



Home-School Connection

Word Workout

WORDS TO KNOW

abandon dismantled expedition frigid
labor treacherous triumph uninhabited

Word to Word Let's begin with the first word, **abandon**, and start a story of people setting off on a journey into the unknown. We'll use each word in a sentence, going in order as we string words together to make the story.

SPELLING WORDS

agent baggage budge challenge
damage plunge jigsaw jolt
journal judgment jumble knowledge
lodge luggage margin legend
ranger ridge surge dodge

You Be the Judge Both **g** and **j** can spell the sound you hear in words like *gentle* and *juice*. I'll give you a spelling word and you tell me whether the letter **g** or **j** stands for the sound you hear.

Dear Family Member:

Spirit of Endurance is the incredible story of explorers who set out to be the first men to cross the Antarctic. They met huge islands of ice that began to damage their ship. They abandoned it and made camp on the ice. As we're reading this book in class, I'm learning about all the other problems the men faced, and how they solved each one of them. Recognizing the problems and solutions in a book is a way of keeping me focused on what is essential in a story.



This Week's Skills

Comprehension: problem and solution

Vocabulary: word parts

Spelling/Phonics: words with **g** or **j** as in *general* and *jeans*

Name _____

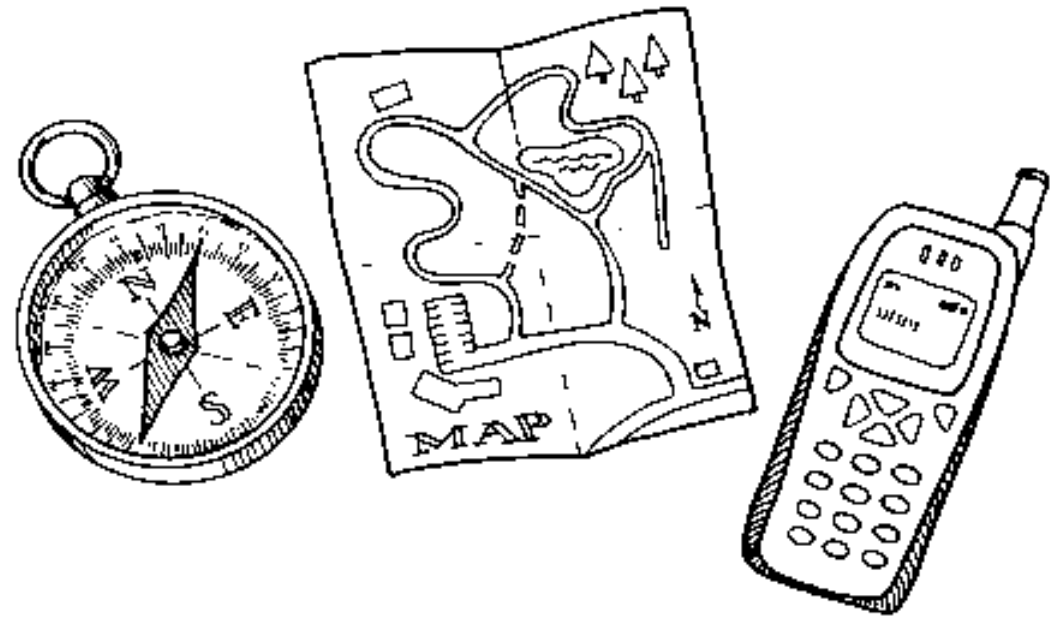
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Solve the Problem

We're going to solve the problem five hikers have when they are lost. Each one has an item that will help all of them.

- Read each clue. When a clue tells you a hiker does not have a certain item, draw an **X** in the chart in the matching row and column.
- When you have four **Xs** in a row or column, write **Yes** in the remaining squares.
- When you have a **Yes** in a square, draw **X** in any remaining squares in the row or column.
- Keep looking across and down as you play, looking for where you can write **X** or **Yes**.

- Neither Elvis nor Tina have a map.
- Without a map, hikers cannot have a plan.
- Sasha has no phone, and so she has no plan.
- Jack has no compass, and he sure would like a clue.
- Rick has no clue, and so he doesn't have a plan.
- A phone would help Tina and Elvis.
- With no clue, Elvis doesn't know what's going on.



	clue	map	phone	compass	plan
Elvis					
Tina					
Jack					
Sasha					
Rick					

Elvis has a _____.

Tina has a _____.

Jack has a _____.

Sasha has a _____.

Rick has a _____.

Ejercicio de palabras

PALABRAS DE VOCABULARIO

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Palabra a palabra Vamos a comenzar con la primera palabra, *abandon*, y a empezar con un relato de gente que parte a un lugar desconocido. Usemos cada palabra en una oración y continuemos en orden con la próxima palabra, y luego la próxima, colocando las oraciones en orden para armar nuestro relato.

