KING MIDAS AND THE GOLDEN TOUCH

by EMILIANO BERMEJO BLACK illustrated by RICK WHIPPLE

HOUGHTON MIFFLIN HARCOURT





by EMILIANO BERMEJO BLACK illustrated by RICK WHIPPLE

HOUGHTON MIFFLIN HARCOURT

Copyright © by Houghton Mifflin Harcourt Publishing Company

All rights reserved. No part of this work may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying or recording, or by any information storage and retrieval system, without the prior written permission of the copyright owner unless such copying is expressly permitted by federal copyright law. Requests for permission to make copies of any part of the work should be addressed to Houghton Mifflin Harcourt Publishing Company, Attn: Contracts, Copyrights, and Licensing, 9400 South Park Center Loop, Orlando, Florida 32819.

Printed in the U.S.A.

ISBN: 978-0-547-89032-6

1 2 3 4 5 6 7 8 9 10 XXXX 21 20 19 18 17 16 15 14 13 12

4500000000 A B C D E F G

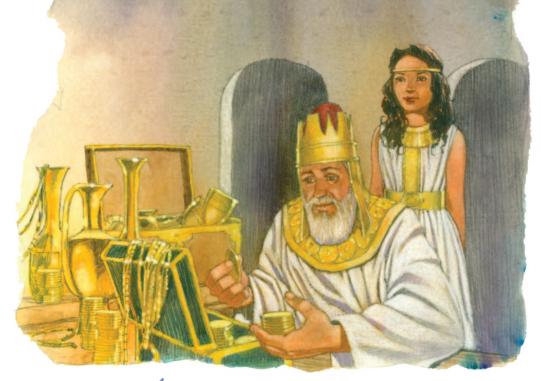
If you have received these materials as examination copies free of charge, Houghton Mifflin Harcourt Publishing Company retains title to the materials and they may not be resold. Resale of examination copies is strictly prohibited.

Possession of this publication in print format does not entitle users to convert this publication, or any portion of it, into electronic format.

There once was a king named Midas (MY-dus). He had everything that a king could wish for. He had a great kingdom. It stretched as far as the eye could see. He had great wealth and a grand palace. He had a beautiful daughter who loved him.

King Midas has a beautiful daughter.





Midas likes to count gold.

Although Midas had so many wonderful things, he loved gold more than anything else. His happiest moments were when he was alone in his gold room. There he liked to count the many pieces of gold that filled his treasure chests. Bacchus and Silenus pass through Midas's kingdom.

One day, the god Bacchus (BAH–kus) was passing through Midas's kingdom with a friend. Bacchus's friend Silenus (Sil–EE–nus) had grown tired of walking.

"I am going to rest for a short while," said Silenus. "Go ahead and I will catch up with you."

"Don't be long," said Bacchus. Then he went on his way. Silenus had only meant to stay there for a few minutes, but before long, he fell asleep.
When he awoke, Bacchus was already far away.
Silenus did not know what to do. He had never been to this kingdom. He did not know in which direction to go. Luckily for Silenus, Midas was hunting in the very same forest. It was not long after that Midas stumbled upon the unfortunate man.

Silenus falls asleep.

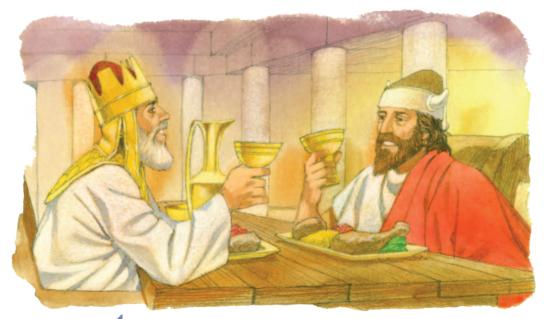


"I am lost," explained Silenus. "Can you help me find my way back to Bacchus?"

"If you are a friend of Bacchus, you are a friend of mine," Midas said. "Come back to my palace and rest for a while. I know where Bacchus lives. I will bring you there myself."

Midas finds Silenus.

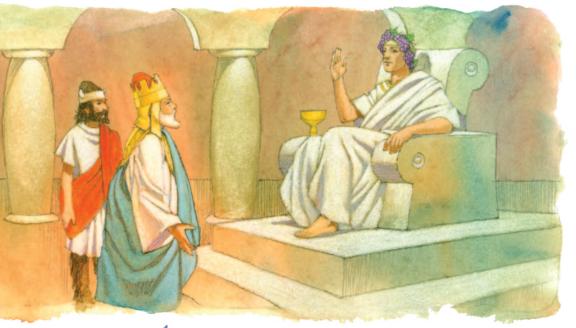




Silenus stays with Midas for ten days.

Midas treated Silenus as if he were a god like Bacchus. Midas would not let him leave. Each day Silenus would pack his bag. Each day Midas would convince him to stay one day longer. Silenus was very grateful, but after ten days, he could stay no longer. It was time for him to go.

"Okay then. I will take you to Bacchus," Midas said. And so he did.



I Bacchus grants Midas a wish.

Bacchus was very happy to see his lost friend. He wanted to reward Midas for his kindness. "Choose anything that you like as a gift, and I will give it to you," Bacchus said.
Midas did not have to think long. "What I should like," he declared, "is that everything I touch will turn to gold."

"Are you sure that you want that gift?" Bacchus asked.

"I am sure," Midas replied. So Bacchus granted his wish.

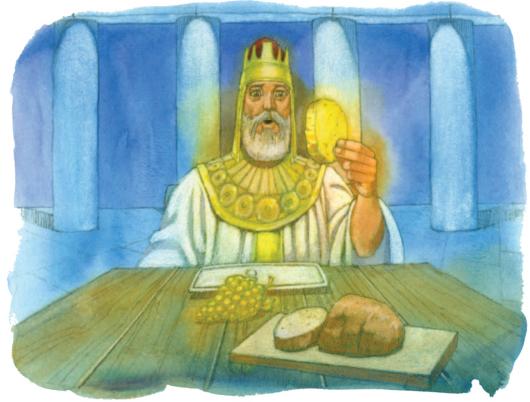
On his way home, Midas wanted to try his new gift. He picked up a twig from the ground. Instantly, the twig turned to gold. Then Midas picked a flower. It too turned to gold. He touched trees, bushes, and the walls of his palace. Each one turned to glittery gold.
Midas beamed happily. "I will soon be the richest man in the world," he boasted. Then he rushed inside his palace.

