



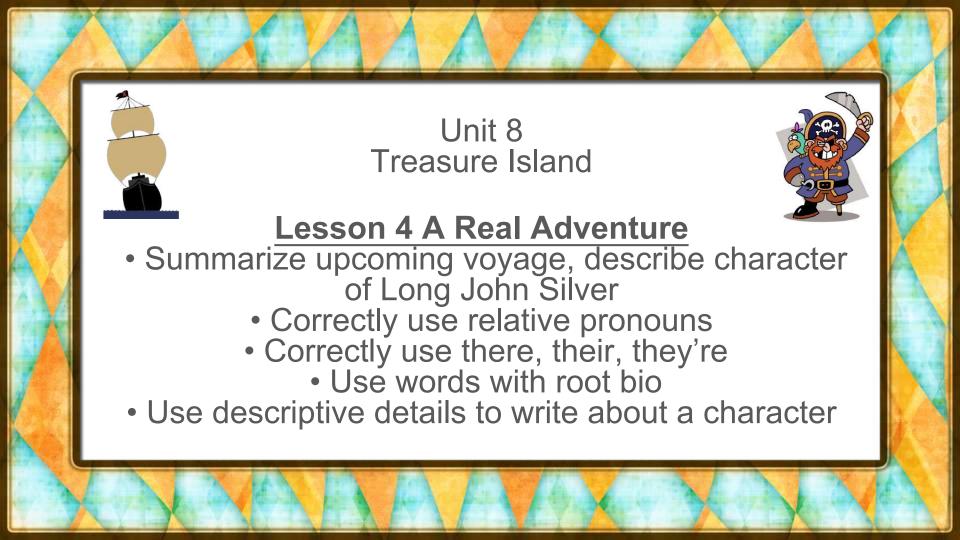
- Identify significant events of chapter, summarize key details
- Accurately use modal auxiliaries and verb to be
  - Identify meaning of words with root bio
  - Select setting for original adventure story





### **Lesson 3 Characters in Adventure Stories**

- Identify key details in chapter, show understanding of figurative language
- Use descriptive details to create character for adventure stories

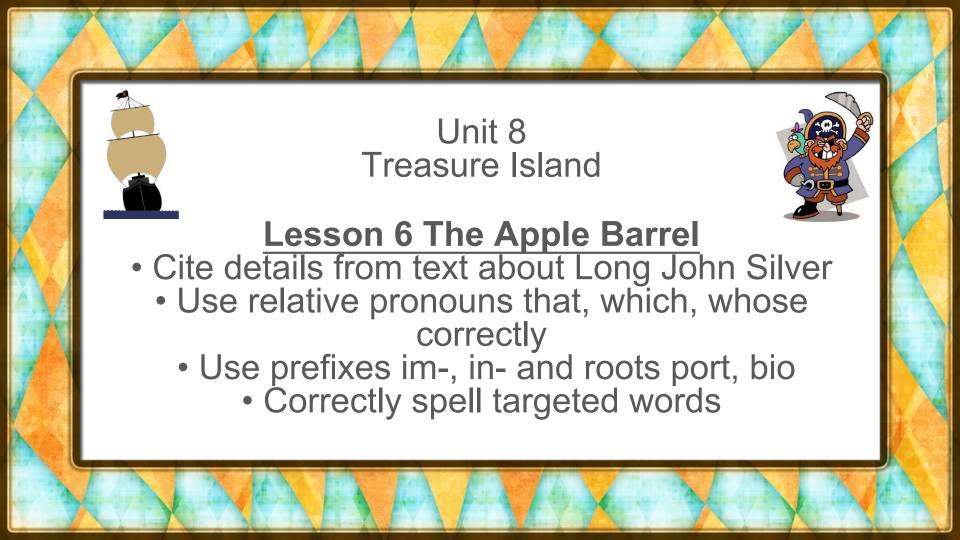






### **Lesson 5 Interpreting Figurative Language**

- Determine meaning of descriptive words and phrases, identify figurative language
- Compose paragraphs about character using details







### **Lesson 7 Planning an Adventure Story**

- Demonstrate understanding of descriptive language and literary devices in text
  - Plan own adventure story





### Lesson 8 The Man on the Island

- Summarize events; distinguish between trustworthy and untrustworthy characters
  - Write introduction to adventure story





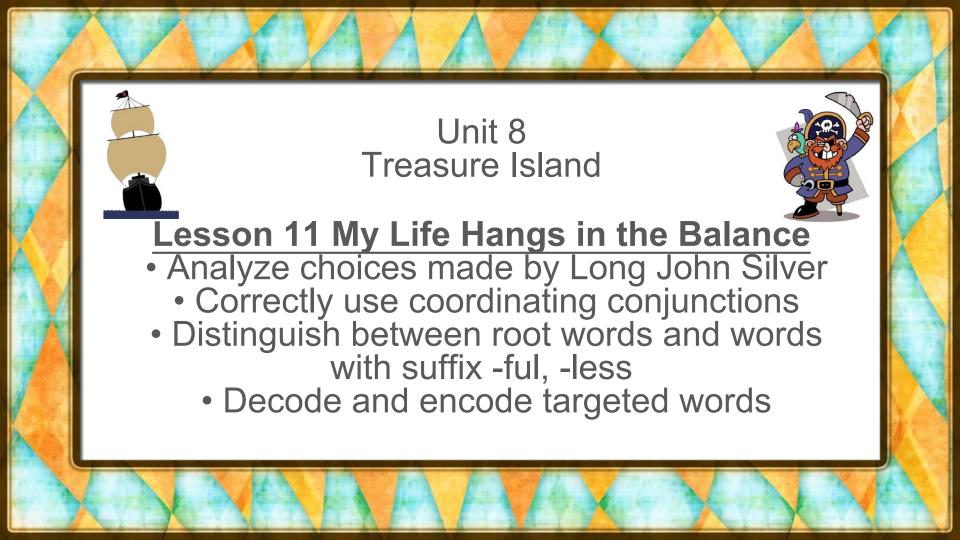
- Summarize significant events, make inferences about character relationships
  - Accurately use relative pronouns who, whom, that, which, whose
- Accurately use words with prefixes im-, in-, and words with roots port, bio
  - Correctly spell targeted words





#### **Lesson 10 "Shiver Me Timbers"**

- Correctly spell targeted words
  Analyze choices made by Jim Hawkins, use details from text
- Incorporate dialogue to develop experiences and events in adventure story







### **Lesson 12 Drafting an Adventure Story**

- Demonstrate understanding of figurative language and literary devices
  - Start drafting adventure stories





### **Lesson 13 The Adventure Comes to an End**

- Discuss key points about climax and resolution of story
- Draft body and revise introduction of adventure story





#### **Lesson 14 The Character of Treasure Island**

- Explain changes Jim Hawkins experiences over course of story
- Correctly use coordinating conjunctions in sentences
- Distinguish between root words and words with suffix ful, -less
  - Decode and encode targeted words