PALABRAS DE ORTOGRAFÍA

agent	baggage	budge	challenge
damage	plunge	jigsaw	jolt
journal	judgment	jumble	knowledge
lodge	luggage	margin	legend
ranger	ridge	surge	dodge

Tú eres el juez Las letras **g** y **j** se pueden usar para escribir el sonido que escuchas en las palabras como *gentle* y *juice*. Te voy a dar una palabra de ortografía para que me digas si es la letra **g** o la **j** la que representa el sonido que escuchas.



Conexión con el hogar

Queridos familiares:

Spirit of Endurance es el increíble relato de unos exploradores que partieron para ser los primeros hombres en cruzar la Antártida. Allí se encontraron entre inmensas islas de hielo que comenzaron a dañar su barco y quebrarlo. Entonces lo abandonaron y establecieron campamento sobre el hielo. Mientras leemos este libro en la clase, estoy aprendiendo acerca de todos los problemas que tuvieron que enfrentar los hombres y cómo resolvieron cada uno de ellos. Reconocer los problemas y las soluciones en un libro es una manera de mantenerme en foco con lo que es esencial en un relato.



Destrezas de la semana

Comprensión: problema y solución

Vocabulario: partes de una palabra

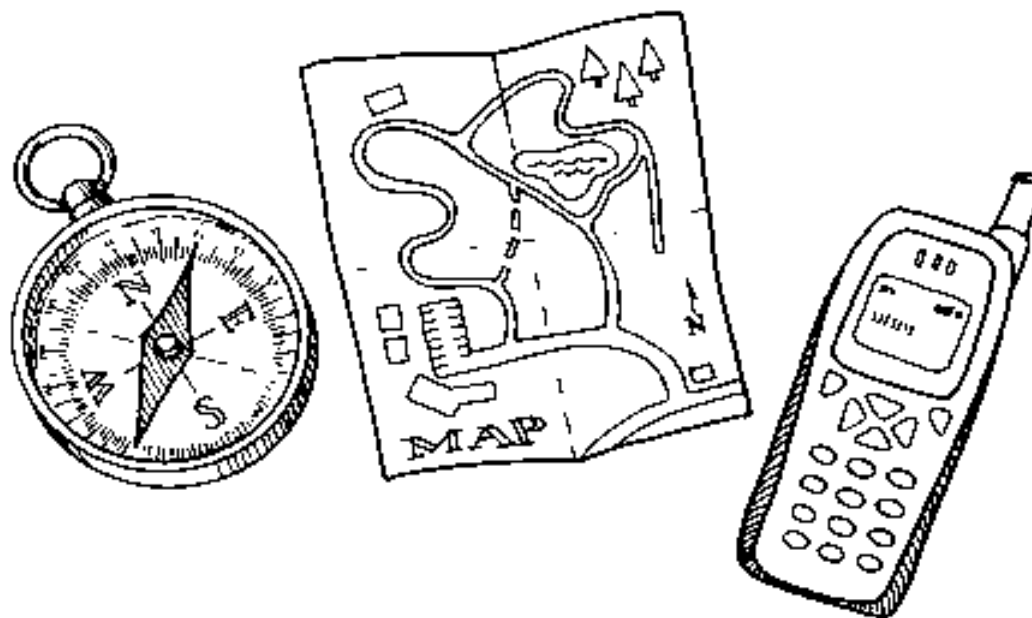
Ortografía/Fonética: palabras con **g** o **j**, como en *general* y *jeans*

Nombre _____

Resuelve el problema

Vamos a resolver el problema que tienen cinco excursionistas cuando se pierden. Cada uno de ellos tiene una cosa que ayudará a los demás.

- Lee cada pista. Cuando una pista te dice que un excursionista no tiene una cosa determinada, escribe una **X** en la tabla, en la hilera y en la columna correspondiente.
 - Cuando tengas cuatro **X** en una hilera o en una columna, escribe **Yes** en la casilla que quede.
 - Cuando tengas **Yes** en una casilla, escribe una **X** en las casillas que queden en la hilera o en la columna.
 - Mientras juegas, sigue buscando en forma horizontal y vertical dónde más puedes escribir **X** o **Yes**.
-
- Neither Elvis nor Tina have a map.
 - Without a map, hikers cannot have a plan.
 - Sasha has no phone, and so she has no plan.
 - Jack has no compass, and he sure would like a clue.
 - Rick has no clue, and so he doesn't have a plan.
 - A phone would help Tina and Elvis.
 - With no clue, Elvis doesn't know what's going on.



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Elvis has a _____.

