

What About Me?

Question of the Week:

What can we learn by trading with one another?

Genre: A ***fable*** is a story that teaches a lesson or moral.

Spelling Words

1. pennies
2. inches
3. plants
4. families
5. bodies
6. glasses
7. wishes
8. pockets
9. lists
10. copies
11. parties
12. bunches
13. crashes
14. supplies
15. pencils
16. accidents
17. libraries
18. mysteries
19. carpenters
20. merchants

Plurals – s, es, ies

Vocabulary

1. carpenter – someone who builds with wood
2. carpetmaker – a rug weaver
3. knowledge – having information, facts, and ideas
4. marketplace – a place where people buy and sell
5. merchant – someone who buys and sells goods
6. plenty – more than enough
7. straying – wandering away
8. thread – a fine twisted cord

Learning Skills:

●Context Clues

A **compound word** is a word made from two smaller words. You may be able to use the two small words to help you figure out the meaning of the longer compound word. For example, the compound word *goatseller* is made from the two small words *goat* and *seller*. A *goatseller* is a person who sells goats.

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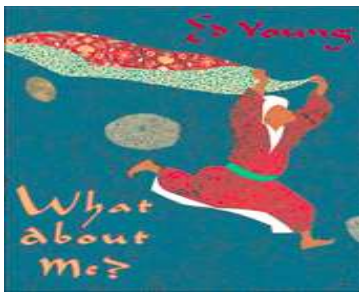
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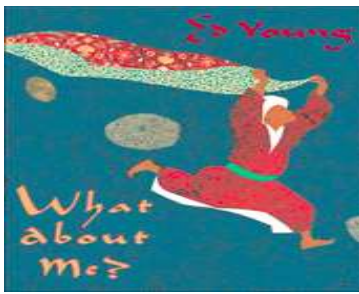
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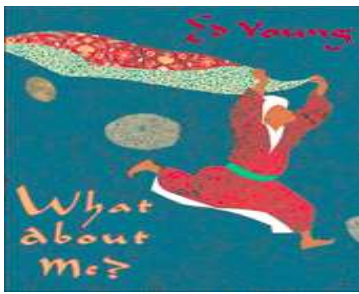
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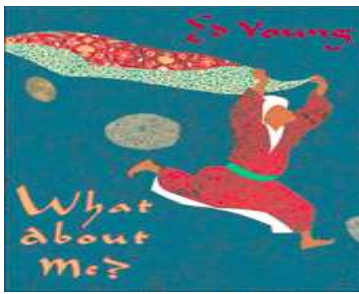
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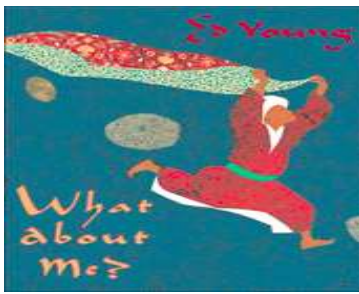
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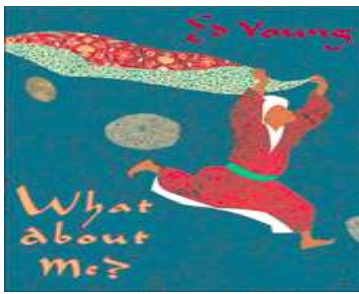
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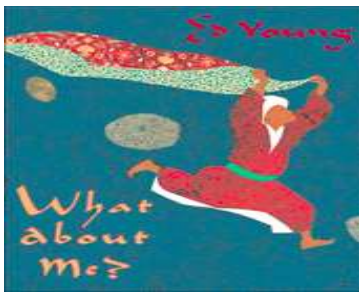
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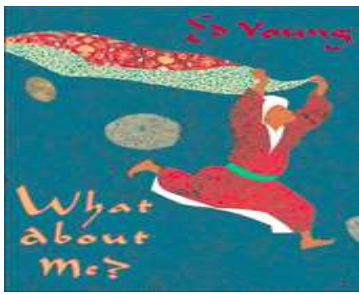
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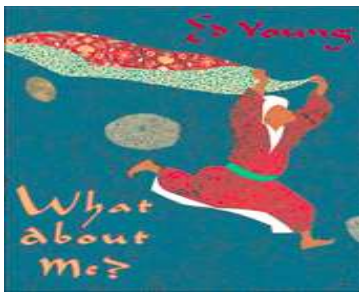
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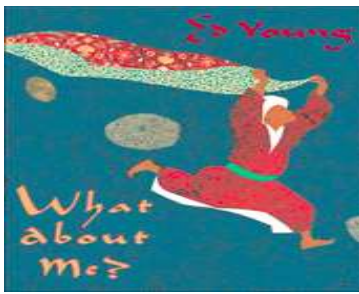
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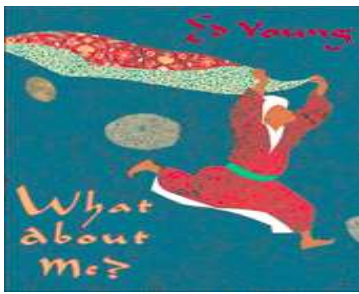
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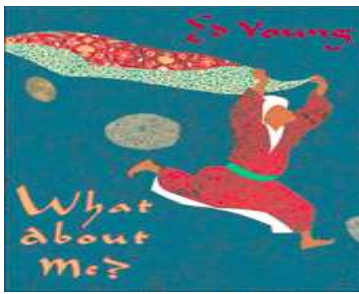
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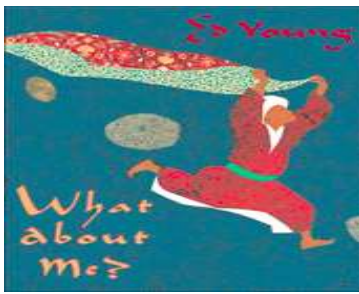
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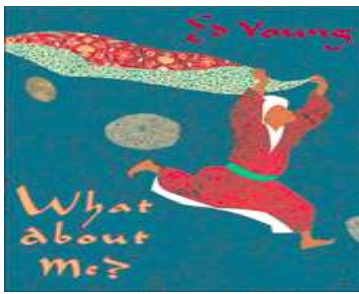
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A **compound word** is a word made from two smaller words. You may be able to use the two small words to help you figure out the meaning of the longer compound word. For example, the compound word *goatseller* is made from the two small words *goat* and *seller*. A *goatseller* is a person who sells goats.

