

Second Grade Reading Street

Unit 1: The Twin Club

Selection Words: 1. ladder - set of steps with two side and rungs 2. amazing - wonderful or surprising 3. roller-skate - move on skates with wheels 4. meadow - piece of grassy land		Amazing Words: 1. investigate - try to find out all about it 2. rural - the country 3. urban -the city 4. creature - an animal or person that is living 5. underground - under the ground you walk on 6. brittle - breaks very easily 7. decision - make up your mind to do something 8. dart - move very quickly from one place to another	
High Frequency Words: 1. country 2. beautiful 3. front 4. someone 5. somewhere 6. friend	Phonics: Short vowels; ea/e/ Comprehension: Skill:Character & Setting Strategy: Predict	Grammar/Conventions: Sentences Writing Trait: Realistic Fiction	
Spelling Words: 1. drum 2. rock 3. list 4. desk 5. job 6. sad 7. chop	8. sack 9. tag 10. rib 11. mess 12. dust 13. pocket		Genre: Realistic Fiction - tells about made-up events that could happen in real life.

Unit 1: Exploring Space

<p>Selection Words:</p> <ol style="list-style-type: none"> 1. astronaut - person who goes into space 2. shuttle - vehicle that carries astronauts into space 3. experiment - test to find out something 4. telescope - instrument that makes far away things appear close 5. gravity - natural force that makes everything on Earth move toward it 		<p>Amazing Words:</p> <ol style="list-style-type: none"> 1. ascend - go up 2. descend - go down 3. orbit - the path around something in space 4. universe - Earth, sun, moon, planets, and stars 5. enormous - very big or huge 6. journey - a long trip 7. launch - get something going 8. meteorite - piece of stone from space that hits something 	
<p>High Frequency Words:</p> <ol style="list-style-type: none"> 1. live 2. work 3. woman 4. machines 5. move 6. everywhere 7. world 	<p>Phonics: Long vowels CVCe</p> <p>Comprehension: Skill: Main idea & details Strategy: Text structure</p>	<p>Grammar/Conventions: Subjects Writing: Expository Fiction</p>	
<p>Spelling Words:</p> <ol style="list-style-type: none"> 1. page 2. nose 3. space 4. size 5. fine 6. mice 7. late 	<ol style="list-style-type: none"> 8. huge 9. blaze 10. race 11. rice 12. vote 13. move 14. live 	<p>Genre: Expository Fiction</p> <p>An expository text gives facts and details about real people, things, and events.</p>	

Unit 1: Henry and Mudge and the Starry Night

Selection Words: 1. shivered - shook with fear 2. drooled - let saliva run from the mouth 3. lanterns -lights inside containers that can be carried 4. snuggled - cuddled together		Amazing Words: 1. galaxy - huge group of stars, Earth, and the sun 2. tranquil - calm and peaceful 3. wildlife - animals and plants that live wild outdoors 4. detective - person who tries to solve a mystery or a crime 5. fascinating - very interesting 6. slimy - feels slippery and gooey when you touch it 7. fledglings-young birds that have just grown the feathers they need to fly. 8. secure – firmly fastened; steady or strong	
High Frequency Words: 1. love 2. mother 3. father 4. straight 5. bear 6. couldn't 7. build	Phonics: Consonant Blends Comprehension: Skill: Character & Setting Strategy: Monitor & Fix Up	Grammar/Conventions: Predicate Writing Trait: Realistic Fiction	
Spelling Words: 1. stop 2. strap 3. nest 4. hand 5. brave 6. ask 7. clip	8. stream 9. mask 10. twin 11. breeze 12. state 13. build 14. couldn't	Genre: Realistic Fiction A realistic fiction is a made-up story that could happen in real life.	

Unit 1: A Walk in the Desert

Selection Words: 1. desert - land that is sandy and without much water 2. harsh - very rough 3. climate - kind of weather a place has 4. cactus - plant with spines that grows in hot, dry places 5. coyote - small animal like a wolf		Amazing Words: 1. arid - very, very dry 2. landform - shape formed on land, such as hills, mountains, lakes, and deserts 3. precipitation - any kind of rain, snow, hail or other form of water that falls from the clouds 4. dunes - hills of sand in a desert that are formed by the wind 5. ledge - a shelf 6. haven - a safe place 7. extinct - no animals of that kind exist anymore 8. forbidding - dangerous and scary	
High Frequency Words: 1. water 2. full 3. animals 4. early 5. warm 6. eyes	Phonics: Inflected Endings: -s, -ed, -ing Comprehension: Skill: Main idea & details Strategy: Text structure	Conventions: Declarative and Interrogative Sentences Writing Trait: Conventions	
Spelling Words: 1. talked 2. talking 3. dropped 4. dropping 5. excited 6. exciting 7. lifted	8. lifting 9. hugged 10. hugging 11. smiled 12. smiling 13. early 14. warm	Genre: Expository Text Expository Text tells facts about a topic.	

