize**..

Skill:

<u>Point of View:</u> Point of view is what the characters think about the events in a story. Look for clues about a character's **point of view** in the text.

High Frequency Words:

brought busy

else happy

I'll laugh

love maybe

please several

Spelling List:

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- 1. soil
- 2. broil
- 3. moist
- 4. point
- 5. toil
- 6. oil
- 7. toy
- 8. joy
- 9. coin
- 10. noise
- II. crown
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amused: to have smiled or laughed

cooperate: to work together on something. **describe:** to tell about something in words.

entertained: something pleased or interested you.

imagination: the ability to make up ideas and form

pictures in your mind.

interact: to act on and affect each other.

patient: to calmly wait for something.

peaceful: calm and quiet



Genre: Biography

Unit 5, Week 3 What do heroes do?

Strategy:

<u>Summarize</u>: To summarize a story, you must tell only the most important events of the story in your own words. This can help you remember information in a selection.

Skill:

<u>Sequence:</u> Tells the order of ideas in a selection. We can use the words first, next, then, and last to tell the order of what happens.

High Frequency Words:

air along
always draw
during ever
meant nothing
story strong

Spelling List:

- 1. room
- 2. flu
- 3. June
- 4. new
- 5. glue
- 6. fruit
- 7. crook
- 8. could
- 9. full
- 10. push
- II. point
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_{ete}rererererererererererere <u>Vocabulary</u>: **Pannone**

agree: when people say that something is true or that they will do something.

challenging: it is difficult and takes effort to do.

discover: to find it or find out about it.

heroes: people who have done brave things.

interest: to like something and want to learn more about it.

perform: to act in a play or a movie.

study: to read, practice, or think about something so that

you can learn about it .

succeed: to do something the way you wanted to.



Unit 5, Week 4

How can we protect the earth?

Strategy:

Make Predictions: Use what you already know and what you read in the story to predict what might happen next. Then you con confirm or revise your prediction.

Skill

<u>Plot: Problem and Solution:</u> The plot is often about the problem in the story. The solution is how the characters solve the problem by the end of the story.

High Frequency Words:

city father
mother o'clock
own questions
read searching
sure though

Spelling List:

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- I. ball
- 2. small
- 3. paw
- 4. jaw
- 5. pause
- 6. sauce
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curious: to want to learn more about something.

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Earth 's resources: things found in nature that people

can use.

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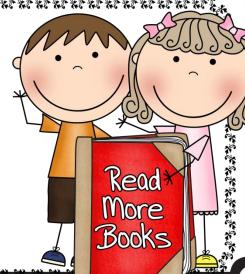
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pleased with what you did.

rarely: does not happen often.

supply: an amount of something that is ready to use

when needed.



Genre: Expository Text

Unit 5, Week 5 Why are rules important?

Strategy:

Make Predictions: Use what you already know and what you read in the story to predict what might happen next. Then you con confirm or revise your prediction.

Skill:

Cause and Effect: A cause is an event that makes something happen. An effect is what happens because of that event.

High Frequency Words:

anything children everybody instead paper person voice whole

woman words

exclaimed: you spoke or shouted suddenly

because you were excited or upset. **finally:** it happens after a long time.

form: to make it or shape it.

history: the story of what happened in the

past.

public: it is for all people to use or visit.

rules: directions that tell how to do something or

what is allowed.

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Spelling List:

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- 1. dead
- 2. ahead
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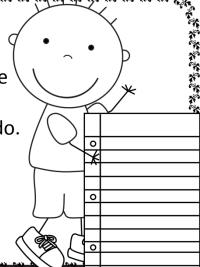
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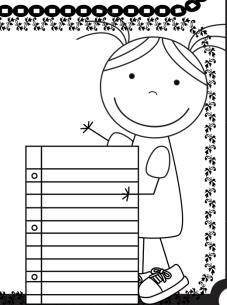
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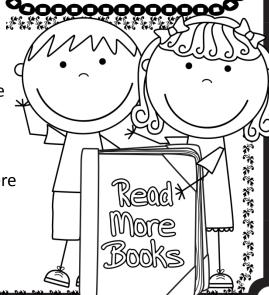
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