

# *Blacker's Bulletin #20*

## Class News

**Khan Academy:** This week in math we have our first quiz on reading and interpreting picture and bar graphs. We will also be learning about graphing data on line plots. If you have not already done so, please connect with our class on Khan Academy. Please let me know if you have trouble connecting.

**Distance Learning Packets:** Our packets this week include a Reading Menu, cursive practice pages, a graphic organizer for practicing the reading focus skill, a leveled reader and a Daze passage. This week, we will use the leveled reader for fluency practice and skill practice.

**Fluency Practice:** This means repeated reading out loud of the first section of the text. Please read out loud with your student each day from the leveled reader, pages two through five. Repeated reading of the same passage builds reading fluency.

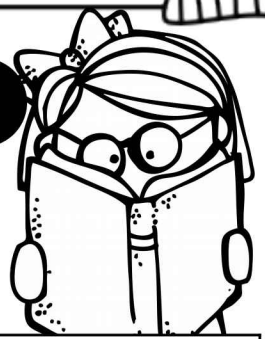
**Skill Practice:** This week we are practicing identifying the story structure and naming the elements. Elements of story structure include characters, setting, problem, events and solution. Please support your student with completing the story map identifying the story elements you find in the leveled reader.

## Homework

1. Khan Academy math assignments
2. Read leveled reader pages 2-5 each day out loud
3. Finish leveled reader at least once
4. Complete graphic organizer "Story Structure: Story Map"
5. Reading Menu 25
6. Daze #13
7. Cursive Z-G-S-Q-I
8. Read at least 20 minutes each day



# READING MENU 25



After reading, choose 1 question and circle it. Questions 1-6 are best for fiction stories and questions 7-9 are best for nonfiction books. Record your answer to the question in complete sentences.

1. How does the main character feel about the problem in the story? How do you know?	2. How is this story different than the stories you usually read? Explain.	3. What is your least favorite part of the story? Why?
4. Choose one character from the story and explain their likes and their dislikes.	5. Write a letter to the main character and give him or her some advice about solving the problem.	6. If you have not finished the story, what do you predict will happen next?
7. Which fact did you find the most interesting? Explain why.	8. How did you use the table of contents, index or glossary while reading? Give specific examples.	9. Will you read more books about this topic? Why or why not?

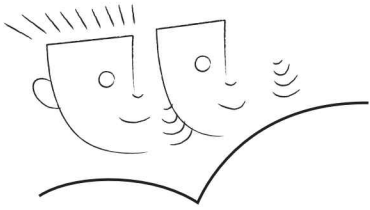
## SELF CHECK

- ☐ 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.

Name: \_\_\_\_\_

Book Title: \_\_\_\_\_ Book Author: \_\_\_\_\_

	0	1	2
Completion	Question is not answered.	Question is partially answered.	Answer is complete.
Sentences	Answer is not in complete sentences.	Answer is in complete sentences.	Answer is in complete sentences and part of the question is used in the answer.
Thoughtfulness	Answer shows little effort or thought.	Answer shows limited thought.	Answer is thoughtful.
Text Evidence	Answer does not include text evidence.	Answer has limited use of text evidence.	Answer is supported with significant text evidence.
Editing	Answer has many errors.	Answer has some errors.	Answer has very few errors.



Name: \_\_\_\_\_

## Practice 1

After playing in the dirt, Sam went 

home
summer
was

 to wash her hands.

## Practice 2

On her way home, she 

chair
sleep
saw

 an ice cream truck.

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C: \_\_\_\_\_

I: \_\_\_\_\_

AS: \_\_\_\_\_

## Known for Courage

Leaping across the boulders leading to the lighthouse, Ida pulled her shawl tightly around her.

“What a busy morning it's going to 

aloud
blew
be

,” she said aloud. Ida knew that 

someone
if
hear

 she didn't clean

the prisms on the 

lighthouse
reached
couldn't

 light, it wouldn't be bright enough to 

could
oars
help

 guide the sailors entering

the harbor.

Busy
Moving
When

 she reached the small lighthouse, Ida 

leading
pulled
bright

 open the heavy door and stepped inside.