Everything Midas touches turns to gold.



When Midas got back to his palace, he was very hungry and thirsty. He picked up a bunch of grapes to eat, but they turned to gold. He picked up a piece of bread. It too turned to gold. Then he tried to take a drink of water, but the water turned instantly to gold, too.

Midas's food turns to gold.





📕 Midas doesn't like his gift anymore.

This was not what Midas had expected. Midas stared at the gold before him. He was now rich beyond his dreams, but he was miserable too. How could someone so rich feel so poor?

Midas now wished that his new powers would cease. He thought and thought, but he could not figure out a plan that would make this wish come true.



Midas turns his daughter into gold.

Just then, Midas's daughter walked into the room. Seeing her saddened father, she rushed towards him.

"No," Midas yelled when he saw her approaching. But it was too late. His daughter jumped into his arms and turned instantly to gold.

Luckily for Midas, Bacchus heard his cries and felt sorry for him. "Go to the river and wash your hands," Bacchus told him. "The river will wash away your powers. All will be as it once was."

📕 Bacchus helps Midas.





Midas's daughter is saved.

Midas did as he was told. As he washed his hands, he saw the gold flow from them and trickle away with the running water. Then Midas turned back to look at his home. He saw that everything had turned back to what it was before.

At the palace door, Midas's daughter waited for him. He hugged her and promised never to ask for such a gift again. He had learned that there were more important things than gold.

 read a does i is it so	a myth. Who is the t takes place? Wha lved? Copy and cor	nding Structure You ju myth about? When t is the problem and mplete the chart be characters, and plo	e d how low					
Characters:Setting:• King Midas• King Midas's kingdom• Bacchus• Bacchus's home								
	Plot • ? • ?							



Text to Self In this myth, King Midas makes a wish for something he really wants. If you could wish for anything in the world, what would it be? Write a paragraph to tell about your wish. Use words that help readers see or understand your wish.

	TARGET	VOCABULARY
acquir	е	declared
beam	ed	devised
boast	ed	glared
ceased	d	resourceful
coerce	2	unfortunate

TARGET SKILL Story Structure Examine details about characters, setting, and plot.

TARGET STRATEGY Question Ask questions before you read, as you read, and after you read.

GENRE A **myth** is a story that tells what a group of people believes about the world.

Level: N DRA: 30 Genre: Myth Strategy: Question Skill: Story Structure Word Count: 759









HOUGHTON MIFFLIN HARCOURT

1508008

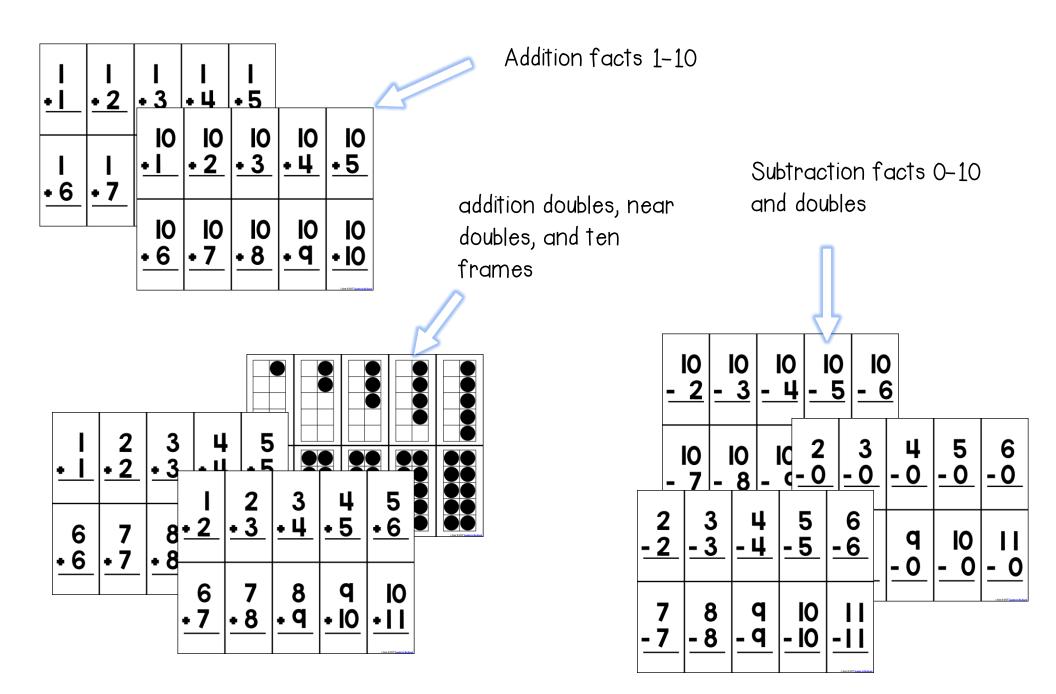
After reading, choose Questions I-6 are best questions 7-9 are best	9 MCNU I question and circle it. For fiction stories and t for nonfiction books. uestion in complete ser	Record							
l. Retell the three events that you think are the most important events in the story.	2. If you have not finished the story, what do you predict will happen next?	3. Would you be Friends with the main character? Why or why not?							
4. Compare and contrast this story to another story that you have read.	5. Who are the secondary characters? Are they important to the story? Why or why not?	6. Why is the setting important to the story? Explain how the story would have changed if the setting was different.							
7. What is the topic of your book? Why did you choose to read about this topic?	8. Share examples of the author's opinions. How do you know they are opinions and not facts?	q. Do some research on the author. Write a paragraph with important facts about the author.							
 Self CHECK I answered the entire question that I chose. I wrote in complete sentences. I used evidence and examples from the text to support my answer. I edited my work to make sure that it makes sense. 									