Unit 1: Strongest One

Selection Words: 1. narrator - person who tells a story 2. relatives - people in the same family 3. dangerous - not safe 4. gnaws - bites at and wears away		Amazing Words: 1. delicate - thin and easily broken 2. inquire - ask questions 3. sturdy - strong and solid 4. exhibit - something set up for you to look at in a place like a museum or zoo 5. resist - work against something because you don't want it 6. stun - shocked and very surprised 7. genius - someone who is very, very smart 8. satisfaction - pleased and contented with something	
High Frequency Words: 1. gone 2. though 3. learn 4. together 5. often 6. very 7. pieces	Phonics: Consonant Digraphs Comprehension: Skill: Facts and Details	Grammar: Commands & Exclamations Writing Trait: Play Scene	
Spelling Words: 1. bunch 2. that 3. wish 4. patch 5. when 6. what 7. math	8. them 9. shape 10. whale 11. itch 12. chase 13. gone 14. often	Genre: Drama A Drama is a story written to be acted out for others.	

Unit 2: Tara and Tiree

Selection Words:

1. collar - a band that a dog wears around its neck
2. slipped - slid without meaning to
3. brave - showing no fear of dangerous things

Amazing Words:

1. courageous - brave
2. hazard - something dangerous
3. rescue - save from danger
4. avalanche - when a lot of snow suddenly slides down a mountain
5. instinct - an ability an animal is born with that makes it act in a certain way
6. skittish - nervous and easily upset
7. blustery - when the wind blows hard and makes a lot of noise
8. fast-paced - happening very quickly

High Frequency Words:

1. family
2. pull
3. listen
4. once
5. heard
6. break

Phonics:

r-Controlled ar, or, ore

Comprehension:

Skill: Cause and Effect
Strategy: Summarize

Conventions: Nouns

Writing: Narrative Nonfiction

Spelling Words:

1. part
2. hard
3. born
4. horse
5. before
6. more
7. smart

8. farm
9. porch
10. corn
11. chore
12. score
13. pull
14. break

Genre:

Literary Nonfiction tells about a true story or a series of events like a story.

Unit 2: Abraham Lincoln

Selection Words: 1. noticed – looked at; saw 2. honest – telling the truth; not lying 3. lawyer – someone who has studied law and helps people with laws and court 4. fault – a cause for blame		Amazing Words: 1. identify – to name or recognize certain persons or things. 2. significant - important 3. participate – take part in something 4. scour – go through in search of something 5. ingenious – very clever or imaginative 6. aloft - high up in the air 7. tinker - work at something 8. architect – someone who designs and makes plans for buildings	
High Frequency Words: 1. you're 2. second 3. great 4. either 5. laugh 6. certainly 7. worst	Phonics: Contractions Comprehension: Skill: Author's Purpose	Conventions: Proper Nouns Writing Trait: Biography	
Spelling Words: 1. can't 2. I'm 3. she's 4. haven't 5. it's 6. didn't 7. aren't	8. hadn't 9. he's 10. who's 11. isn't 12. I'll 13. great 14. worst		Genre: Informational Text often gives facts about real people, places, and events that reflect history or the traditions of communities.

Unit 2: Scarcity

Selection Words:

1. hurricanes - dangerous storms with very strong winds or rain
2. resources - things that meet needs
3. scarcity - when there isn't enough of something for everyone
4. scarce - hard to get; rare
5. trade-off - giving up of one thing in return for something else

Amazing Words:

1. consumers - a person who uses or buys things at a store.
2. decision - when you make up your mind to do something
3. producers - people or things that make or create something
4. fiber - thread
5. strand - fibers twisted together to make thread
6. lack - when you lack something you do not have enough of it, or very little of something
7. extraordinary - very unusual or remarkable
8. typical - usual or common

High Frequency Words:

1. toward
2. ago
3. word
4. whole
5. above
6. enough

Phonics:

r-Controlled er, ir, ur

Comprehension:

Skill: Facts and Details
Strategy: Background Knowledge

Conventions: Singular-Plural Nouns

Writing Trait: Word Choice/ Expository Non-fiction

Spelling Words:

1. her
2. person
3. nurse
4. dirt
5. turn
6. birth
7. serve

8. curb
9. curl
10. skirt
11. purse
12. turtle
13. whole
14. enough

Genre: Expository Test tells about a topic.

Unit 2: Bremen Town Musicians

Selection Words: 1. mill - building where grain is crushed into flour 2. musician - someone who plays music 3. excitement - feeling of being very happy 4. robbers - people who steal 5. monsters - scary creatures		Amazing Words: 1. partnership- two or more people become partners and join together to share something 2. solution - process of solving a problem 3. survival - act of living on or of surviving 4. miserable - very, very unhappy 5. struggle - work hard to do something difficult 6. depend - count on or trust a person or thing 7. familiar - well known or close to you from repeated contact 8. insist - make a demand or take a stand	
High Frequency Words: 1. people 2. sign 3. bought 4. scared 5. probably 6. shall 7. pleasant	Phonics: Plurals -s, -es, -ies Text -Based Comprehension: Skill: Cause and Effect Strategy: Story Structure	Conventions: Plural Nouns that change spelling Writing Trait: Organization	
Spelling Words: 1. note 2. notes 3. lunch 4. lunches 5. story 6. stories 7. tune	8. tunes 9. switch 10. switches 11. baby 12. babies 13. people 14. scared	Genre: Drama/Fairy Tale Drama is a story written to be acted out by others. A Fairy Tale usually takes place long ago and far away and has fantastic characters.	

