My District Curriculum Maps

2023-2024 Grade 4 ELA: Quarter 2: Weeks 11-22: Topics- Innovation and Arguments

Last updated: **8/20/2023**

Options	READING	READING TEXT SETS	READING PRACTICE TEXTS	PHONICS & WORD RECOGNITION	WRITING	RESOURCES

Building Vocabulary and Knowledge of the World:

- Determine the meanings of words and phrases related to the theme/topic

Fluency:

- Re-read to use context for self-correcting and to support understanding of text
- Read texts multiple times to read with word accuracy, appropriate rate, and expression

Comprehension/Science of Reading Comprehension Strategies:

- **Ask** (and answer) **questions** about the gist of a text to summarize the text
- **Ask** (and answer) **questions** about a speaker's point of view and the details shared.
- **Monitor comprehension** by explaining how specific illustrations or text features contribute to the understanding of the text.
- **Summarize** a central idea in an informational text and the details that supported that central idea
- **Summarize** using information from auditory, visual, or graphic – charts, maps, etc -sources
- Make **inferences** to determine a central idea
- **Summarize** connections between the text and other texts, summarize how ideas in a text are related to each other

Computer Science and Digital Fluency:

- Discuss how computing technologies (for communication) influence and are influenced by society and culture.
- Explain how laws regulate the use of technologies and what might happen if laws didn't exist (egs. can't use cell phone while driving, right to privacy of your phone's contact, can't take and share screenshots of messaging without permission, etc.)
- Identify and explain ways to improve the accessibility of a technology device or application for users of different ages, abilities, and backgrounds.
- Describe how people use digital tools to communicate.

STANDARDS

Reading Foundational Skills Codes: 4RF4

Reading Codes: 4R1, 4R2, R43, 4R4, 4R7, 4R9,

Speaking and Listening Codes: 4SL1, 4SL4

Language Codes: 4L4

Computer Science and Digital Fluency Codes: 4-6.IC1, 4-6.IC2, 4-6.IC6, 4-6.DL2

READ ALOUDS AND MEDIA FOR TEXT SETS: In the order suggested

- Video - A Brief History of Communication (discuss – cave paintings, carrier pigeons, smoke signals, typewriters, telephones, fax machines, computers, cell phones)
- Video - Past and Present Communication
- History of Communication (HMH, Module 10)
- History of the Telelphone from Newsela (infographic)

STUDENT-READ TEXT OPTIONS FOR TEXT SETS:

- Add texts at students' levels about how communication technology has changed or examples of communication
  - morse code
  - pagers
  - car phones
  - email
  - walkie-talkie

- Apply phonics and decoding skills
- Use syllabication patterns to decode
- Use morphology (e.g., roots and affixes) to read accurately unfamiliar multisyllabic words in context and out of context.

STANDARDS

Reading Foundational Skills Codes: 4RF3, 4L4

Writing about Reading:

- Respond to prompts about a single text in the unit
- Gather information from paired texts and compose multi-paragraph responses based on research about the history of communication
- Introduce a topic
- Organize related information together
- Teach about the topic using facts, definitions, and details
- Use specific words and phrases about the topic
- Use linking words and phrases to connect ideas within categories of information
- Provide a concluding sentence
- Use appropriate grammar and conventions

4 Point (Extended) Response

(Introduce and use Painted Essay format)

Paired Text Question:

How has communication technology changed over time? In your response, be sure to:

- describe early forms of communication
- explain how forms of communication improved over time
- use details from **both** *The History of Communication* and *History of the Telephone*

Computer Science and Digital Fluency:

- Use digital tools to communicate.

STANDARDS

Writing Codes:: 4W2, 4W4, 4W5, 4W6, 4W7

Speaking and Listening Codes: 4SL1

Language Codes:4L1, 4L2

Computer Science and Digital Fluency Codes: 4-6.DL2

Anchor Charts

Writing Rubrics

Resources

Help

Options	READING	READING TEXT SETS	READING PRACTICE TEXTS	PHONICS & WORD RECOGNITION	WRITING	RESOURCES
	Building Vocabulary and Knowledge of the World: • Determine the meanings of words and phrases related to the topic **Fluency:** • Re-read to use context for self-correcting and to support understanding of text **Comprehension/Science of Reading Comprehension Strategies:** • **Ask** (and answer) **questions** about who is narrating a text (first or third person) • **Ask** (and answer) **questions** about specific text details • **Summarize** a speaker's point of view with appropriate details • **Summarize** an author's claim and the evidence to support the claim • Make **inferences** to determine a central idea **Computer Science and Digital Fluency:** • Discuss how computing technologies (for communication) influence and are influenced by society and culture. • Explain how laws regulate the use of technologies and what might happen if laws didn't exist (egs. can't use cell phone while driving, right to privacy of your phone's contact, can't take and share screenshots of messaging without permission, etc.) • Identify and explain ways to improve the accessibility of a technology device or application for users of different ages, abilities, and backgrounds. • Describe how people use digital tools to communicate. **STANDARDS** Reading Foundational Skills Codes: 4RF4 Reading Codes: 4R1, 4R2, 4R4, 4R6, 4R8 Speaking and Listening Codes: 4SL1, 4SL3 Language Codes: 4L4, 4L6 Computer Science and Digital Fluency Codes: 4-6.IC1, 4-6.IC2, 4-6.IC6, 4-6.DL.2	**READ ALOUDS AND MEDIA FOR TEXT SETS:** **In the order suggested** Texts to Model and Practice Identifying an Author's Claim and Reasons and Evidence to Support the Claim • *Does Lulu Need a Phone?* from Storyworks • *Should Kids Have Cell Phones in School* (Close Reading Passage from RAZ Kids) Paired Texts about Innovations (use at least one or both): • *Scream Machines* (from Storyworks) • *The Rise of Roblox* and *the History of Video Games* (from Storyworks)	**STUDENT-READ TEXT OPTIONS FOR TEXT SETS:** • Coding is Cool from RAZ Kids (lexile 850, gr 3) • *Why Do Some Inventions Change History*, RAZ Close Reading Pack	• Apply phonics and decoding skills • Use syllabication patterns to decode • Use morphology (e.g., roots and affixes) to read accurately unfamiliar multisyllabic words in context and out of context. **STANDARDS** Reading Foundational Skills Codes: 4RF3, 4L4	**Writing About Reading and Writing Process: Argument/Opinion Writing** • Share ideas with peers before writing • Write a clear, precise claim about what you think is the best innovation, based on texts about innovations • Support the claim with organized reasons and evidence using facts and details • Use specific words and phrases about the claim topic • Use transitional words and phrases to connect ideas within categories of information • Provide a concluding statement or section • Use appropriate grammar and syntax **Computer Science and Digital Fluency:** • Use digital tools to communicate **STANDARDS** Writing Codes:: 4W1, 4W5 Speaking and Listening Codes: 4SL1 Language Codes: 4L1, 4L2 Computer Science and Digital Fluency Codes: 4-6.DL2	Anchor Charts Writing Rubric Resources