	P					
	E					<u> </u>
	P					Name: E
						E
	5					
	ÍΡ	300k Titl	C :		Bool	ok Author:
	ΡŬ		°			
	Ь					
	ſ					(
	₽—					,
	Ł					C C
	ł—					
	Þ					
	ــــــ					(
	ľ					(
	Þ					
	۲_					
	ľ					
	Ь—					· · · · · · · · · · · · · · · · · · ·
	r					(
	P					
	6					C C
	r					(
	Þ—					
	Ĺ					(
	r—					
	Þ					
						(
	P					(
	Ь					
	[—					(
	Ρ					(
	h —					
	r					(
	P					
	P_{-}					(
	r					
	⊅—					
	Ł					(
	۲		2	0	6	
	Þ	Completion				-
answered. answered. complete.	6		answered.	answered.	complete.	
complete sentences. complete complete	P	Sentences	Answer is not in complete sentences.	complete	complete	
sentences. sentences and part	Ь			sentences.	of the question is	
Thoughtf-uiness Answer shows little Answer shows Answer is	ſ	Thoughtfulness	Answer shows little	Answer shows		(
effort or thought. Imited thought. Thoughtf-ul.	₽			-		-
Text Evidence Answer does not include text evidence. Answer has limited use of text evidence. Answer is supported with significant text evidence.	Ь		include text evidence.	use of text	supported with	
	H	C all+1				E
Editing Answer has many errors. Answer has some Answer has very few errors.	H	EaiTing	errors.	errors.	few errors.	E
	5		·		·	TTT

(

Not So Wimpy Teacher

Math Fact Flashcards





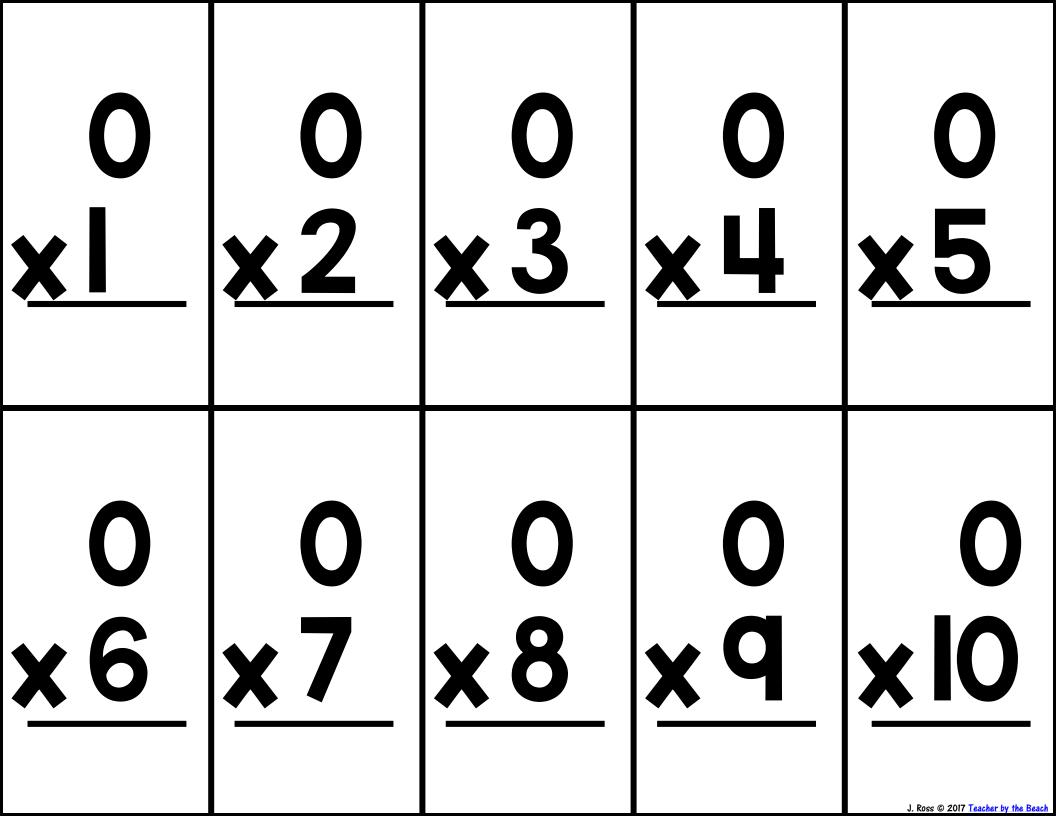
To prep these flashcards, I make about 4 sets of each, all different colors. They go in separate baggies. I use a door shoe rack to store them in.

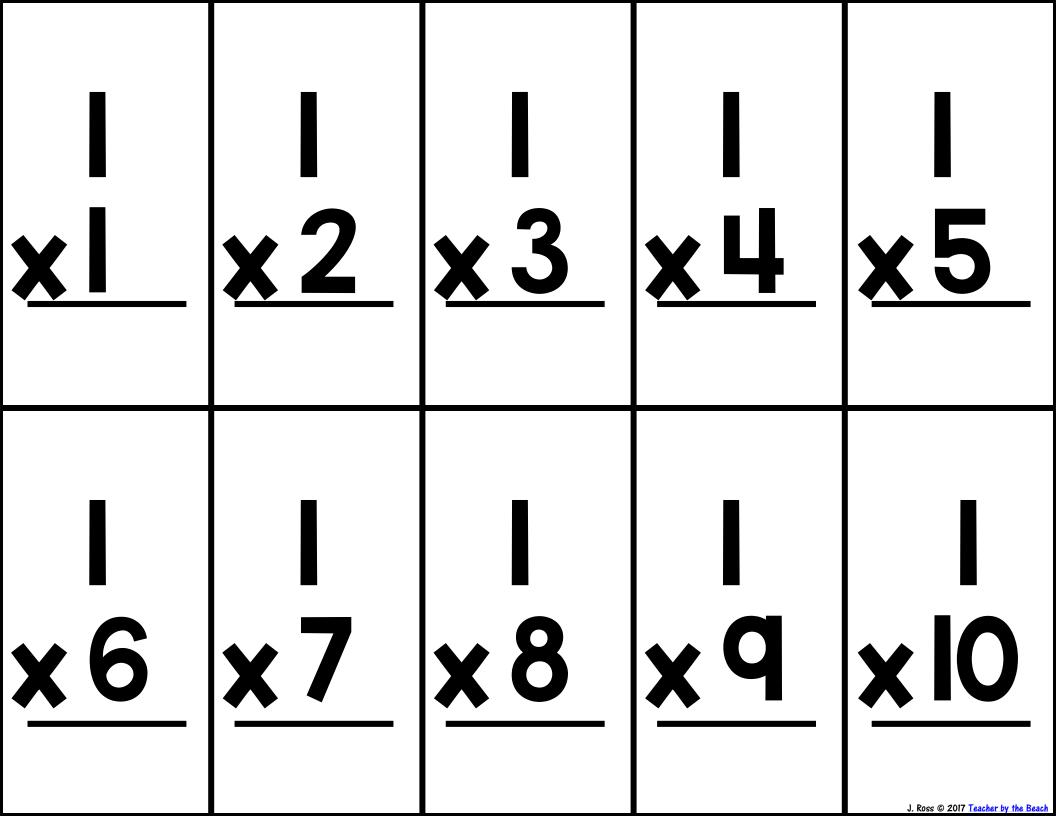
I label each pocket with a dot sticker.

