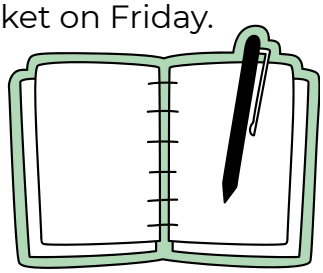
NAME:_____ SECTION:____

Complete the attached worksheets and turn in entire packet on Friday.

HOMEWORK: 3A, 3D



Week of: September 22-26

Weekly Homework

Monday	IXL NRP: Is the sentence a statement, command, question, or exclamation?
Tuesday	No School: Teacher Planning Day
Wednesday	BrainPop: FIgurative Language Video with Pause Points and Quiz
Thursday	IXL R6M: Is this sentence simple or compound?

Complete 45 minutes of I-ready by Sunday at 11:59 PM.

Spelling

1. spoke
2. mile
3. save
4. excuse
5. cone
6. invite
7. cube
8. price
9. erase
10. ripe
11. broke
12. life
13. rule
14. surprise
15. decide

LONG VOWELS WITH MAGIC E

Reminders

Bring novels every day:
3A: *The BFG*
3D: *Charlie and the Chocolate Factory*

Bring iPads fully charged daily. Bring working headphones daily.

Important Dates:

Wednesday 9/24	Spelling and Grammar **Quiz**
October 6	Heritage Day Project Due! (diorama and paragraph)
October 10	World Heritage Day

Teacher Email: kathryn.aroche@archimedean.org

WEEKLY READING SKILLS FOCUS

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.

Literary Elements

Literary elements are the pieces that make up a story.

Characters:

the people and animals in a story

- What do they say and think?
- What do they do?
- What do other characters say and think about them?

Setting:

where and when the story takes place

- affects the plot because certain events happen in certain settings
- affects the plot by creating its mood

Plot:

Conflict

the main problem that the characters face

Resolution

how the conflict or problem is solved

Events:

things that happen in a story

- to **change** a character
- to **affect** the mood
- to **build** the plot

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

100 YEARS

I waited for 100 years!

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

FIDO

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

BOOM! POP! CRACK! RING!

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

Susan Soup Soup

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.

VOCABULARY STRATEGIES

Prefix *non–*

A **prefix** is a word part added to the beginning of a base word that changes the meaning of the word.

The prefix ***non–*** means "not." It changes a word to mean its opposite.

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Context Clues

Context is the words and sentences around a word. **Context clues** are words that help you understand the meaning of an unfamiliar word.

Sometimes context clues give a definition of the word. Other times they give an example that helps you understand the word's meaning. Context clues may also help you make an inference, or a smart guess, about the word's meaning.

Examples:

1. Margot is a geologist, a scientist who studies rocks and other substances that make up our planet.
2. Elias plays the conga. Do you see him behind that barrel-shaped drum?
3. A raptor, or bird of prey, may eat mice, rabbits, fish, or even other birds.

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GRAMMAR

Review Kinds of Sentences

There are four kinds of sentences. Every sentence begins with a capital letter and ends with an end mark. A **statement** tells something. A **question** asks something. A **command** tells someone to do something. An **exclamation** shows strong feeling, such as excitement, surprise, or fear.

Statement	Command
Cats are often quiet.	Put away those books.
Question	**Exclamation**
What do you like to eat?	I can't believe I won!

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