

Instructional Vocabulary

Grade 2 ELAR

Unit 1: Communicating Ideas and Messages

- **Paraphrase** – to restate the meaning of something in different words- Paraphrasing alters the exact wording of the source and transmits its ideas or information without evaluation or interpretation
- **Setting** – time and place in which a narrative occurs (past, future, present, real, imaginary)
- **Plot** – the basic sequence of events in a story. The plot includes the problem and solution.
- **Proper noun** – names a specific person, place, thing or idea and always begins with a capital letter (e.g., John, Texas, Grand Canyon)
- **Context** – the words, sentences, or passages that precede or follow a specific word, sentence, or passage

Unit 2: Readers Respond to the Author's Purpose

- **Purpose** – the intended goal of a piece of writing; the reason a person writes
- **Inference** – a logical guess made by connecting bits of information. Readers make inferences by drawing conclusions, making generalizations, and making predictions.
- **Fable** – fictional tale that teaches a moral lesson, entertains, and often includes animals with human characteristics
- **Legend** – a traditional or historical story that is believed to be true by many, but has not been verified as fact.
- **Myth** – a body of traditional or sacred stories to explain a belief or a natural happening
- **Plot** – the basic sequence of events in a story. The plot includes the problem and solution.
- **Setting** – time and place in which a narrative occurs (past, future, present, real, imaginary)
- **Context** – the words, sentences, or passages that precede or follow a specific word, sentence, or passage

Unit 3: Preparing Readers and Writers Through Literary Works

- **Prefix** – one or more sounds or letters placed before a base word that changes the meaning of the word
- **Suffix** – one or more sounds or letters placed after a base word that changes the meaning of the word
- **Plot** – the basic sequence of events in a story. The plot includes the problem and solution.
- **Setting** – time and place in which a narrative occurs (past, future, present, real, imaginary)
- **Dialogue** – the lines spoken between characters in fiction or a play. Dialogue in a play is the main vehicle in which plot, character, and other elements are established.
- **Theme** – the central or universal idea of a piece of fiction or the main idea of a nonfiction essay
- **Alliteration** – the repetition of the same sounds at the beginning of two or more adjacent words or stressed syllables (e.g., She sat slowly on the silly seat.)

Unit 4: Preparing Readers and Writers Through Informational Text

- **Expository text** – a type of informational text that clarifies or explains something
- **Procedural text** – a type of informational text that is written with the intent to explain the steps in the procedure, as in a recipe. Procedural text could house data that requires reader interpretation.
- **Main idea** – the overall message of a text or section of a text (e.g., Polar bears are becoming endangered.)
- **Topic** – the subject of the text (e.g., polar bears)

- **Vowel digraph or vowel pair** – two vowels that together represent one phoneme or sound (e.g., ea, ai, oa)
- **Diphthong** – A combination of two vowel sounds in one syllable to form a new phoneme

Unit 5A: Communicating Findings

- **Antonym** – a word that means the opposite or nearly the opposite of another word (e.g., son/daughter, top/bottom)
- **Synonym** – a word means the same or nearly the same as another word (e.g., happy/glad, mad/angry)
- **Open-ended research question** – a type of question used to encourage many possible responses rather than a single directed one (e.g., *What are the effects of watching TV while studying?*)
- **Source** – a book, website, newspaper, magazine, or person that supplies information

Unit 5B: Media Method

- **Purpose** – the intended goal of a piece of writing; the reason a person writes
- **Media** – a variety of ways people communicate with others (e.g., print, digital, electronic, social)
- **Digital media** – electronic media that work on digital codes (as opposed to analog media). Examples include e-mail, digital videos, e-books, Internet, video games, and interactive media.
- **Persuasive text** – text written with the intent to persuade or convince the reader of something

Unit 6A: Genre Depot

- **Dialogue** – the lines spoken between characters in fiction or plays. Dialogue in a play is the main vehicle in which plot, character, and other elements are established.
- **Informal play** – an activity in which students invent and enact dramatic situations for themselves rather than for an outside audience; also referred to as informal classroom drama

Unit 6B: Genre Junction

- **Inference** – a logical guess made by connecting bits of information. Readers make inferences by drawing conclusions, making generalizations, and making predictions.
- **Setting** – time and place in which a narrative occurs (past, future, present, real, imaginary)
- **Plot** – the basic sequence of events in a story. The plot includes the problem and solution.
- **Textual evidence** – specific details or facts found in text that support what is inferred
- **Literary nonfiction** – a type of narrative based on actual persons, places, and things. In literary nonfiction, a writer may construct text in any number of ways and is not limited to the organizational patterns normally associated with nonfiction texts. (e.g., biography, autobiography, memoir)