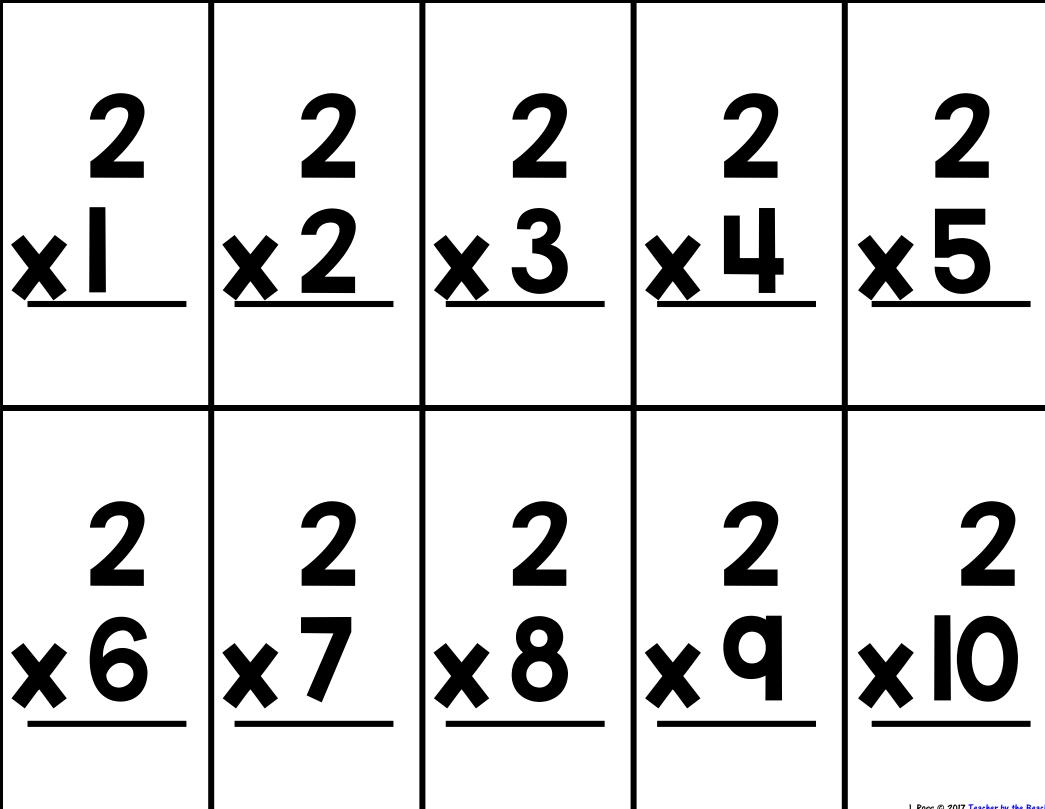
As the Kids pass their quizzes, they move their clips and they can grab those baggies to practice during their "free" time throughout the day.

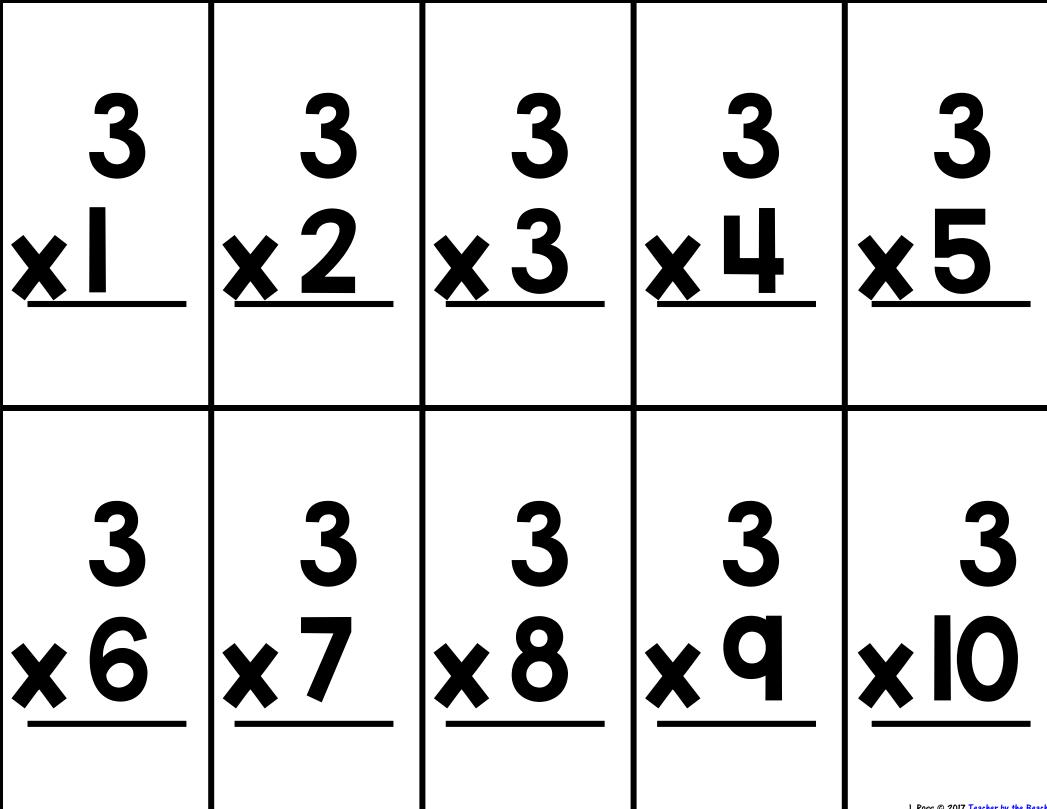
If a student is struggling with a certain fact set, I'll let them take it home to practice with their parents and bring back.