She 

day
seconds
put

 out the oil lamp and trimmed the 

wick
pulled
were

 before relighting it. She finished the 

rest
barely
slid

 of

her chores quickly. She wanted to 

get
became
chores

 back home before the big storm 

lamp
blew
short

 in. Making her way

back to her 

it's
aboard
house

, Ida heard the cries of gulls and the 

heavy
waves
blast

 of a horn from a ship at 

sea
island
someone's

.

As the hours passed, the day 

back
became
heard

 gray and bleak. A frosty chill 

said
enough
settled

 on the island. The

wind grew 

dangerous
crying
more

 forceful. Inside, Ida had moved her 

grew
blast
chair

 closer to the fire and picked up her

mending
would
ran

 basket when she heard a voice 

arms
crying
wind

, “Help! Someone's drowning!”

In an instant, Ida 

morning
gulls
leapt

 from her chair and ran out of the 

tilt
finished
house

, calling for her brother to

follow. She halfway lighthouse was moving too quickly to hear her going neighbor's basket plea. "Stop! It's dangerous!" the

neighbor be shouted one, but Ida couldn't hear her voice over the cries crashing noticed waves.

Seconds later, she was rowing the boat calling struggle through the choppy seas. Even though her

neighbor help arms were strong from years of rowing back big if and forth to the mainland, Ida had to neighbor's struggle slamming to

keep the boat on course. Quickly Halfway Also out, a huge wave crashed into the bow moved water, causing the boat to tilt to

leaping one leapt side. Ida barely noticed the wave or the water open trimmed at her feet. Instead, she held her first too gaze on

the two men bobbing in the water later fire ahead.

Straining to pull the oars through the water, she small slid men the boat beside the first man. Ida

gasping tried instead to steady the boat against the wanted clean slamming waves. Her brother pulled the man aboard storm saw. At that

moment, she saw the passed saving second man disappear beneath the water for a more mainland short time. She could tell

that his strength second steady was running out.

Minutes later, the oil keep second man was also safely in the forceful boat instant, and Ida had turned the boat

toward 

held  
guide  
shore

 . The two men, gasping for air, 

gaze  
tried  
prisms

 to thank Ida and her brother for 

knew  
turned  
saving

 them.

“What would you do if you 

wouldn't  
boat  
saw

 someone drowning?” she said calmly.

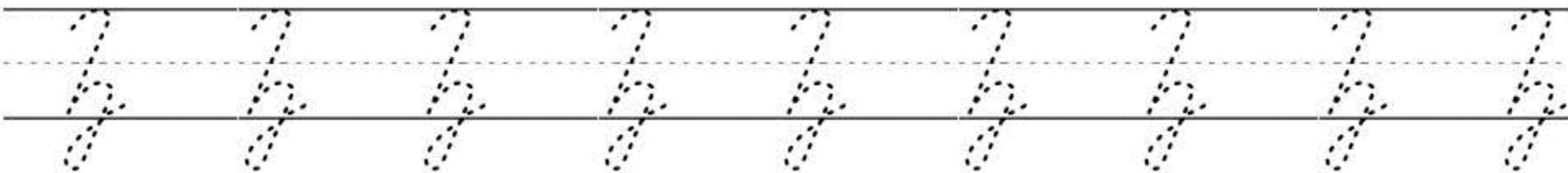




z/z

Name \_\_\_\_\_

Trace the dashed letters.