Unit 2: One Good Turn Deserves Another

Selection Words:

1. **groaned** - sound made from throat to show sadness
2. **creature** - any living person or animal
3. **armadillo** - a small animal with a hard shell
4. **snorted** - forced the breath through the nose with a loud, harsh sound
5. **grateful** - feeling thankful because someone has done something good for you.

Amazing Words:

1. pursue - to keep on doing or trying to do something
2. conflict - a quarrel, struggle, fight, or problem
3. resolve - to make a decision or solve a problem
4. deserve - have a right to something
5. mope - feel sorry for yourself
6. coax - to gentle talk someone into something
7. ramp - a slope or slant that connects two different levels.
8. startle - frightened

High Frequency Words:

1. everybody
2. sorry
3. promise
4. minute
5. brought
6. behind
7. door

Phonics:

Long a: a, ai, ay

Comprehension:

Skill: Compare and

Contrast

Strategy: Inferring

Grammar: Possessive Nouns

Writing Trait: Folk Tale

Spelling Words:

1. tail
2. main
3. wait
4. say
5. away
6. play
7. raise

8. brain
9. paint
10. stay
11. today
12. tray
13. everybody
14. sorry

Genre: Folk Tale

A **folk tale** is a tale that has been handed down over many years.

Unit 3: Pearl & Wagner

Selection Words:

1. robot - machine with moving parts that is controlled by a computer
2. wad - a round lump
3. trash - something of little use
4. electricity - energy that makes light, heat, motion, or force

Amazing Words:

1. construct - build or put together
2. sidekick - good friend and partner
3. unique - only one like it
4. contraption - something that is put together in a very odd way
5. foolproof - so simple and safe that anybody can use it
6. daydream - awake but thinking of pleasant things
7. project - something you plan and then do
8. scrap - tiny piece of something; leftover

High Frequency Words:

1. guess
2. village
3. pretty
4. watch
5. science
6. won
7. shoe

Phonics:

Long e: e, ee, ea, y

Comprehension:

Skill: Author's Purpose
Strategy: Questioning

Conventions: Verbs - A verb is a word that shows action.

Writing Trait: Realistic Fiction

Spelling Words:

1. read
2. feet
3. easy
4. deep
5. seat
6. party
7. wheel

8. leave
9. windy
10. sleep
11. teeth
12. team
13. guess
14. shoe

Genre: Fantasy

Fantasy is a make-believe story that could never happen in the real world.

Unit 3: Dear Juno

Selection Words:

1. persimmons - yellow and orange-colored sweet fruits that are like plums
2. smudged - smeared or marked with dirty streaks
3. envelope - paper sleeve that is used to hold a letter
4. photograph - picture taken with a camera

Amazing Words:

1. correspond - write to each other
2. postage - money you pay to send a letter or something you want to mail
3. transport - carry somewhere
4. cove - small part of a sea or lake partly surrounded by land
5. footprint - mark your foot makes when you step on something
6. deaf - cannot hear well or at all
7. imitate - act like or be like a person or thing
8. sign language - way of talking by making signs with your hands

High Frequency Words:

1. picture
2. school
3. answer
4. faraway
5. parents
6. wash
7. company

Phonics:

Long o: o, oa, ow

Comprehension:

Skill: Draw conclusions
Strategy: Visualize

Conventions: Verbs with Singular & Plural nouns

Writing Trait: Friendly Letter

Spelling Words:

1. goat
2. hold
3. show
4. most
5. bowl
6. float
7. toast

8. ago
9. open
10. told
11. toad
12. slow
13. answer
14. school

Genre: Realistic Fiction

Realistic Fiction tells about made-up events that could happen in real life.

Unit 3: Anansi Goes Fishing

Selection Words:

1. lazy - not liking to work or be active
2. weave - form threads into cloth or web or to make straw into hats or baskets
3. delicious something that tastes really good
4. justice - something that is fair and right

Amazing Words:

1. consume - eat or use it all up
2. prey - animal that is hunted and killed by another animal for food
3. shrewd - very clever and smart
4. boast - brags or speaks too well of himself or herself
5. gloat - when you think about something you're very satisfied with
6. snicker - giggle or laugh in a mean way
7. contentment - feeling of being pleased or satisfied
8. cure - something that makes you feel better and healthy again
9. incident - something that happens

High Frequency Words:

1. believe
2. caught
3. finally
4. been
5. whatever
6. today
7. tomorrow

Phonics:

Compound words

Comprehension:

Skill: Compare and Contrast

Strategy: Summaize

Conventioins: Verbs for past, present, and future

Writing Trait: Narrative Poem

Spelling Words:

1. basketball
2. someone
3. weekend
4. something
5. birthday
6. riverbank
7. bathtub

8. backyard
9. driveway
10. bedtime
11. raindrop
12. mailbox
13. been
14. believe

Genre: Folk Tale

A **Folk Tale** is story that has been handed down over many years.

