



DIALOGUE

Unit 1 Lesson 6

Standards & Objectives

- **Language** - I can determine the meaning of domain-specific and academic vocabulary. [L.4.6]
- **Reading** - I can s describe character traits and support my descriptions with quotes from the text. [RI.4.1]
- **Language** - I can punctuate dialogue. [L.4.2b]
- **Writing** - I can write a narrative that includes dialogue.[W.4.3b]

I CAN...

- **Language** - I can determine the meaning of domain-specific and academic vocabulary. [L.4.6]

6.1 "The Farm" (page 16 – 19)

- Read "The Farm" pages 16 – 19 with your group.
- Complete page 6.1 for your assigned word.
- Prepare a presentation for your word.

Groups that are assigned verbs should prepare a movement demonstration of your vocabulary word.

Groups that are assigned a noun should draw a picture of your word.

6.1 "The Farm" (page 16 – 19)

- Group 1: **pores**
- Group 2: **scored**
- Group 3: **forget-me-nots**
- Group 4: **plow**
- Group 5: **plunge**
- Group 6: **striding**
- Group 7: **chuckled**
- Group 8: **lugged**

Core Vocabulary

- **pores**, n. small openings
- **scored**, v. cut a line on the surface, often in preparation of cutting through
- **forget-me-nots**, n. small blue flowers
- **plow**, v. break up earth in preparation for planting
- **plunge**, v. jump or dive energetically
- **striding**, v. walking with long steps
- **chuckled**, v. laughed quietly
- **lugged**, v. carried heavy thing with great effort

I CAN...

- **Reading** - I can s describe character traits and support my descriptions with quotes from the text. [RI.4.1]

Character Traits & Cause/Effect

- What is a character trait?

Character trait: the attribute of a person shown through what he or she says, thinks, feels, and does.

- What is a cause and effect?

Cause and effect: something happens and that causes something to change

Character Traits

Character	Character Traits or Description	Support from the Text
Father	cheerful, loving	He laughs when she tries to walk around the world; he carries her home; he tells her about the world being round.
Mother	patient	She does not get angry about Beverly's muddy shoes.
Narrator/Beverly	adventurous, curious	She tries to walk around the world.

I CAN...

- **Language** - I can punctuate dialogue. [L.4.2b]

Dialogue from "The Farm"

- "Did you know that the world is round, like an orange?" he asked.
- "It is," said Father.
- "Just where in Sam Hill do you think you're going?" he demanded.
- "If you start here and traveled in a straight line," said Father, "you would travel back to where you started."

Dialogue Punctuation: Five Easy Rules

1. Quotation marks are placed before the first word of the dialogue and after the punctuation mark that ends the dialogue.

Example:

"It is," said Father.

Father said, "It is."

Dialogue Punctuation: Five Easy Rules

2. When the tag follows the dialogue, it ends in a period. When the tag precedes the dialogue, it ends in a comma.

Example:

"It is," said Father.

Father said, "It is."

Dialogue Punctuation: Five Easy Rules

3. The punctuation that ends a line of dialogue is written inside the quotation marks.

Example:

“Just where do you think you’re going?” Father demanded.

Father demanded, “Just where do you think you’re going?”

Dialogue Punctuation: Five Easy Rules

4. When the tag follows the dialogue, quotes that do not end in an exclamation point or question mark end in a comma instead of a period.

Example:

Correct: "It is," said Father.

Incorrect: "It is." said father

Dialogue Punctuation: Five Easy Rules

5. When writing dialogue between two or more speakers, begin a new paragraph each time the speaker changes.

Example:

Viola jealously stared at Ollie's pudding. She had not had pudding in weeks.

"Give me a taste," she said.

"I paid for this. Go buy your own," Ollie answered.

"Pleeease," Viola begged. Ollie did not answer for a few seconds. He looked back and forth between his pudding and Viola.

"Fine," Ollie gave in, handing Viola the pudding.

"You can have one bite, but that's it."

Punctuating Dialogue

Practice Punctuation

Retype the given sentences by inserting quotation marks, commas, periods, and question marks in the correct locations in these sentences. Use Activity Page 6.3 as a guide.

1. I understand you are very upset said the mayor

"I understand you are very upset," said the mayor.

2. Wait for me Emma called

"Wait for me!" Emma called.

3. Geraldine opened the door and asked May I come in

Geraldine opened the door and asked, "May I come in?"

4. Please stop staring at me said Pierre

Pierre said, "Please stop staring at me."



DIALOGUE TELEPHONE GAME

I CAN...

- **Writing** - I can write a narrative that includes dialogue.[W.4.3b]

Writing with Dialogue

- Dialogue spoken while serving the food
- Dialogue commenting on how the food tastes
- Dialogue spoken while cooking the food
- Dialogue spoken before, during, or after a meal

Food Narrative

Look back at Activity Page 5.3 where you outlined the events of the food experience you will write about. Choose one of the events as the main event and then follow the outline below.

Paragraph 1

1. Topic sentence to introduce the memory
2. Events and supporting details leading up to the main event

Paragraph 2

1. Main event
2. Final events and supporting details
3. Concluding sentence explaining why you remember this experience



EXIT TICKET

What does dialogue
add to a story?