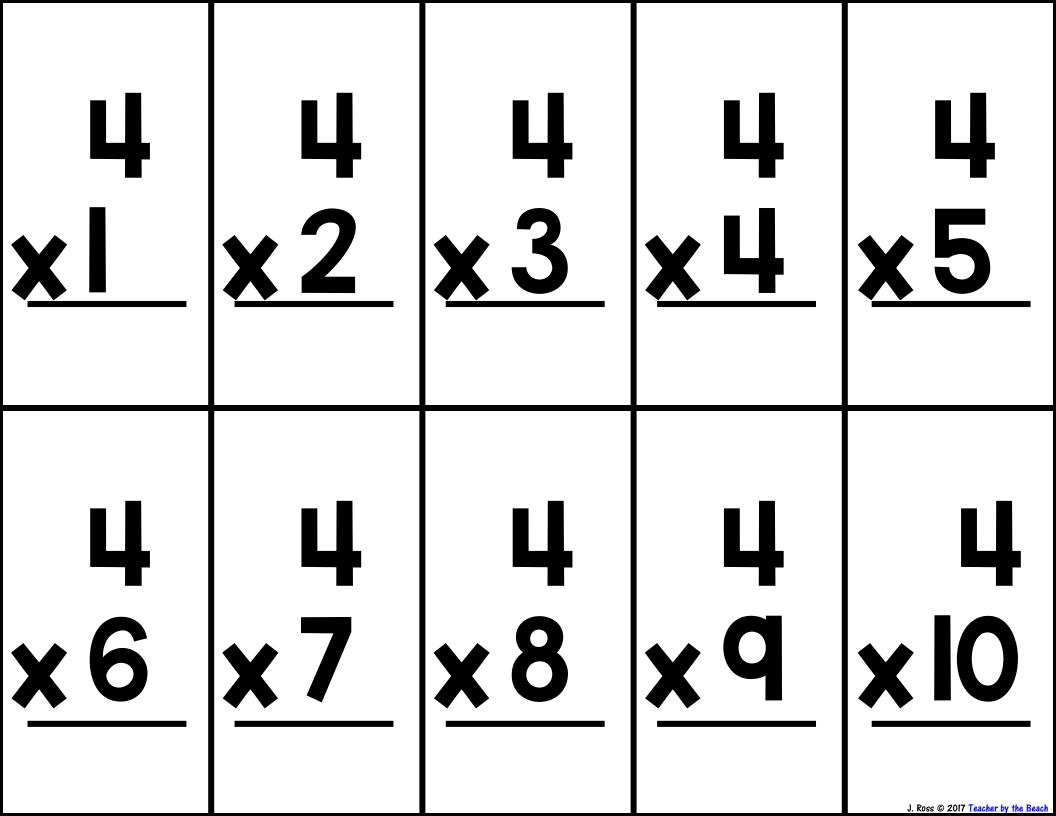
Included are the facts for addition 1–10, doubles, near doubles, ten frames, and subtraction 0–10