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Koneksyon lakay ak lekòl

Egzèsis sou mo

MO POU KONNEN

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Mo a mo Annou kòmanse ak premye mo a, **abandon**, epi kòmanse yon istwa konsènan kèk moun ki te pati nan yon vwayaj nan lenkoni. Nou pral itilize chak mo nan yon fraz, nan lòd amezi n ap kole mo yo ansanm pou fè istwa a.

MO ÒTOGRAF

agent baggage budge challenge
damage plunge jigsaw jolt
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ranger ridge surge dodge

Se oudenm ki jij la Ni **g** ni **j** ka eple son ou tande nan mo tankou *gentle* ak *juice*. Mwen pral baw yon mo òtograf epi ou pral di m si se lèt **g** oswa **j** ki reprezante son ou tande a.

Chè manm fanmi :

Spirit of Endurance se istwa enkwayab kèk eksploratè ki te gen objektif pou yo te premye mesye ki te travèse Antaktik la. Yo te rankontre kèk konkennchen zile glas ki te kòmanse andomaje bato yo a. Yo te abandone l epi yo te fè kan yo sou glas la. Pandan n ap li liv sa a nan klas la, m ap aprann konsènan tout lòt pwoblèm mesye yo te rankontre, epi ki fason yo te rezoud tout pwoblèm sa yo. Rekonèt pwoblèm ak solisyon yo nan yon liv se yon fason pou m kenbe konsantrasyon m sou sa ki enpòtan nan istwa a.



Teknik pou semèn sa a

Konpreyansyon : pwoblèm ak solisyon

Vokabilè : pati nan yon mo

Òtograf/Fonik : mo ki gen **g** oswa **j** tankou nan *general* ak *jeans*

Non _____

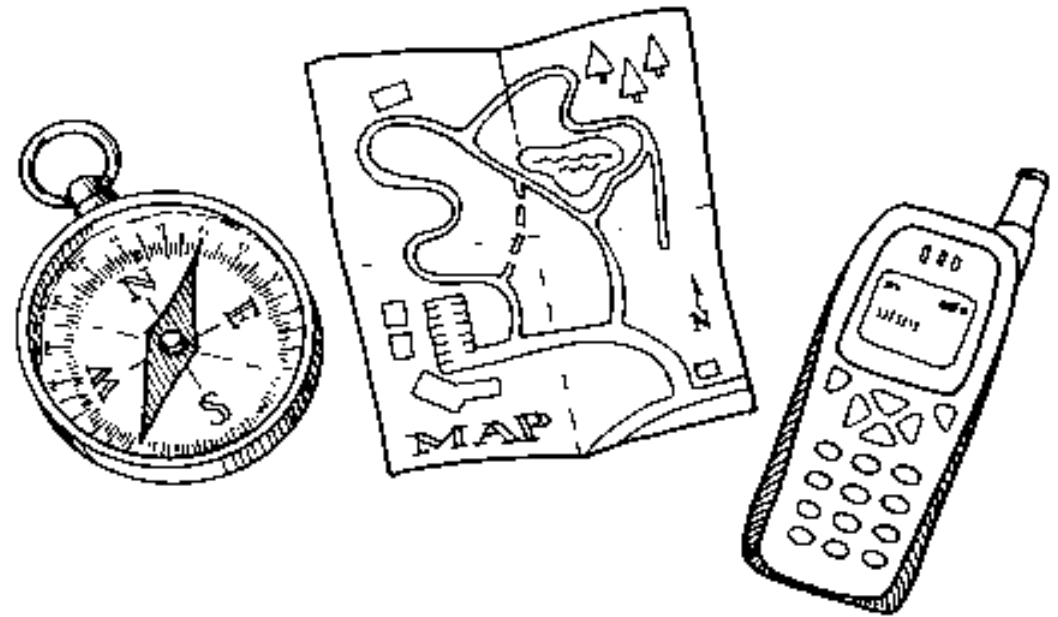
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Rezoud pwoblèm lan

Nou pral rezoud pwoblèm senk randonè genyen lè yo pèdi wout yo. Chak genyen yon atik ki pral ede yo tout.

- Li chak endis. Lè yon endis fè w konnen yon randonè pa gen yon sèten atik, desine yon **X** nan tablo a ki nan ranje oswa kolòn ki matche l la.
- Lè w gen kat **X** nan yon ranje oswa yon kolòn, ekri **Yes** nan rès kare ki rete yo.
- Lè w gen yon **Yes** nan yon kare, desine **X** nan nenpòt rès kare ki rete nan ranje a oswa nan kolòn lan.
- Kontinye gade de goch a dwat epi de wo an ba pandan w ap jwe, chèche pou wè kote w ka ekri **X** oswa **Yes**.

- Neither Elvis nor Tina have a map.
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