Unit 3: Rosa & Blanca

Selection Words: 1. tortillas - thin, round cakes made of corn meal that are served hot 2. luckiest - having more luck and good fortune than anyone else 3. chiles - a hot pepper that is used as seasonings		Amazing Words: 1. abundant - more than enough or plenty 2. assist - help do something 3. generous - shares with other people and is unselfish 4. dismay - feeling of deep disappointment and fear 5. efficient - get things done without wasting time or energy 6. beam - smile in a happy way 7. forever - never ending or always 8. situation - act or something or condition	
High Frequency Words: 1. alone 2. many 3. buy 4. their 5. daughters 6. youngest 7. half	Phonics: Long i: i, ie, igh, y Comprehension: Skill: Sequence Strategy: Predict and Set Purpose	Grammar: More about Verbs for past, present, and future Writing Trait: Realistic Fiction	
Spelling Words: 1. find 2. child 3. sky 4. bright 5. wild 6. fly 7. right	8. flight 9. spider 10. cry 11. blind 12. myself 13. their 14. buy	Genre: Realistic Fiction tells about made up events that could happen in real life.	

Unit 3: Weed Is a Flower

Selection Words:

1. college - school of learning to attend after high school
2. agriculture - of or about farming
3. laboratory - place where tests and experiments are done
4. greenhouse - building with glass or plastic sides where plants are kept warm

Amazing Words:

1. excel - better than most people at something
2. process - prepare by following a set of steps
3. research - very careful investigation or hunting for facts
4. opportunity - good chance or a favorable time
5. accomplish - succeed in carrying it out or finishing it
6. original - only one of its kinds or the first of something
7. scientist - person who is trained in science and is an expert at it
8. unusual - not usual or not ordinary

High Frequency Words:

1. clothes
2. only
3. hours
4. question
5. money
6. taught
7. neighbor

Phonics:

Comparative Endings
-er, -est

Comprehension:

Skill: Fact and Opinion

Strategy: Inferring

Grammar: Verbs am, is, are, was, were

Writing Trait: Review

Spelling Words:

1. sooner
2. soonest
3. hotter
4. hottest
5. busier
6. busiest
7. happier

8. happiest
9. smaller
10. smallest
11. fatter
12. fattest
13. question
14. money

Genre: Biography

A **Biography** tells about a real person's life, written by another person. It is an example of non-fiction.

Unit 4: A Froggy Fable

Selection Vocabulary: Tested <ol style="list-style-type: none"> 1. clearing - a piece of land that has no trees 2. crashed - fell with a loud crashing noise 3. perfect - as good as is possible 4. pond - water with land all around it; a small lake 5. spilling scattering everywhere 6. splashing - making water scatter and fall in drops 7. traveled - went from one place to another 		Amazing Words: (Not Tested) <ol style="list-style-type: none"> 1. preserve - protect from anything that would cause something to be ruined or spoiled 2. represent- stand for or symbolize 3. valuable - worth something or is important 4. tough - difficult to do 5. concentration - thinking about one thing very carefully 6. frown - wrinkle your forehead and draw your eyebrows together when you are worried, angry, or thinking 7. homeland - the country in which you were born or where you feel you belong 8. patient - wait for something or put up with trouble without complaining or getting upset 	
Text - Based Comprehension: <u>Skill:</u> Draw Conclusions <u>Strategy:</u> Background Knowledge *Tested Skill	Phonics: Final Syllable - le	Grammar: Adjectives and Our Senses Writing Trait: Friendly Letter	
Spelling Words: <ol style="list-style-type: none"> 1. ankle 2. title 3. apple 4. cable 5. purple 	<ol style="list-style-type: none"> 6. able 7. bugle 8. bundle 9. bubble 10. giggle 11. sparkle 	<ol style="list-style-type: none"> 12. tickle 13. you're 14. only 	Genre: A Fable is a story that teaches a lesson.

Unit 4: Life Cycle of a Pumpkin

<p>Selection Words: (Tested)</p> <ol style="list-style-type: none"> 1. fruit - part of a plant that contains seeds 2. soil - top layer of Earth's surface 3. root - part of a plant that takes in water and holds the plant in place 4. harvest - to gather crops 5. vine - plant with a long, thin stem 6. bumpy - covered with high spots or lumps 7. smooth - flat or even 		<p>Amazing Words: (Not Tested)</p> <ol style="list-style-type: none"> 1. adapt - change to fit new situations or surroundings 2. annual - happens one time a year 3. nutrients - proteins, vitamins, and minerals that living things need to grow and be healthy 4. blazing - if something is blazing it is very hot 5. drought - a hot dry period when it doesn't rain for a very long time. 6. ancient - very old things 7. massive - extremely large 8. sprout - very young plant 	
<p>Text - Based Comprehension: (Tested) Sequence Strategy: Important Ideas</p>	<p>Phonics: (Tested) Vowels, oo, u</p>	<p>Conventions: Adjectives for number, size, and shape (Tested) Writing Trait: Expository Nonfiction</p>	
<p>Spelling Words:</p> <ol style="list-style-type: none"> 1. put 2. cook 3. stood 4. full 5. wood 	<ol style="list-style-type: none"> 6. July 7. shook 8. push 9. pull 10. brook 	<ol style="list-style-type: none"> 11. book 12. hood 13. does 14. give 	<p>Genre: Expository Text tells facts about a topic.</p>