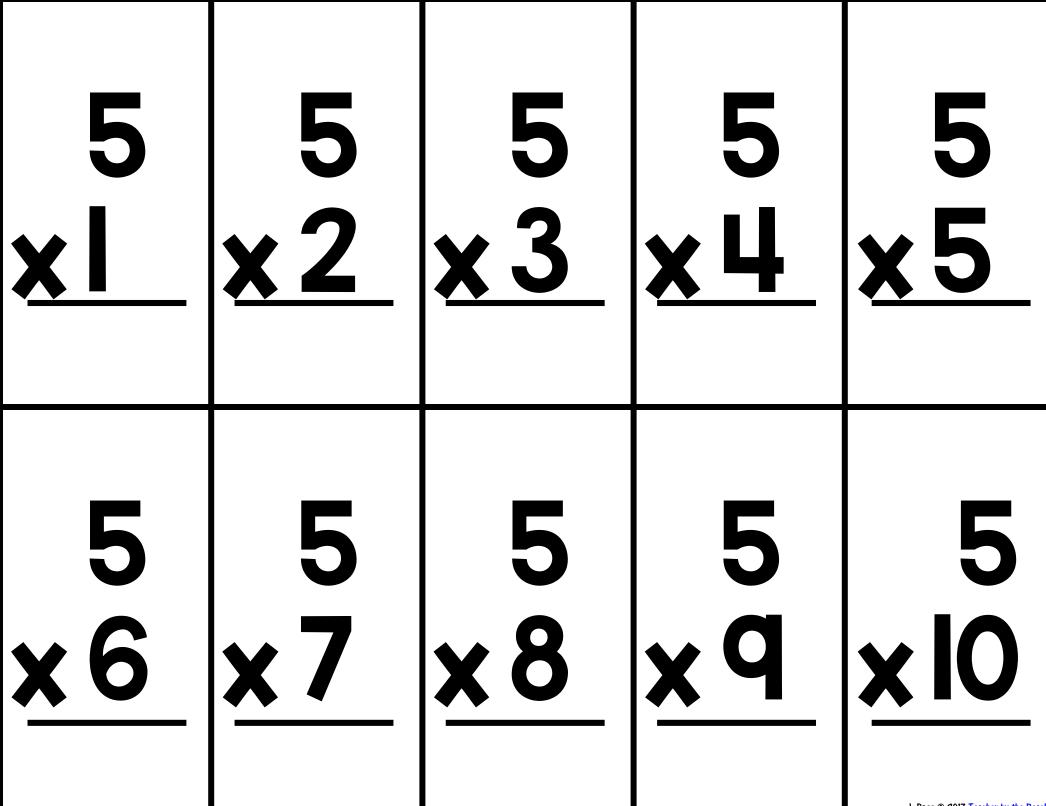




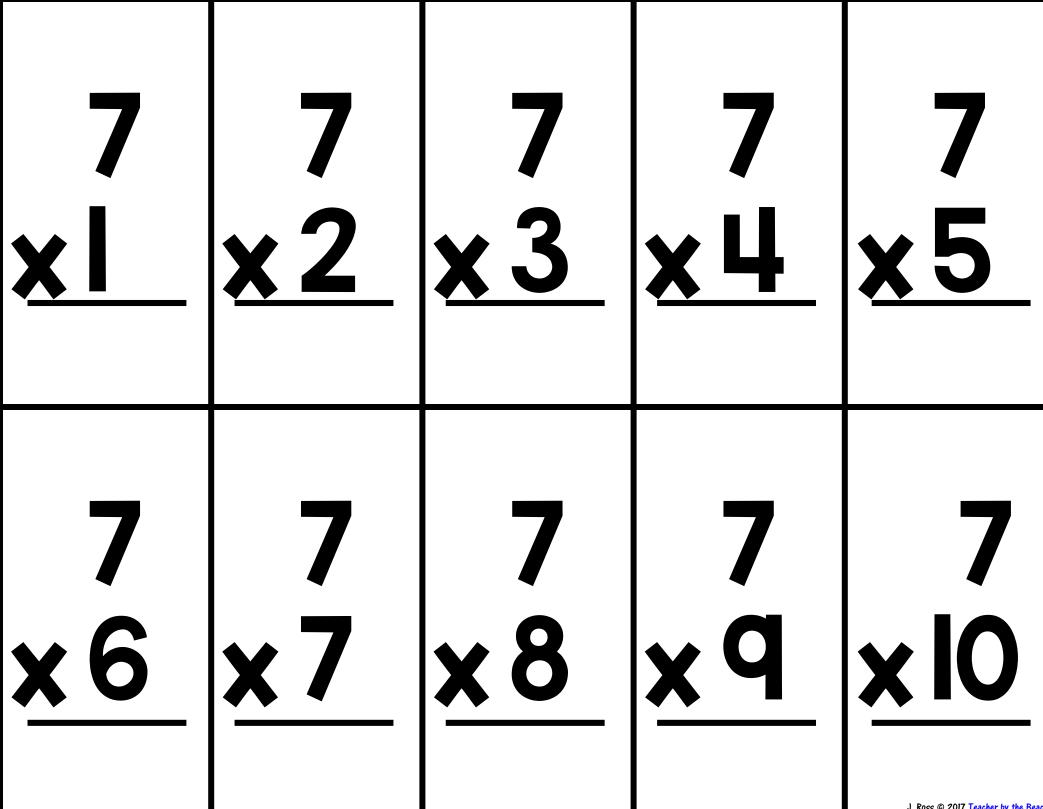


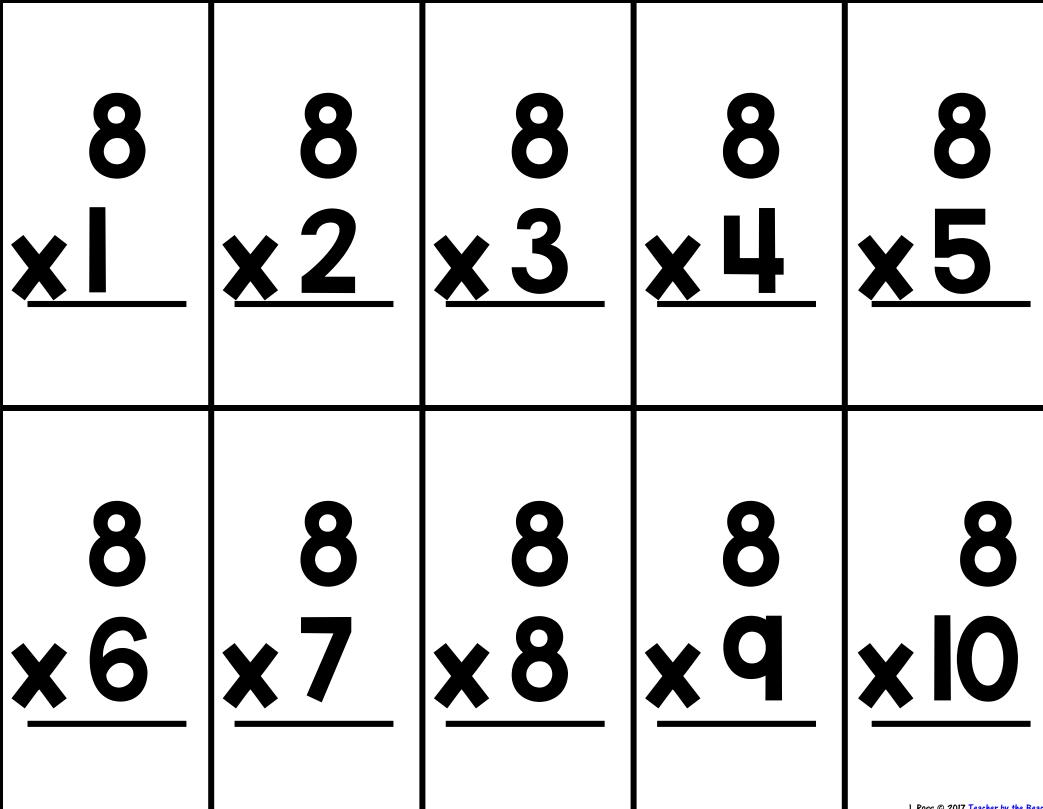


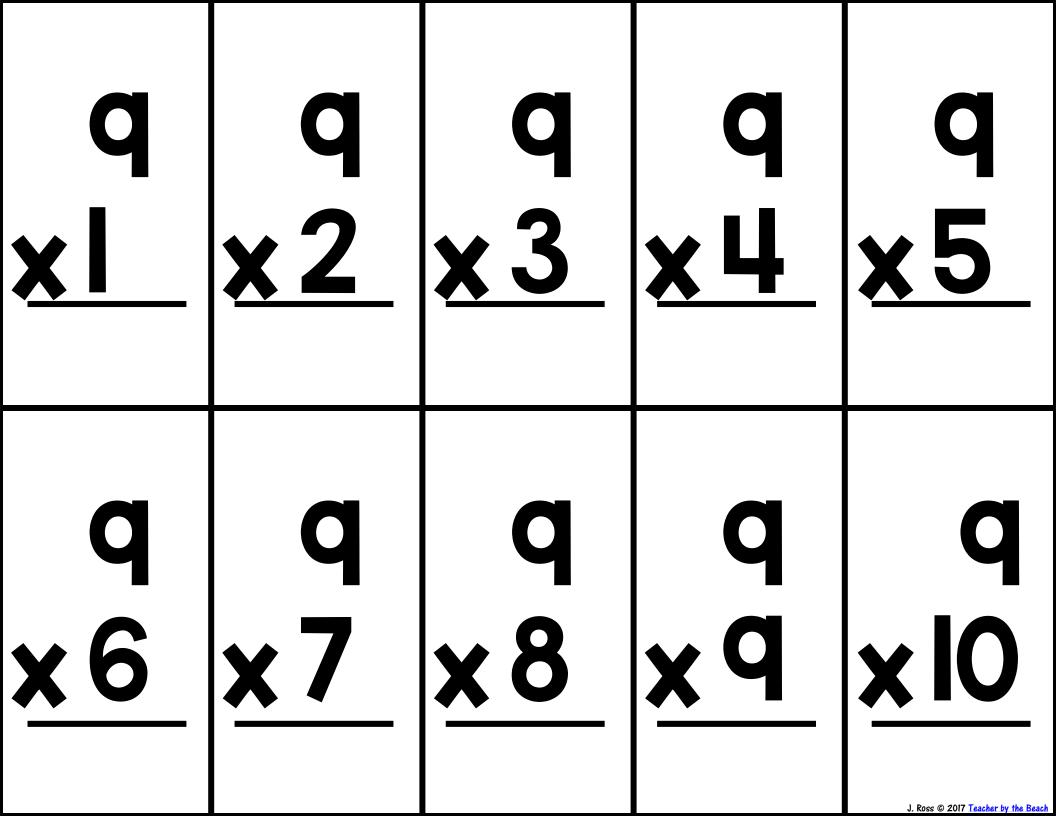


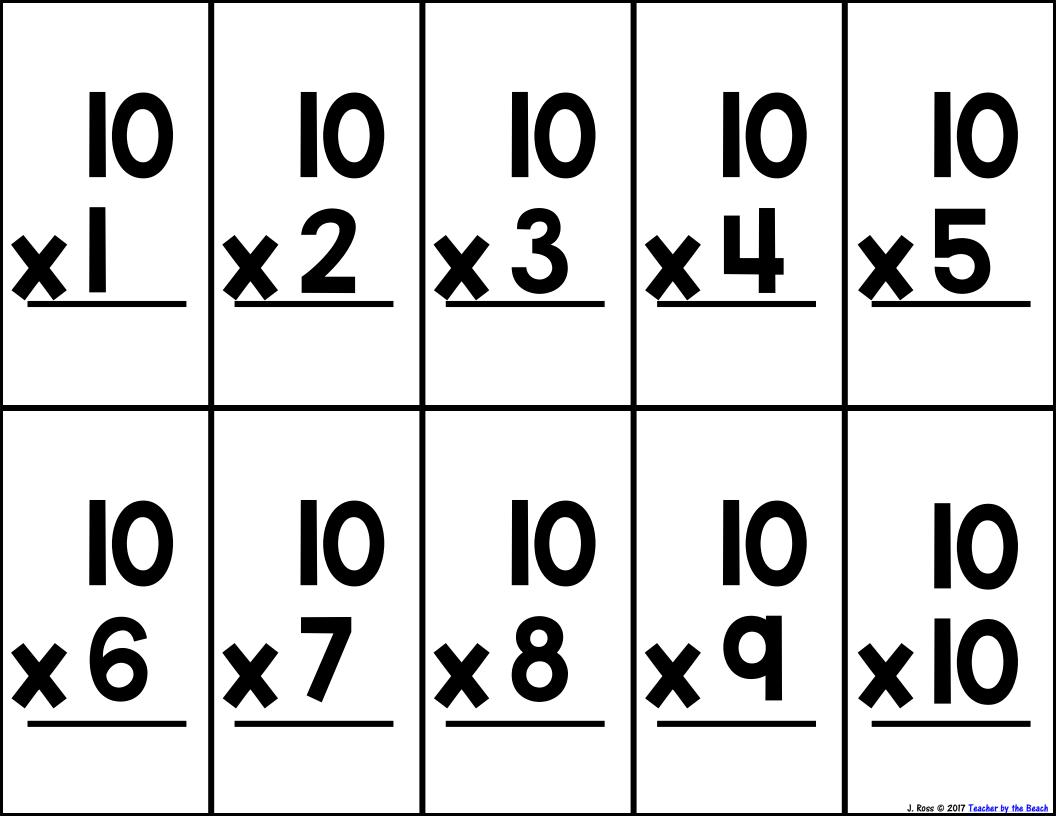


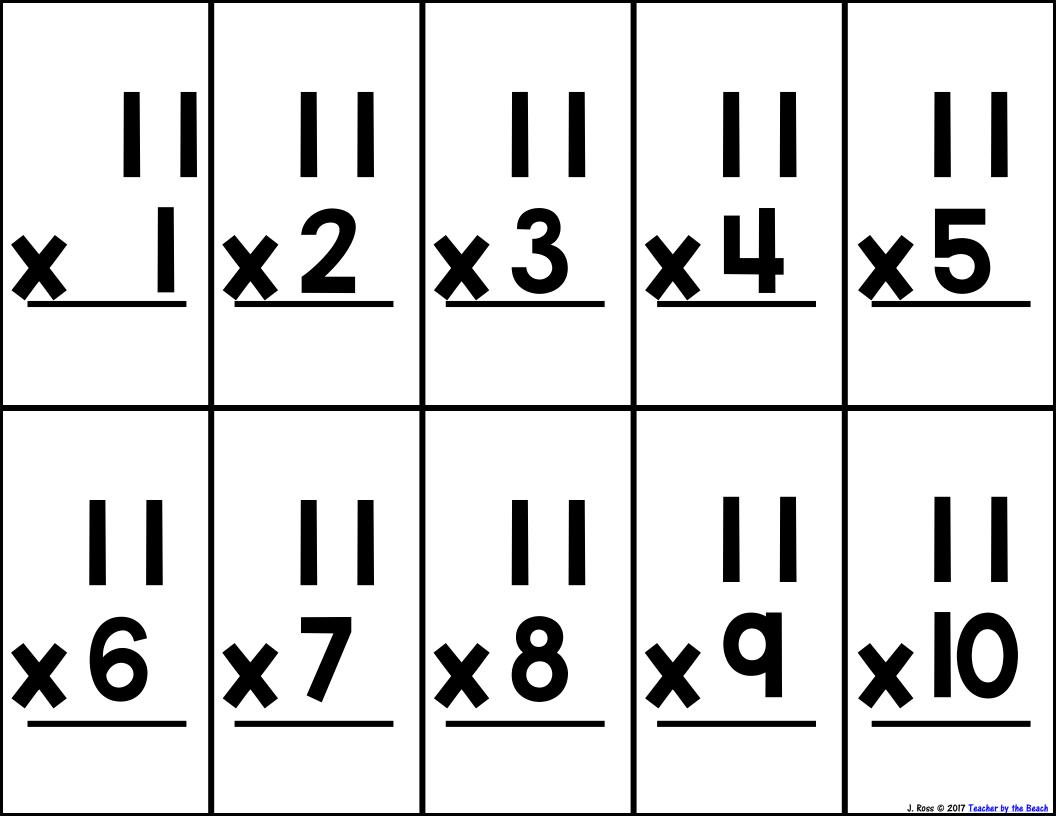
6	6	6	6 x 4	6
×I	x 2	x 3		x 5
6 × 6	6 × 7	6 x 8	6X	6 5 6 10 0 0 0 0 0 0 0 0 0 0 0 0 0

