

THEME 1

GROWING AND LEARNING

Week 4: Inventions

Essential Question:

How can problem solving lead to new ideas?

Stories:

Mary Anderson's Great Invention
All Aboard!
Lighting the World

READING & WRITING

Close Reading of Complex Text:

Cite relevant evidence from text, describe text structure; cause and effect; summarize text

Writing: Draw evidence from informational text, write informative text, conduct short research on problem solving skills; prewrite a personal narrative

SPELLING LIST

Unit 1.4

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1. plain
2. braid
3. fail
4. grain
5. snail
6. paint
7. sway
8. tray
9. gray
10. stay
11. state
12. fake
13. same
14. weigh
15. they

VOCABULARY WORDS

design

When you design something, you make a drawing or a plan.



Then she worked out a design, or plan.

encouraged

When you are encouraged, you are given hope to do something.



She felt encouraged and was sure it would sell.

examine

When people examine something, they look at it very carefully.



She wanted to examine her solution to make sure it worked.

quality

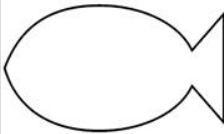
Quality items are made of the finest materials.



It was made of quality wood, rubber, and metal.

simple

When something is simple, it is easy to do.



On paper, Mary's invention looked simple.

solution

A solution is a way to fix a problem.



It wasn't the best solution, but there were no better substitutes.

substitutes

Substitutes take the place of something else.



It wasn't the best solution, but there were no better substitutes.

investigation

In an investigation, people search carefully for something.



Mary did her own investigation.

LANGUAGE DEVELOPMENT

Conventions: Identify predicates and compound predicates

Phonics/Word Study/Spelling: Long a spellings, plurals -s and -es

Fluency: Expression

Content Knowledge: Explain how scientists develop possible solutions