Unit 4: Soils

Selection Words: - Tested

1. **grains** - tiny bits of sand, sugar, or salt
2. **materials** - what things are made from or used for
3. **particles** - very little pieces of something
4. **seeps** - flows very slowly through something
5. **substances** - materials that something is made of
6. **texture** - the feel that things have because of the way they are made

Amazing Words: not tested

1. **discovery** - when you learn about or see something for the first time you make a discovery
2. **underneath** - when you are below something , you are underneath it
3. **transform** - to change
4. **blizzard** - a storm with strong winds blowing snow
5. **fine** - something very tiny or small
6. **incredible** - something too unusual or fantastic to be true
7. **landscape** - everything you can see when you look across an area of land, including hills, buildings, rivers, and trees
8. **molten** - turned into liquid by heat, or melted

Genre: Expository Text

tells facts about a topic.

Phonics:

Diphthongs ou, ow , oi, oy

Comprehension:

Skill: Fact and Opinion

Strategy: Questioning

Conventions: Comparative and Superlative Adjectives

Writing Trait: Short Expository Report

Spelling Words: Tested

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. around 2. out 3. gown 4. sound 5. flower 6. howl 7. toy | <ol style="list-style-type: none"> 8. noise 9. royal 10. moist 11. coil 12. cow 13. world 14. push |
|--|---|

Genre: Expository Text

Expository Text tells facts about a topic.

Unit 4: The Night the Moon Fell

Selection Words: (Tested)

1. balance - footing; even placement of weight that lets someone stand upright
2. canyons - deep valleys with steep sides
3. coral-an underwater stony substance made by marine life.
4. rattle - make sharp knocking sounds as a result of being shaken
5. slivers - small, thin pieces of something that has been split off
6. sway - move back and forth or side to side
7. whisper - make a soft sound

Amazing Words:

1. adjust - get used to a new situation or change something to make it better
2. landmark - natural or human-made feature that identifies a location
3. unexpected - a surprise or something you do not think will happen
4. tease - make fun of in a playful or a hurtful way
5. quiver - shakes quickly with movements or sounds
6. foreign - someone from a different country
7. accent - pronounce words in a way that is heard in a different part of the country
8. forlorn - lonely or sad

Comprehension: (Tested)

Skill: Plot & Theme
Strategy: Visualize

Phonics:

Syllable Patterns:
Compound Words

Conventions: Adverbs that tell when and where (Tested)

Writing Trait: Narrative Poem

Spelling Words: (Tested)

1. downstairs
2. football
3. cowboy
4. houseboat
5. railroad
6. rainbow
7. boyhood

8. oatmeal
9. soybean
10. roadway
11. outplay
12. daydream
13. none
14. hour

Genre: Myth: A myth is an old story that often explains something about nature.

Unit 4: The First Tortilla

Selection Words: (Tested)

1. awaken - cause to stop sleeping
2. cliffs - steep rock faces, like those at the edge of the sea
3. mountain - a high, steep hill that is often rocky
4. prize - something given to someone as a reward
5. rainbow - a display of many colors
6. suffer - to experience something bad or unpleasant
7. volcano - a cone-shaped mountain with a hole in the top that sends out melted rock and gases.

Amazing Words:

1. condition - the way a thing or person is
2. predict- say what you think will happen in the future
3. terrifying - makes someone feel very frightened
4. breeze - a wind that is not too strong
5. whip - flap or move back and forth
6. sparkle - shines or glitters
7. funnel - cone-shape of a tornado
8. swirl - twist around and around

Comprehension: (Tested)

Skill: Plot & Theme
 Strategy: Monitor and Clarify

Phonics:

Vowels Diagraphs:
 oo, ue, ew, ui

Conventions: Adverbs that tell how (Tested)

Writing Trait: Thank-You Note

Spelling Words: (Tested)

1. too
2. new
3. fruit
4. blue
5. true
6. fool
7. suit

8. spoon
9. clue
10. juice
11. drew
12. flew
13. know
14. won't

Genre: A **legend** is an old story that tells about the great deeds of a hero.

Unit 5: Fire Fighter!

<p>Selection Vocabulary: (Tested)</p> <ol style="list-style-type: none"> 1. station - building where a service takes place 2. building - place with walls and a roof 3. roar - a loud, deep noise 4. masks - coverings for the face 5. quickly - in a fast way 6. tightly - fitting in a close way 7. burning - hurting or harming someone or something by fire 		<p>Amazing Words:</p> <ol style="list-style-type: none"> 1. community - people who live around you 2. responsible - do a job or take charge of something that others are counting on 3. teamwork - group of people put a lot of effort into doing something together 4. operation - when a doctor or vet opens the body to fix something 5. instrument - any tool used by doctors and vets to help them examine a patient, to help them fix an injury, or to repair a part of the body 6. caretaker - a person who makes sure that everything on the inside and outside of a building is clean and in working order 7. lug - when you carry or pull something that is very heavy or clumsy 8. supplies - things you need to do a particular job or activity <p>Conventions: Pronouns Writing Trait: Narrative Nonfiction</p>	
<p>Text-Based Comprehension: Skill: Fact and Opinion Strategy: Important Ideas</p>	<p>Phonics: Suffixes ly, ful, er, or, -ish</p>		
<p>Spelling Words:</p> <ol style="list-style-type: none"> 1. cheerful 2. visitor 3. slowly 4. weekly 5. teacher 6. helper 7. hardly 	<ol style="list-style-type: none"> 8. graceful 9. yearly 10. quickly 11. fighter 12. Sailor 13. beautiful 14. neighbor 	<p>Genre: Literary Nonfiction Literary nonfiction tells about a true event or a series of events like a story.</p>	