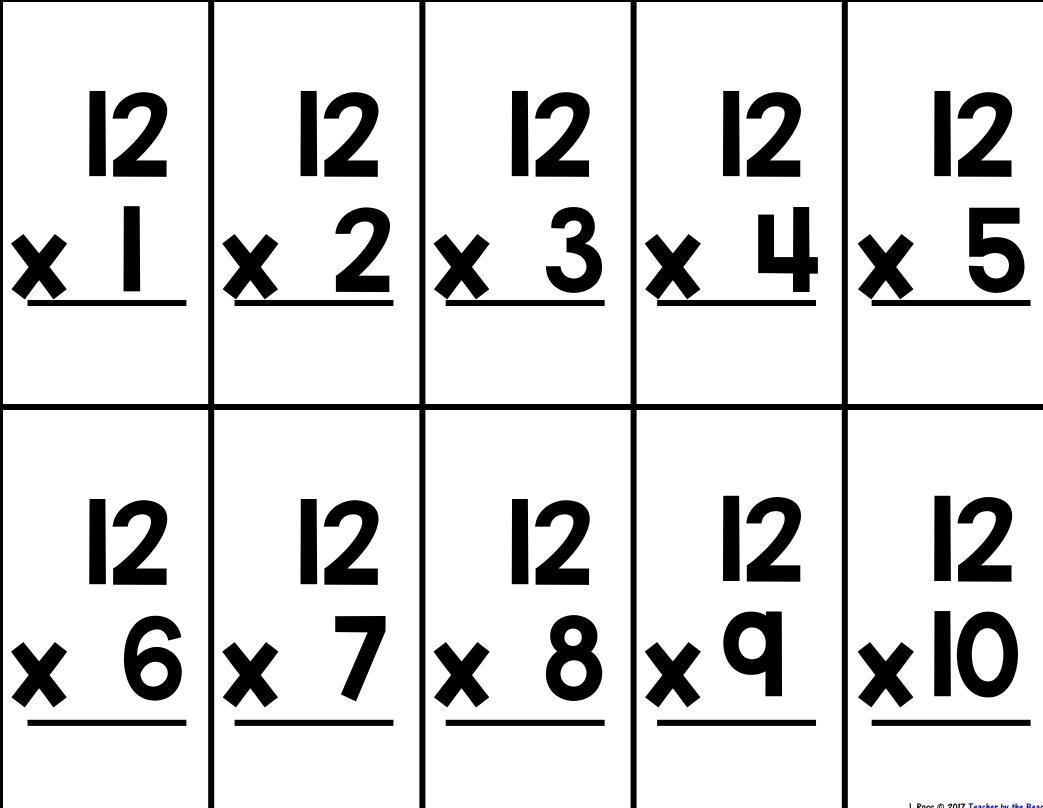












				<u> -</u>			/			1	-1	
١	1U	+	ip) i (20)+	iC	n	T	0	bl	C
x	1	2	3	4	5	6	7	8	9	10	11	12
1	I	2	3	Ч	5	6	7	8	q	Ю	I	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	q	12	15	18	21	24	27	30	33	36
4	Ч	8	12	16	20	24	28	32	36	40	ЦЦ	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	Щ	21	28	35	42	Цq	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	q	18	27	36	45	54	63	72	81	90	qq	108
10) 10	20	30	40	50	60	70	80	90	100	110	120
11		22	33	ЦЦ	55	66	77	88	qq	IIO	121	132
12	2 12	24	36	48	60	72	84	96	108	120	132	44

1

~

1

(

data

<u>--</u>

۶.

5

, , ,

Diary of a Not So Wimpy Teacher