

## Reading/ELA Homework

### MONDAY

- Complete **1 Lesson** on iReady
- **Spelling: Complete 2 Spelling activities** by the end of the week

### TUESDAY

- Re-read "This is Your Life Cycle" on HMH
- Complete **1 Lesson** on iReady

### WEDNESDAY

- Complete **1 Lesson** on iReady
- **Spelling: Complete 2 Spelling activities** by the end of the week

### THURSDAY

No HW

### FRIDAY

No School  
Teacher Planning Day

#### Tests/Quizzes

**Module 6 Week 1 Test on Tuesday 1/21/25**

**This is Your Life Cycle Selection Quiz (in class) on Wed. 1/15**

**\*\* Homework is due on Thursday this week\*\***

#### Weekly Vocabulary

larvae, molt,  
unsuspecting, deposited,  
patch, cumbersome

## Reminders

- **Welcome Back! Happy New Year!**
- **Look for email sent by Ms. Alvarez and Ms. Llanes on how to attend a live webinar through Parent Academy on Third Grade Promotion.**
- 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*

# Spelling Choice Board

## Spelling Words:

Pattern VCe Words

1 chore	2 barking	3 artist
4 carve	5 restore	6 March
7 horsepower	8 thorn	9 forest
	10 mark	

Complete choice board activities on paper.

1. able
2. canopy
3. select

### ABC ORDER

Write the 10 spelling words in alphabetical order.

c  
ca  
can  
cano  
canop  
canopy

### WORD PYRAMIDS

Make a stacked pyramid with each word.

1. canopy
2. select

### RAINBOW WRITE

Write each word using a different color for each letter.

*We set up a canopy to stay dry from the rain.*

### SENTENCES

Write the 10 spelling words in alphabetical order.

canopy

### COLOR CODE

Write the 10 spelling words. Trace the **vowels** in blue and **consonants** in red.



### ILLUSTRATOR

Write each word and draw a picture to show each word.

# 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

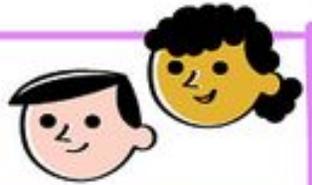
An author may have more than one purpose.



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.



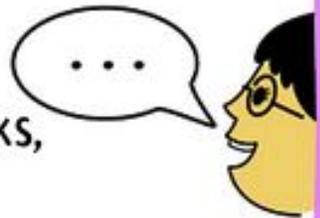
What is the **central idea**?

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.



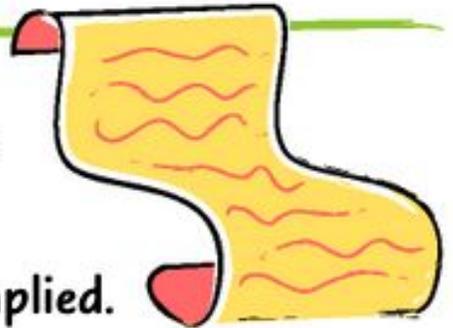
What kinds of **text or graphic features** are included?

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.

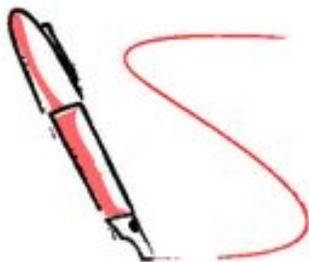


# THEME

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.



## Third-Person

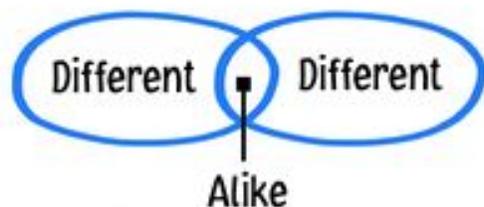
narrator is outside the story.



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.

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



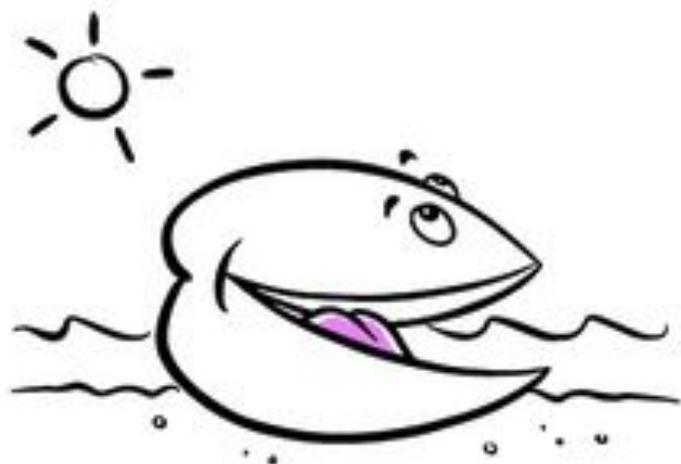
**Author's Purpose:** The Problem/Solution text structure helps authors explain how a problem is solved.

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

# Figurative Language

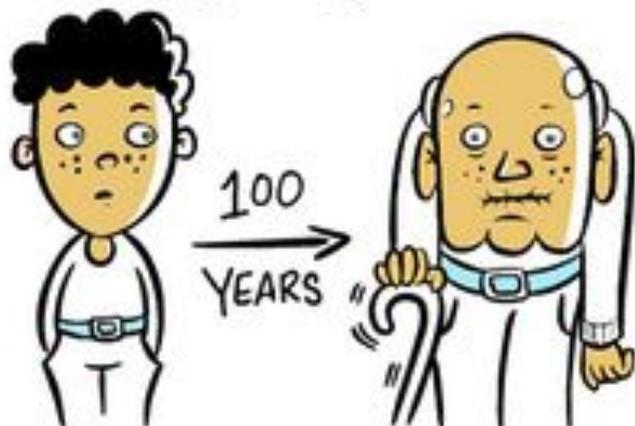
**Figurative Language** includes “figures of speech” that compare, exaggerate, or mean something different from what is expected.

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



I'm happy as a clam!

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



I waited for 100 years!

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

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



**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



The moon follows me when I walk at night.

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



I bit into the juicy, sweet apple.