Unit 5: Carl the Complainer

Selection Vocabulary (Tested):

1. annoy - to make someone angry
2. complain - to say that something is not good enough
3. mumbles - speaks unclearly
4. p.m. - the time between noon and night
5. shrugs - raises one's shoulders as an expression of doubt
6. signature - a person's name written by that person

Amazing Words:

1. concern - when you have a reason to worry about something
2. contribute-to give money, help, or advice
3. persuade-when you persuade someone, you get that person to do something.
4. fragile - if something can break or be damaged easily
5. pellets - small balls of material pressed together
6. litter - scraps or pieces of trash left around
7. pollute - when someone damages the air, soil, or water by making it dirty with harmful substances
8. release - set something free or let it go

Text-Based Comprehension:

Skill: Cause and Effect
Strategy: Visualize

Phonics:

Prefixes un, re, pre, dis

Conventions: Singular and Plural Pronouns

Writing Mini Lesson: Realistic Fiction

Spelling Words:

1. unsafe
2. preheat
3. rerun
4. disappear
5. unlock
6. discolor
7. rewind

8. unpack
9. unplug
10. regroup
11. preschool
12. disagree
13. watch
14. toward

Genre: Realistic Fiction

A Realistic Fiction tells about made-up events that happen in real life.

Unit 5: Bad Dog, Dodger!

<p>Selection Words:</p> <ol style="list-style-type: none"> 1. practice - to repeat an action in order to improve 2. grabbed - took hold of something suddenly 3. chewing - grinding something between your teeth 4. chased - ran after someone 5. treat - a special gift, often food 6. wagged - moved from side to side 7. dripping - liquid falling slowly, drop by drop 		<p>Amazing Words:</p> <ol style="list-style-type: none"> 1. behavior - the way people & animals act or behave 2. cooperate - when people or animals work together to accomplish a goal 3. obedient - when a person or an animal is willing to do what they are told to do 4. companion - a person or animal who spends time with you as a friend 5. consider- think about very carefully before making a decision 6. reprimand - you get a talking to, a warning, or a scolding for doing something wrong 7. confident - sure about things or certain you have the ability to do something 8. properly - when something is done in a correct way <p>Conventions: Pronouns I and me Writing Trait: Journal Entry</p>			
<p>Phonics: Consonant Patterns kn, wr, gn, mb</p>	<p>Text-Based Comprehension: Skill: Plot & Theme Strategy: Background Knowledge</p>	<p>Spelling Words:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"> <ol style="list-style-type: none"> 1. knock 2. sign 3. knee 4. wrong 5. write 6. climb 7. wrap </td> <td style="width: 50%; border: none;"> <ol style="list-style-type: none"> 8. wren 9. gnat 10. lamb 11. comb 12. knob 13. certainly 14. listen </td> </tr> </table> <p>Genre: Realistic Fiction A Realistic Fiction tells about made-up events that happen in real life.</p>		<ol style="list-style-type: none"> 1. knock 2. sign 3. knee 4. wrong 5. write 6. climb 7. wrap 	<ol style="list-style-type: none"> 8. wren 9. gnat 10. lamb 11. comb 12. knob 13. certainly 14. listen
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Unit 5: Horace and Morris but Mostly Dolores

Selection Vocabulary: (Tested) 1. adventure - an exciting experience 2. climbed - went upward 3. greatest - best or most wonderful 4. truest - most real or loyal 5. clubhouse - house or structure where a group meets 6. exploring - going someplace to discover what it is like 7. wondered - wanted to know more		Amazing Words: 1. appreciate - feel grateful or thankful for something 2. communicate - talk to each other or keep in touch in other ways such as writing or sign language 3. respect - feeling of high regard you have for another person 4. demand- order someone to do something 5. firmly - say something in a determined way that shows you won't change 6. advantage - in a better or more favorable position than someone else 7. defiant - openly disobedient or challenging to someone else 8. ferocious - powerful, violent, or fierce Conventions: Different kinds of pronouns Writing Trait: Animal Fantasy			
Text-Based Comprehension: (Tested) Skill: Character and Setting Strategy: Story Structure - What happens at the beginning, middle, and end of the story? What is the problem?	Phonics: Consonant Patterns: ph, gh, ck, ng	Spelling Words: (Tested) <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; padding-right: 20px;"> 1. phone 2. enough 3. backtrack 4. laugh 5. ticket 6. duckling 7. graph </td> <td style="width: 50%;"> 8. tough 9. photo 10. rough 11. cough 12. clang 13. half 14. front </td> </tr> </table>		1. phone 2. enough 3. backtrack 4. laugh 5. ticket 6. duckling 7. graph	8. tough 9. photo 10. rough 11. cough 12. clang 13. half 14. front
1. phone 2. enough 3. backtrack 4. laugh 5. ticket 6. duckling 7. graph	8. tough 9. photo 10. rough 11. cough 12. clang 13. half 14. front				
Genre: Fantasy A Fantasy is a make-believe story that could never happen in the real world.					