Write the letters on the lines. Try to make your letters look like the models.

z

Write the connected words. Remember not to lift up your pencil until you get to a space!

zoo

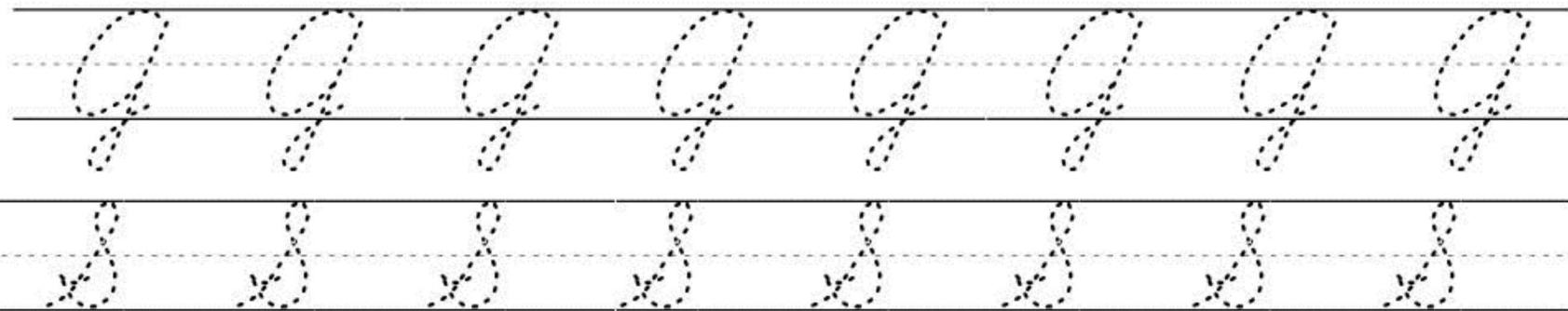
bag

zipper

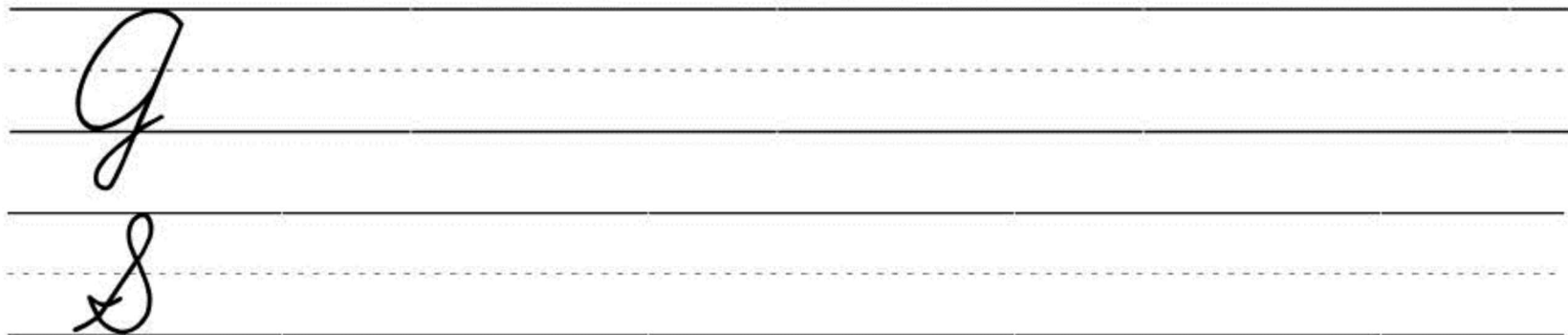
# G/g and S/s

Name \_\_\_\_\_

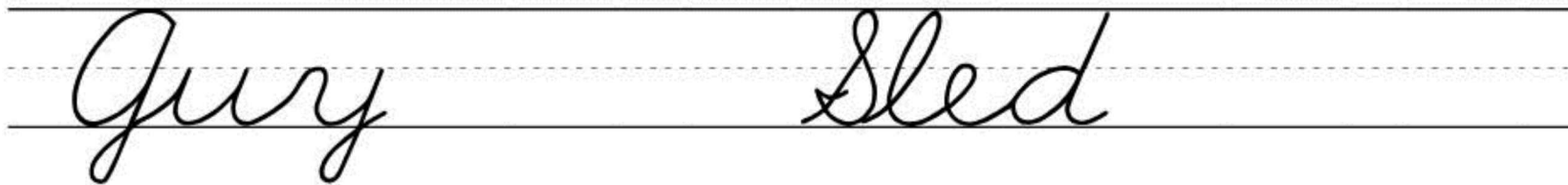
Trace the dashed letters.



