

Reading/ELA Homework

MONDAY

- Read "Who is Temple Grandin?" PAGES 74-86

TUESDAY

- Read "Who is Temple Grandin?" PAGES 96-102
- Complete 1 Lesson on iReady

WEDNESDAY

- Read "Who is Temple Grandin?" Review timeline on pages 104-105
- Complete 1 Lesson on iReady

THURSDAY

- Complete 1 Lesson on iReady

FRIDAY

Re-read or read any missing chapters of Temple Grandin

Tests/Quizzes

"Who is Temple Grandin?" Test on 1/16

Weekly Vocabulary

livestock, industrial, cattle
chute, contraption, gusto

Reminders

- **Welcome Back! Happy New Year!**
- Please bring Temple Grandin book to class everyday before and after Winter Break
- Homework for each day is checked the following morning, all HW is due Friday.
- Read the 3rd Grade Newsletter (sent by Mrs. Diana Charaf each Monday)

From Ms. Alvarez & Ms. Llanes

Author's Purpose

An author's purpose is his or her reason for writing a text. Knowing the purpose helps you recognize the author's message.

If the author's purpose is to . . .

Persuade



readers to think or act in a certain way.

Inform



to share information about a topic.

Entertain



readers to enjoy a story.

How can you figure out the author's purpose?

FIRST...

think about the genre.

THEN...

ask questions about what you read and find answers.

AUTHOR'S PURPOSE

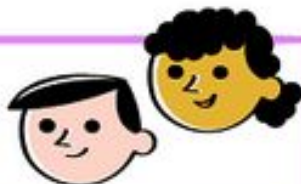
An author may have more than one purpose.



To better understand a text,
think about the author's purpose
before, during, and after you read.

Who is the
audience?

An author writes books, articles, or other texts for different audiences.



What is the
central idea?

An author writes about a topic or subject that the text is mostly about.



What is
the author's
message?

An author may answer a question, describe a subject or event, explain steps or how something works, or give a perspective or opinion.



How does
the author's
language add
to the purpose?

An author may give facts and details to inform, describe events or ideas in detail to show something, or use persuasive language to make the reader think or feel a certain way.



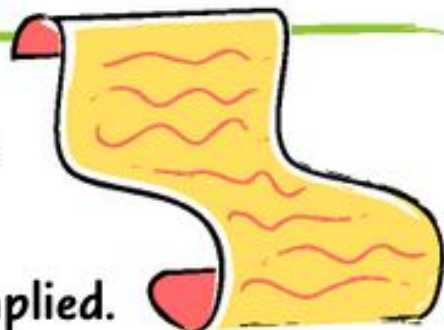
What kinds of
text or graphic
features
are included?

An author may build a purpose with text or graphic features.
Text features such as headings, captions, sidebars, and special type can emphasize or add information.
Visuals such as graphs, charts, diagrams, illustrations, or photos show information in different ways.



THEME

The **theme** is the main message, lesson, or moral of the text.



The theme can be stated in text. Fables and myths might tell the theme at the end.



The theme can be implied. Use text clues to figure it out.

- ♥ What happens to the characters?
- ♥ How do the characters react?
- ♥ What do the characters learn?
- ♥ How do the characters grow or change?

ASK: What is the author trying to teach me?



EXAMPLES

Be kind to others.

Friends are important.

Don't give up.

Point of View

Who is telling the story?

First-Person

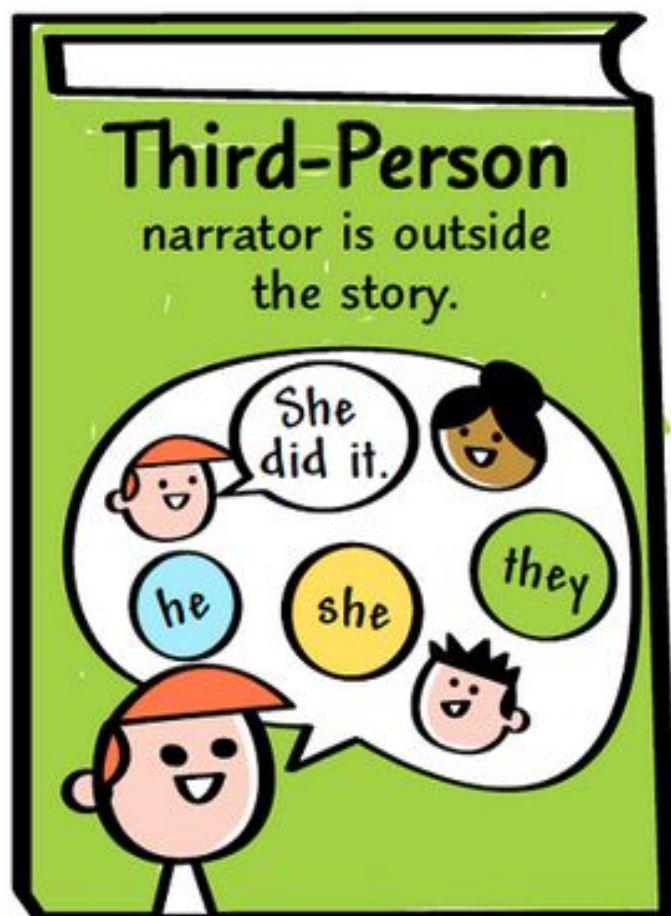
narrator is part of the story.