Unit 5: The Signmaker's Assistant

<p>Selection Words:</p> <ol style="list-style-type: none"> 1. idea - a thought or an opinion 2. important - taken seriously 3. blame - say that something is someone's fault 4. signmaker - someone who makes signs or public notices that give information 5. townspeople - people who live in a town 6. afternoon - time of day between noon and night 	<p>Amazing Words:</p> <ol style="list-style-type: none"> 1. apologize - say you are sorry for doing or saying something that has upset someone 2. citizen - if you are born or legally accepted by a country 3. judgment - when people make decisions about what is sensible 4. hoard - collect and store something away 5. scold - tell someone off or discipline them 6. interrupt - stop someone who is talking or stop something that is happening 7. protest - tell or show how you disagree about something you think is not right 8. troublemaker - someone who often intentionally causes difficulties or problems 	
<p>Text-Based Comprehension: Skill: Main Idea and Details- The main idea is the most important idea in a selection. Details tell more about the main idea. Strategy: Inferring- Students will use what they already know to make inferences (guess) about the story.</p>	<p>Phonics: Vowels aw, au, augh, al</p>	<p>Conventions: Contractions Writing Trait: Humorous Nonfiction/Sentences</p>
<p>Spelling Words:</p> <ol style="list-style-type: none"> 1. talk 2. because 3. August 4. caught 5. draw 6. walk 7. chalk 	<ol style="list-style-type: none"> 8. auto 9. taught 10. thaw 11. fault 12. launch 13. heard 14. brought 	<p>Genre: Humorous Nonfiction A Humorous Nonfiction is a funny story about imaginary people and events.</p>

Unit 6: Just Like Josh Gibson

Selection Words:

1. field - piece of land used for some special purpose
2. cheers - calls out or yells loudly to show that you like something
3. threw - sent something through the air by force of your arm
4. sailed - moved smoothly like a ship with sails
5. plate - hard rubber slab that a baseball player stands beside to bat
6. bases - places that are stations or goals in certain games, such as baseball

Amazing Words:

1. athlete - somebody who used skills and abilities to compete in sports
2. challenge - test of someone's abilities
3. effort - physical and mental energy you use to do something or to achieve a goal
4. dainty - delicate and pretty
5. disguise - clothes or make-up someone wears to change the way he or she looks so he or she won't be recognized
6. champion - winner of a game or competition
7. professional - type of job in which people are paid for their skill and training
8. shortstop - infield position on a baseball team between second and third base

Text-Based Comprehension:

Compare and Contrast - when you compare, you tell how things are alike. When you contrast, you tell how things are different.

Strategy: Monitor and Clarify Active readers ask themselves questions during and after reading. If they are not sure of the exact answer to a question, they go back and read again.

Phonics:

Inflected Endings -ed -ing

Conventions: Using Capital Letters

Writing Trait: Realistic Fiction/Organization

Spelling Words:

1. tried
2. trying
3. planned
4. planning
5. liked
6. liking
7. skipped

8. skipping
9. heavier
10. heaviest
11. lighter
12. lightest
13. promise
14. because

Genre: Realistic Fiction

Realistic fiction tells about made-up events that could happen in real life.

Unit 6: Red, White, and Blue

Selection Words:

1. freedom- being able to do, say, and think as you please
2. flag - piece of colored cloth with stars or other symbols on it that represents a state or country
3. stripes - long, narrow band of color
4. stars - shape that has five or six points
5. nicknames - names used instead of real names
6. birthday - the day you were born
7. America - another name for North America and South America or the United States

Amazing Words: (Not Tested)

1. history - all that has happened in the life of a people, a country, or a field of study such as science or art
2. independence - freedom from being controlled by other people or countries
3. symbol- something, such as a sign, a mark, or an object that stands for something else
4. patriotic - shows love and loyalty to his or her country
5. unfurl - to unroll or spread out
6. frayed - worn away on the edges and threads are hanging loose
7. allegiance - loyalty or faithfulness a person feels to his or her country, a leader, a friend, or family
8. indivisible - cannot be divided or separated into parts

Text-Based Comprehension:

Skill: Author's purpose
Strategy: Summarize

Phonics: Abbreviations

Conventions: Quotation Marks

Writing Trait: Descriptive Poem or Song

Spelling Words:

1. Mr.
2. Jan.
3. Dr.
4. Oct.
5. Mrs.
6. Feb.
7. Ms.

8. Nov.
9. St.
10. Aug.
11. Rd.
12. Dec.
13. won
14. learn

Genre: Informational Text
Informational text often gives facts about real people, places, and events that reflect history or the traditions of communities.