Write the letters on the lines. Try to make your letters look like the models.



Write the connected words. Remember not to lift up your pencil until you get to a space!



Q/q

Name \_\_\_\_\_

Trace the dashed letters.

Q Q Q Q Q Q Q Q Q

Write the letters on the lines. Try to make your letters look like the models.

Q

Write the connected words. Remember not to lift up your pencil until you get to a space!

Quit

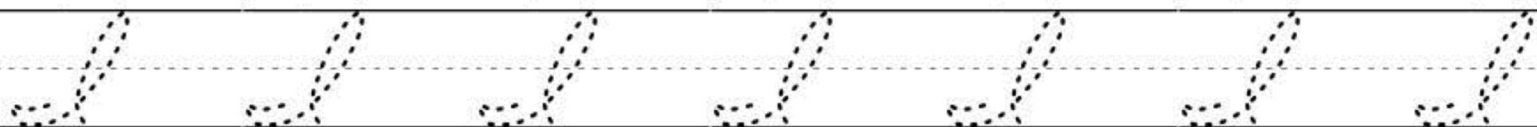
Quill

Question

I/i

Name \_\_\_\_\_

Trace the dashed letters.



Write the letters on the lines. Try to make your letters look like the models.

I

Write the connected words. Remember not to lift up your pencil until you get to a space!

