

MODULE 3

Fifth Grade

What's Happening in English Language Arts Class?

Arts & Letters students build knowledge of important topics in history, science, and literature. They build their vocabulary and background knowledge so that they are ready to learn more.

Wordplay



Throughout this module, students experience the thought-provoking challenges, absurd humor, and unique avenues for conveying meaning that wordplay provides. Students engage with a classic comedy sketch and delve into a timeless fantasy novel to reflect upon the Essential Question: **How and why do writers play with words?**

OUR CLASS WILL READ THESE TEXTS:

Literary

- *The Phantom Tollbooth*, Norton Juster and Jules Feiffer

Articles

- “Fantastic Classics,” Judy Berman, Megan McCluskey, and Annabel Gutterman
- Excerpt from “Who’s on First?” Ron Palumbo

Transcript

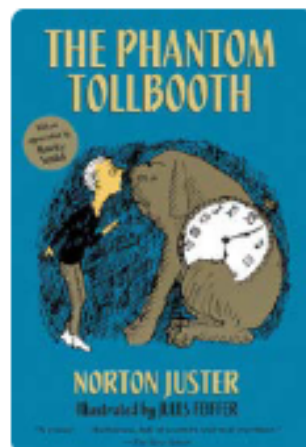
- “Who’s on First?” transcript, Bud Abbott and Lou Costello

OUR CLASS WILL WATCH THESE VIDEOS:



- “Who’s on First?” Bud Abbott and Lou Costello

- “Wordplay,” Great Minds®



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Wordplay

ESSENTIAL QUESTION: How and why do writers play with words?

OUR CLASS WILL LOOK AT THESE PAINTINGS:



The Persistence of Memory,
Salvador Dalí



Time Transfixed,
René Magritte

OUR CLASS WILL WORK TOWARDS THE FOLLOWING LEARNING GOALS:

- Build knowledge about how and why writers use wordplay through text.
- Summarize texts and determine enduring themes in the texts.
- Describe story elements including how interactions build a narrative.
- Explore how wordplay, delivery, tone of voice, contribute to the humor or meaning of a text.
- Write narratives that build on characters and scenes from *The Phantom Tollbooth*.
- Strengthen writing by using effective dialogue, description, and pacing to develop characters and events.



VOCABULARY



Learning more words enables students to read, write, and speak at higher levels and about different topics.
In this module, your student will study and use these words:

- comedy
- idiom
- ignorance
- knowledge
- pun
- rhyme or reason
- surreal
- transformation
- wisdom
- wordplay

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ESSENTIAL QUESTION: How and why do writers play with words?

YOUR CHILD WILL WORK ON WRITING BY:

In Wordplay, students plan, organize, and write stories related to The Phantom Tollbooth, using words cleverly or playfully. They learn how to create a character whose name and personality both play on words, and they practice writing dialogue between characters. They use a narrative writing planner to compose parts of a narrative arc that build logically to a story's climax and show the results of a climactic decision.

Support your student's writing by ensuring they have tools, technology, and opportunities to write. Suggest that your student share a joke or riddle with a relative or friend by writing a handwritten note, sending a text, or using email.



CONTINUE LEARNING OUTSIDE OF SCHOOL

- As a family, take turns listing favorite words and frequently used words. Invite each person to select three or four words that they believe are the most valuable and then discuss your choices.
- Play word games with your student. For example, take turns asking hink pink riddles, which are questions that you answer with a pair of rhyming words. To start, one person thinks of two rhyming words, such as play day. Then they ask others a question that provides a clue to the rhyming words, such as the following: What is 24 hours of fun? When someone answers the question correctly, that person creates the next hink pink riddle.

