

Unit 1 Week 1

Meeting a Need

Essential Question:
How do we get the
things we need?

Stories: "A Fresh Idea"

One Hen

"Banks: Their Business and Yours"

Genre: Realistic Fiction

- Includes characters, settings, and events that are like people, places, and events in real life
- Includes dialogue and descriptive details. Often includes illustrations.

Comprehension Strategy: Reread

- Reread challenging sections of a text to increase understanding

Comprehension Skill: Sequence

- The order in which plot events happen.

Vocabulary Strategy: Context Clues

Grammar: Sentences

Spelling Words
Short Vowels

1. jut
2. nick
3. tenth
4. shrug
5. stuff
6. sense
7. damp
8. cot
9. fling
10. notch
11. gush
12. scan
13. batch
14. rough
15. stump
16. tough
17. laugh
18. guess
19. lead
20. dove

Vocabulary Words

1. **afford**- to afford something means you have enough money to pay for it
2. **loan**- a loan is money borrowed
3. **profit**- profit is the amount of money left after all business costs have been paid
4. **prosper**- when you prosper, you do well and become successful
5. **risk**- risk is the chance of loss or harm
6. **savings**- savings is money set aside for the future.
7. **scarce**- when something is scarce, it is difficult to get or find
8. **wages**- wages are payments received for work done

Unit 1 Week 2

Trial and Error

Essential Question:
What can lead us to
rethink an idea?

Stories: "Whitewater Adventure"

Second Day, First Impressions

"Lost in the Museum Wings"

Genre: Realistic Fiction

- Includes characters, settings, and events that are like people, places, and events in real life
- Includes dialogue and descriptive details. Often includes illustrations.

Comprehension Strategy: Reread

- Reread challenging sections of a text to increase understanding

Comprehension Skill: Problem and Solution

- The problem is what the main characters want to do, change, or find out
- The solution is the way the problem is finally solved.

Vocabulary Strategy: Idioms

Grammar: Subjects and Predicates

Spelling Words
Long Vowels

1. paste
2. bride
3. shave
4. spice
5. greed
6. plead
7. greet
8. heap
9. paid
10. coach
11. theme
12. type
13. oak
14. growth
15. yolk
16. folks
17. aim
18. prey
19. tow
20. grind

Vocabulary Words

1. **accomplish**- when you accomplish a task, you complete it successfully
2. **anxious**- if you are anxious, you feel nervous and worried about when may happen
3. **assemble**- when people assemble, they come together
4. **decipher**- decipher means to figure out something that is difficult to understand
5. **distracted**- if something distracted you, it drew your attention away from what you were doing
6. **navigate**- when you navigate, you find your way over or through an area
7. **options**- options are choices or alternatives
8. **retrace**- when you retrace your steps, you go back over them

Unit 1 Week 3

Seeing for Yourself

Essential Question:
How can experiencing nature
change the way you think about it?

Stories: "A Life in the Woods"

Camping with the President

"A Walk with Teddy"

Genre: Narrative Nonfiction

- Gives facts about real people and events in the sequence that they happened
- May include both primary and secondary sources

Comprehension Strategy: Ask and Answer Questions

- Ask questions when there are parts of a story you do not understand.

Comprehension Skill: Cause and Effect

- A cause is an event of action that makes something else happen
- An effect is what happened as a result of a cause

Vocabulary Strategy: Homographs

Grammar: Compound Sentences and Conjunctions

Spelling Words
/ū/, /û/, and /ü/

1. tuna
2. duty
3. lose
4. few
5. doom
6. bamboo
7. soothe
8. crooks
9. hoof
10. hooks
11. booth
12. handbook
13. prove
14. mute
15. amuse
16. plume
17. hue
18. view
19. bruise
20. union

Vocabulary Words

1. **debris**- debris is the scattered remains or something
2. **emphasis**- if you say something with emphasis, you use special force or stress when saying a particular word or syllable
3. **encounter**- an encounter is an unexpected meeting
4. **generations**- a son, father, and grandfather are three generations who all have a common family ancestor
5. **indicated**- Yesterday, he indicated, or *showed a sign*, that he was willing to help paint the fence.
6. **naturalist**- a naturalist is a person who specializes in the study of things in nature
7. **sheer**- if the rock ledge is sheer, it is steep
8. **spectacular**- something spectacular is something very unusual and impressive

Unit 1 Week 4

Inventions

Essential Question:
How does technology lead to
creative ideas?

Stories: "Fantasy Becomes Fact"

The Boy Who Invented TV

"Time to Invent"

Genre: Biography

- True story of a person's life written by another person

Comprehension Strategy: Ask and Answer Questions

- Ask questions when there are parts of a story you do not understand.

Comprehension Skill: Sequence

- The order in which story events take place.

Vocabulary Strategy: Greek Roots

Grammar: Complex Sentences: Sentence Combining

Spelling Words
r- controlled vowels

1. heart
2. swear
3. aboard
4. squares
5. swore
6. chart
7. scorn
8. starch
9. source
10. fare
11. barge
12. thorn
13. marsh
14. force
15. harsh
16. scarce
17. coarse
18. flare
19. course
20. sword

Vocabulary Words

1. **breakthrough**- a breakthrough is an important advance
2. **captivated**- when you are captivated, you are infatuated by charm, art, or skill
3. **claimed**- if you claimed a prize, you declared it as your own
4. **devices**- devices are things that are made or invented for a particular purpose
5. **enthusiastically**- if you respond enthusiastically, you act in a way that show great interest or excitement.
6. **envisioned**- if you envisioned something, you imagined it or pictured it in your mind
7. **passionate** - if you are passionate about something, you have or show a strong feeling about it
8. **patents**- patents are papers that give a person or company the right to make, use, or sell new inventions for a certain number of years

Unit 1 Week 5

New Technology

Essential Question:
What are the positive and negative effects of new technology?

Stories: "Are Electronic Devices Good for Us?"

The Future of Transportation

"Getting From Here to There"

Genre: Persuasive Article

- Persuasive articles try to convince readers to support an idea.

Comprehension Strategy: Reread

- Reread challenging sections of a text to increase understanding

Comprehension Skill: Author's Point of View

- The author's point of view is their attitude or position about the topics they write about.

Vocabulary Strategy: Greek and Latin Prefixes

Grammar: Run-on Sentences

Spelling Words
r- controlled /ur/

1. word
2. nerve
3. squirt
4. verse
5. surf
6. lurk
7. work
8. stern
9. spurts
10. lurch
11. blurt
12. thirst
13. spur
14. learning
15. shirt
16. midterm
17. return
18. squirm
19. swerve
20. years

Vocabulary Words

1. **access**- if you access information, you get it from a source, such as the Internet
2. **advance**- when you advance, you move forward or make progress
3. **analysis**- an analysis is a careful examination or study of something.
4. **cite**- when you cite something, you mention it as proof or evidence.
5. **counterpoint**- a counterpoint is an opposing, or disagreeing, point of view
6. **data**- data are facts, figures, and other kinds of information
7. **drawbacks** - drawbacks are problems or disadvantages
8. **reasoning**- reasoning is having the ability to think in a logical way