Inside

Ice

Isn't

Name \_\_\_\_\_ Date \_\_\_\_\_

# Story Map: Story Structure

**The Tale of the  
Ungrateful Tiger**  
Graphic Organizer 11

Title *The Tale of the Ungrateful Tiger*

**Characters:** Tiger, Little Boy,  
Rabbit

**Setting:** A village

**Problem:** Tiger grabs the boy and is going to eat him.

**Events:**

**Solution:**

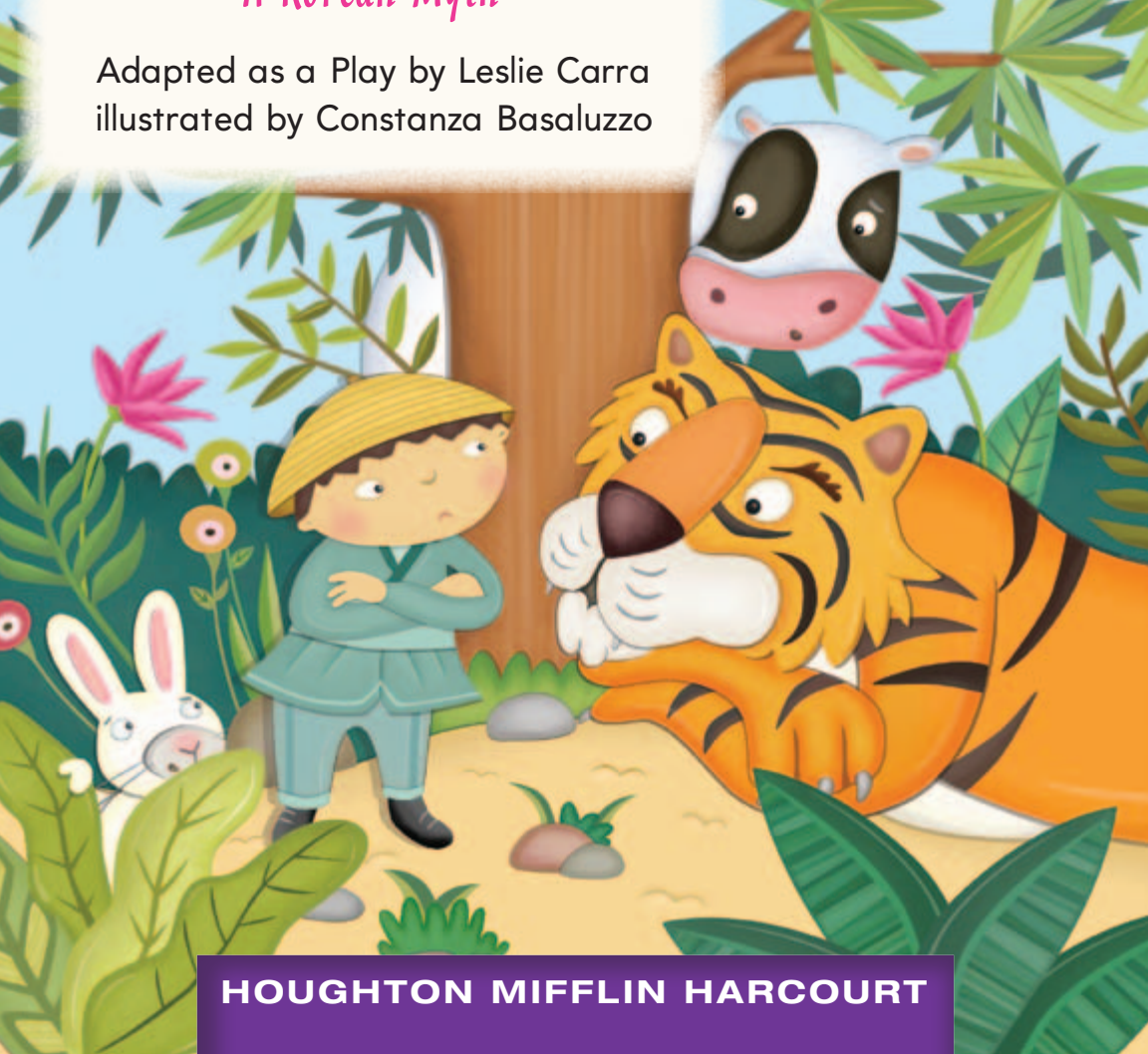




# *The Tale of the Ungrateful Tiger*


*A Korean Myth*


Adapted as a Play by Leslie Carra  
illustrated by Constanza Basaluzzo



HOUGHTON MIFFLIN HARCOURT




 NARRATOR: In a tiny village in Korea, a hungry tiger wanders through the streets. He is always ready for a meal, and the people are terrified of him. They are so frightened that they stay in their homes, **glancing** out their windows as the tiger looks for food.

 VILLAGER 1: What are we going to do about the hungry tiger? It is becoming quite a **burden** to stay in our homes all day.









 **NARRATOR:** The villagers argue all night, long after they get **drowsy** and want to go to sleep. By morning, they have agreed on a plan.


**VILLAGER 2:** Finally, we have come to an agreement! We'll set a trap for the tiger by digging a deep hole in the earth.

 **VILLAGER 1:** Exactly! We'll leave a little bit of red meat in the hole and cover the hole with leaves and twigs. When the tiger falls into the hole, he'll be stuck! He'll never bother us again.



 **NARRATOR:** The villagers work together to set the trap. Some of the people stand guard, waiting for the tiger. The others choose a spot by the **base** of a tall tree, and use their shovels to dig a huge hole.

**VILLAGER 2:** All right, our trap is set. Now get back to your homes! The tiger will probably come wandering by soon, looking for a meal. He'll smell the meat in our trap and fall into the hole.


 NARRATOR: All the villagers go to their homes to wait for the tiger. But one little boy wants to keep watch. His parents tell him to go to sleep, but he **ignores** them and sneaks out of the house.

LITTLE BOY (*whispering*): Tiger....Tiger...where are you? I dare you to come this way and try to eat me....

 (*Tiger enters, looking around for food.*)


NARRATOR: Soon enough, the tiger appears, **greedily** licking his lips as he looks for food. Thinking the little boy looks tasty, the tiger grabs for him. But suddenly there is a **CRASH!** The tiger has fallen into the deep hole!



 LITTLE BOY (*laughing and holding his belly*): We caught you, you greedy tiger! We outsmarted you this time.

TIGER (*roaring*): **ARRRRRRRR!**

LITTLE BOY: Sorry, Tiger, but that was just so easy!

 TIGER: Please, please, young man! Please help me. I'll die if you leave me in here. If you help me get out of here, I promise I'll go to another village. I won't eat you, and I'll never come back here again.







 LITTLE BOY: You won't eat me? Are you sure?