Unit 6: Birthday Basket for Tia

<p>Selection Words:</p> <ol style="list-style-type: none"> 1. present - gift that someone gives you or that you give someone 2. aunt - your father's sister, your mother's sister, or your uncle's wife 3. basket - something to carry or store things in 4. collects - bring together or gather together 5. bank - place where people keep their money 6. favorite - the one you like better than all the others 7. piñata- decorated container filled with candy and toys that is hung at parties for blindfolded people to break open with a stick 8. ninetieth - next after the 89th 9. tia - Spanish word for aunt 		<p>Amazing Words:</p> <ol style="list-style-type: none"> 1. celebration - party or other activity in which people might eat, play music, and have a good time together to show happiness about a special day or when something good happens 2. custom - something that people always do or have done for a long time 3. tradition - custom or belief that is handed down from generation to generation 4. create - make something that hasn't been made before 5. inspect - look at very carefully 6. angle - the way you look at something 7. brilliant - very bright and sparkling 8. snapshot - simple picture taken with a camera 	
<p>High Frequency Words:</p> <ol style="list-style-type: none"> 1. been 2. believe 3. caught 4. finally 5. today 6. tomorrow 7. whatever 	<p>Phonics: Syllables –tion, -ture</p> <p>Comprehension: Skill: Draw Conclusions Strategy: Summarize</p>	<p>Grammar: Use Commas Writing Trait: Organization/Paragraphs</p>	
<p>Spelling Words:</p> <ol style="list-style-type: none"> 1. mixture 2. nation 3. section 4. future 5. picture 6. action 7. caution 	<ol style="list-style-type: none"> 8. station 9. fixture 10. motion 11. nature 12. feature 13. furniture 14. adventure 15. tuition 	<p>Glue Words:</p> <ol style="list-style-type: none"> 1. whose 2. is 3. these 4. with 5. know 	

Unit 6: Cowboys

Selection Words:

1. cattle - cows and bulls raised for their meat, milk, or skins
2. trails - path across a field or through the woods
3. cowboy - person who works on a cattle ranch or a rodeo
4. herd - group of the same kind of animal that is kept or fed together
5. campfire - fire in a camp used for cooking or warmth
6. railroad- road or track of two steel rails for trains to run on
7. galloped - run very fast
8. roundup - act of driving or bringing cattle together from long distances
9. chuckwagon - wagon that carries food and cooking equipment for cowboys
10. bellowed - a loud, deep noise like a roar

High Frequency Words:

1. alone
2. buy
3. daughters
4. half
5. many
6. their
7. youngest

Phonics:

Suffixes –ness, -less

Comprehension:

Skill: Cause & Effect
Strategy: Graphic Organizer

Amazing Words:

1. climate - kind of weather that happens in a particular place
2. livestock - animals such as cows or chickens that are raised on farms
3. occupation - work that a person does to earn a living
4. buckaroo - another name for cowboy or cowhand
5. drover - another name for a cowboy who herds droves of cattle along a trail
6. lariat - a lasso or stiff rope with a sliding loop at one end used for catching horses or cows
7. legend - story that has been passed down through the years that many people believe
8. rawhide - animal hide that has been tanned or made into leather

Grammar: Commas in Compound Sentences

Writing Trait: Sentences

Spelling Words:

1. kindness
2. careless
3. goodness
4. useless
5. fearless
6. darkness
7. sadness

8. sickness
9. helpless
10. thankless
11. fitness
12. weakness
13. awareness
14. eagerness
15. wireless

Glue Words:

1. they
2. would
3. many
4. through
5. you

Unit 6: Jingle Dancer

Selection Words:

1. drum - musical instrument that makes a sound when it is beaten
2. clattering - making a noise like plates or silverware striking together
3. voice - sound you make with your mouth
4. jingles - to make sounds like bells
5. silver - shiny white metal used to make coins, jewelry, and other things
6. borrow - get something from a person just for a while
7. moccasins - soft leather shoe without an attached heel
8. regalia - fine clothes
9. shuffled - dragged your feet while walking

High Frequency Words:

1. clothes
2. hours
3. money
4. neighbor
5. only
6. question
7. taught

Phonics:

Prefixes mis, mid

Comprehension:

Skill: Character, Setting, & Plot
Strategy: Context Clues

Amazing Words:

1. ceremony - something that people do to celebrate a special occasion
2. culture - the beliefs, customs, and behaviors of groups of people at a certain time
3. festival - program of entertainment often held annually
4. compliment - praise or something kind said about someone
5. fidget - when you move around in a restless way
6. evergreen - type of tree or shrub that stays green all year long such as pine trees
7. multicolored - something that has many different colors
8. sash - long piece of cloth that can be tied around your waist or worn over one shoulder

Grammar: Indent Paragraphs

Writing Trait: Organization/Paragraphs

Spelling Words:

1. midair
2. misplace
3. mislead
4. midway
5. misprint
6. midday
7. midweek

8. misbehave
9. midyear
10. mismatch
11. misdeed
12. mistake
13. midstream
14. midnight
15. misbehavior

Glue Words:

1. mother
2. to
3. your
4. first
5. second

