

Genre: Myth

Unit 6, Week I

What do myths help us

understand?

Strategy:

Reread: As you read, you may not understand a word, phrase, or explanation in a story. Stop and reread these parts to be sure you understand.

Skill:

<u>Theme:</u> The main message the author wants to tell the reader. To find the **theme**, think about what the characters say and do.

High Frequency Words:

door front
order probably
remember someone
tomorrow what's
worry yesterday

Spelling List:

- 1. pencil
- 2. magnet
- 3. publish
- 4. supper
- 5. letter
- 6. lady
- 7. gravy
- 8. solo
- 9. open
- 10. odor
- 11. lead
- 12. touch
- 13. door
- 14. front
- 15. someone

appeared: it came into sight.

crops: large numbers of plants that are grown for food.

develop: to grow and change.

edge: the line or border where it ends.

golden: bright and yellow like gold.

rustled: made a soft crackling sound.

shining: giving out light.

stages: periods or parts of life that are different from one

another.



Unit 6, Week 2 How do we use energy?

Strategy:

Reread: As you read, you may not understand a word, phrase, or explanation in a story. Stop and reread these parts to be sure you understand.

Skill:

<u>Author's Purpose</u>: Author's write to answer, explain, or describe. As you read, look for clues to the author's purpose.

High Frequency Words:

alone became beside four hello large notice round

suppose surprised

electricity: energy that flows through wires and makes lights and machines work.

energy: power from electricity and sun that can be used to heat things and make lights and machines work.

flows: moves in a steady stream.

haul: you carry something heavy.

power: any kind of energy that can be used to make

lights and machines work.

silent: totally silent and makes no sound.

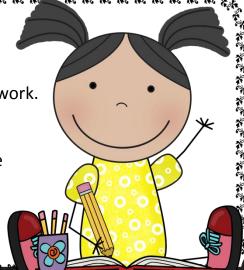
solar: caused by or related to the sun.

underground: beneath the surface of the earth.

Spelling List:

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- I. state
- 2. replace
- 3. nine
- 4. ninety
- 5. side
- 6. sidewalk
- 7. face
- 8. outside
- 9. these
- 10. tadpole
- 11. letter
- 12. magnet
- 13. alone
- 14. beside
- 15. round



Unit 6, Week 3 Why is teamwork important?

Strategy:

<u>Summarize</u>: To summarize what you read, use your own words to tell the most important parts of a selection.

Skill:

Main Idea and Key Details: The main idea is the most important point an author makes about a topic. Key details tell about and support the main idea.

High Frequency Words:

above brother follow listen month soft something song who's wind

Spelling List:

- 1. lit
- 2. little
- 3. set
- 4. settle
- 5. rip
- 6. ripple
- 7. pad
- 8. paddle
- 9. middle
- 10. bubble
- 11. outside
- 12. replace
- 13. follow
- 14. listen
- 15. something

_{ek}rereereereereereereere<u>Vocabulary</u>: **Baaaaa**

exploration: when people search to learn about new things.

important: something that matters a lot or is needed.

machines: a tool made of different parts that is used to do a kind of work.

prepare: to get ready for something. **repair:** to fix something that is broken.

result: something that happened because of something

else.

scientific: something that has to do with science. **teamwork:** when people work together for a goal.



Unit 6, Week 4

How do we use money?

Strategy:

<u>Summarize</u>: To summarize a selection, you tell only the most important details of the selection. This helps you remember what you read.

Skill:

<u>Problem and Solution:</u> Some information in an informational text may be presented as a problem. The solution is how the problem is solved.

High Frequency Words:

complete enough anymore river against terrible sometimes window stranger rough

Spelling List:

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- I. way
- 2. away
- 3. root
- 4. balloon
- 5. play
- 6. display
- 7. reach
- 8. enjoy
- 9. explain
- 10. meadow
- 11. little
- 12. middle
- 13. complete
- 14. enough
- 15. river

_{yh}ththehththehthththehththehththeudabulary:

invented: to make something new.

money: the dollars and cents that you can use to buy things.

prices: how much you have to pay to buy things.

purchase: to get something by paying money.

record: facts written down about something.

system: a plan or set of rules for doing something.

value: how much something is worth.

worth: how much something cost to buy it.



Genre:
Poetry

Unit 6, Week 5

Where can your imagination

take you?

Strategy:

Rhyming Poem: A rhyming poem has words with the same sound at the end of some lines. It has a regular, repeating rhythm and tells a poet's thoughts and feelings.

Skill:

<u>Point of View:</u> The way the speaker in a poem feels about something is his or her **point of view**.

High Frequency Words:

scientist wherever everything ahead somehow pretended afternoon anyone trouble throughout

Spelling List:

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- I. jumper
- 2. higher
- 3. star
- 4. starry
- 5. garden
- 6. better
- 7. dinner
- 8. doctor
- 9. market
- 10. hairy
- II. enjoy
- 12. display
- 13. afternoon
- 14. anyone
- 15. everything

kekekekekekekekekekekeke<u>Vocabulary</u>:

create: to make or invent something.

dazzling: something that is very bright.

imagination: to visualize ideas in your head.

seconds: time that is 1/60th of a minute.



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