TIGER: You have my word, young man. Please, just help me out of this big hole.

NARRATOR: The little boy believes the tiger, so he grabs a long branch. Tiger grabs hold of the branch and climbs out of the hole.




 *(Tiger leaps at the little boy and growls.)*


TIGER: Thank you, young man! Now I can eat you for a snack, just as I planned.

LITTLE BOY: But, Tiger, you promised you wouldn't eat me!


TIGER *(laughing)*: Oh, don't be silly! You know you can't trust a hungry tiger. And tigers are always hungry! I'll eat you without a moment's **hesitation**.

 LITTLE BOY: Hold on a minute, Tiger. Before you eat me, let's ask that cow over there for her opinion about our disagreement.

NARRATOR: Since the tiger likes games, he agrees to ask the cow her opinion.


 LITTLE BOY: Cow, this tiger promised not to eat me if I helped him out of the trap. I helped him, but now he wants to eat me anyway! Is that fair?

*(Cow chews on some grass, looking sad.)*

 COW: Well, everyone makes me work hard all the time. Who else has to eat grass all day, every day? No one appreciates me. Go ahead and eat him, Tiger.


TIGER: Thanks for your advice, Cow. I think I'll have my snack now.



 (Tiger crouches down and licks his lips.)

LITTLE BOY: Wait! Please, Tiger! I think we need a second opinion. Let's ask the rabbit what he thinks.

TIGER (*rolling his eyes*): Oh, all right, young man. But hurry up because I am getting hungry!

 LITTLE BOY (*turning to Rabbit*): Rabbit, what do you think? Should Tiger be allowed to eat me after he promised not to?

NARRATOR: The rabbit thinks about this for a moment.








🔊 RABBIT: Before I make my decision, I need to see exactly what happened. Show me the trap.

NARRATOR: They make their way to the big hole where Tiger had been trapped.


🔊 RABBIT: Now, Tiger, show me exactly where you were when this young boy wandered by.

TIGER: Come on, Rabbit, I'm starving! Look, I was just down here like this....*(Tiger leaps into the hole.)* Wait, I'm stuck again! Let me out of here!




 **RABBIT** (*turning to the boy*): Young man, that was very careless of you. You almost ended up getting eaten for lunch. You should know better than to trust a hungry tiger!


**NARRATOR**: Finally, Rabbit is finished **scolding** the little boy.

 **LITTLE BOY** (*hanging his head*): Sorry, Rabbit. It was very silly of me! My parents are going to be very upset with me.



 NARRATOR: When he sees the boy so upset, Rabbit tries to **console** him.

RABBIT (*patting the boy on the shoulder*): Listen, young man, you learned an important lesson today—humans should not make deals with tigers!

 LITTLE BOY: You're right, Rabbit. I've learned my lesson today. If you hadn't helped me out, I would have ended up in the tiger's stomach! You're a **heroic** rabbit for saving my life.

NARRATOR: Happy to be alive, the little boy rushes home to his parents, who are very glad to see him. Rabbit returns to his burrow for dinner. And as for Tiger...

TIGER (*growling from the hole*): **ARRRRRRRRR!**



## Responding



### TARGET SKILL

**Story Structure** What happens to the little boy after he trusts the tiger? Copy and fill in the chart below.

<b>Characters:</b> Tiger, Little Boy, Rabbit	<b>Setting:</b> A village
<b>Problem:</b> Tiger grabs the boy and is going to eat him. <b>Events:</b> ? <b>Solution:</b> ?	



## Write About It

**Text to Self** Write a note to Rabbit. Tell him how you think he outsmarted the tiger.





### TARGET VOCABULARY

base  
burden  
console  
drowsy  
glancing

greedily  
heroic  
hesitation  
ignores  
scolding



### TARGET SKILL

#### Story Structure

Name the setting, characters, and plot in a story, myth, or play.



### TARGET STRATEGY

#### Summarize

Tell the important parts of a story or play in your own words.



### GENRE

**Myth/Play** A myth is a story or tale that has a message or lesson. It can be written as a story or as a play.