●Summarize

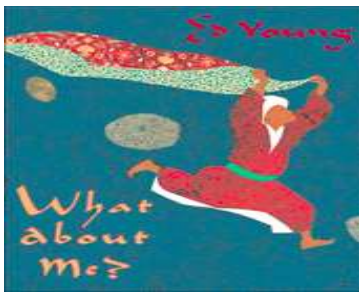
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Literary Elements: Sequencing

Sequence is the order in which things happen in a story – what happened first, next, and last.

Sometimes a writer uses clue words like first, next, and then.

Sometimes the author does not use signal words or clues. Then you can tell the order by picturing in your mind what is happening.



What About Me?

Question of the Week:

What can we learn by trading with one another?

Genre: A ***fable*** is a story that teaches a lesson or moral.

Spelling Words

1. pennies
2. inches
3. plants
4. families
5. bodies
6. glasses
7. wishes
8. pockets
9. lists
10. copies
11. parties
12. bunches
13. crashes
14. supplies
15. pencils
16. accidents
17. libraries
18. mysteries
19. carpenters
20. merchants

Plurals – s, es, ies

Vocabulary

1. carpenter – someone who builds with wood
2. carpetmaker – a rug weaver
3. knowledge – having information, facts, and ideas
4. marketplace – a place where people buy and sell
5. merchant – someone who buys and sells goods
6. plenty – more than enough
7. straying – wandering away
8. thread – a fine twisted cord

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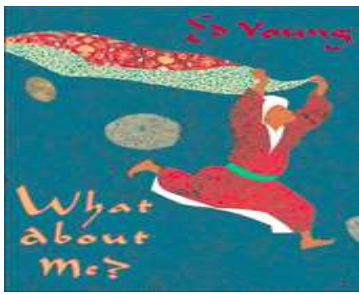
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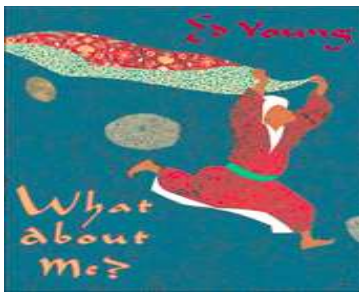
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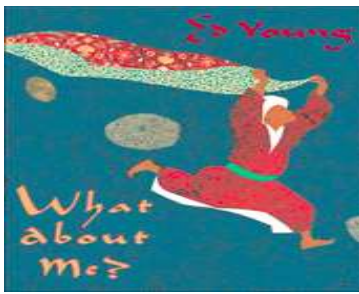
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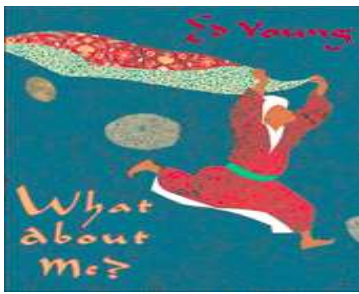
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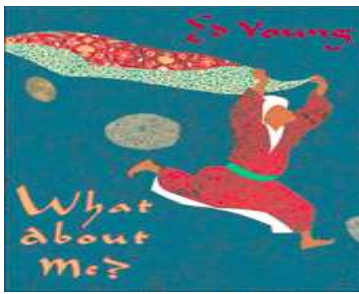
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