A story told in **first-person point of view** has a character in the story as the narrator. Readers learn about other characters from what they say to the narrator.

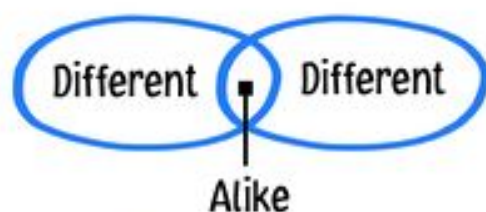
Third-Person

narrator is outside the story.



A story told in **third-person point of view** has an outside narrator. The narrator can tell readers what all of the characters are saying, doing, and thinking.

Comparison/Contrast



Author's Purpose: The Comparison/Contrast text structure helps authors describe how things are alike and different.

Transition Words: *but, both, however, and*

Cause/Effect



Author's Purpose: The Cause/Effect text structure helps authors explain what happened and why it happened.

Transition Words: *because, so, in order to, as a result*

TEXT STRUCTURE

Authors choose text structures that best fit their purposes for writing a text.

Sequence



Author's Purpose: The Sequence text structure helps authors explain events in order.

Transition Words: *before, first, next, then, last, after*

Problem/Solution



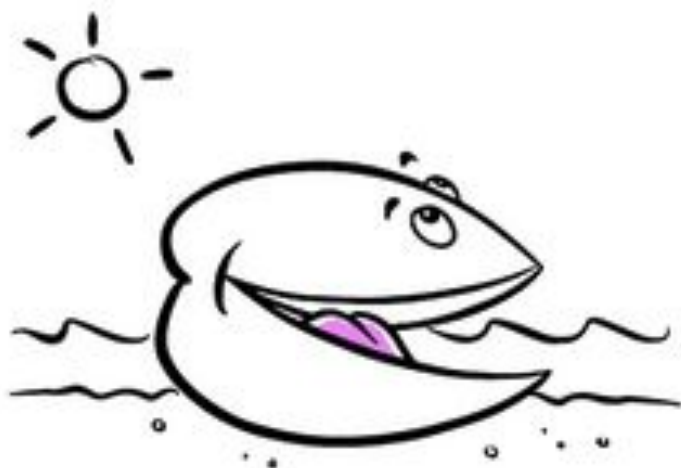
Author's Purpose: The Problem/Solution text structure helps authors explain how a problem is solved.

Transition Words: *problem, solution, difficulty, the answer is*

Figurative Language

Figurative Language includes “figures of speech” that compare, exaggerate, or mean something different from what is expected.

Simile A comparison of two things using “like” or “as”



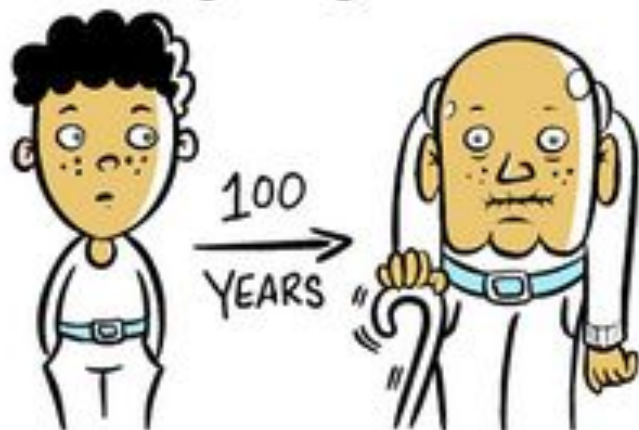
I'm happy as a clam!

Metaphor A comparison of two things by saying one thing is another thing

You must be a walking encyclopedia to know all those facts.



Hyperbole Exaggerations that make things sound bigger, better, or more than what they truly are



I waited for 100 years!

Idiom An expression that means something different from the meaning of its individual words



I feel sick as a dog.

Figurative Language

Figurative Language creates a special effect or feeling or makes a point.

Onomatopoeia A word that imitates the sound of what it describes



Alliteration A sound device used to repeat the same consonant sound at the beginning of nearby words



Sally sent Susan some samples of soup.

Personification Gives human qualities or characteristics to an animal or object



Imagery Language that describes how something looks, sounds, feels, smells, or tastes



I bit into the juicy, sweet apple.