

# Share What You Know

- Draw your classroom
- Show where you sit. Show the door.
- Use your drawing to give directions to a partner.







A **map key** is **useful**. It tells the **meaning** of a map's symbols. A symbol or sign can be a shape or a **picture**.



Tell a partner how to go from the entrance to see the fish. Use the map to help. Was the map useful?

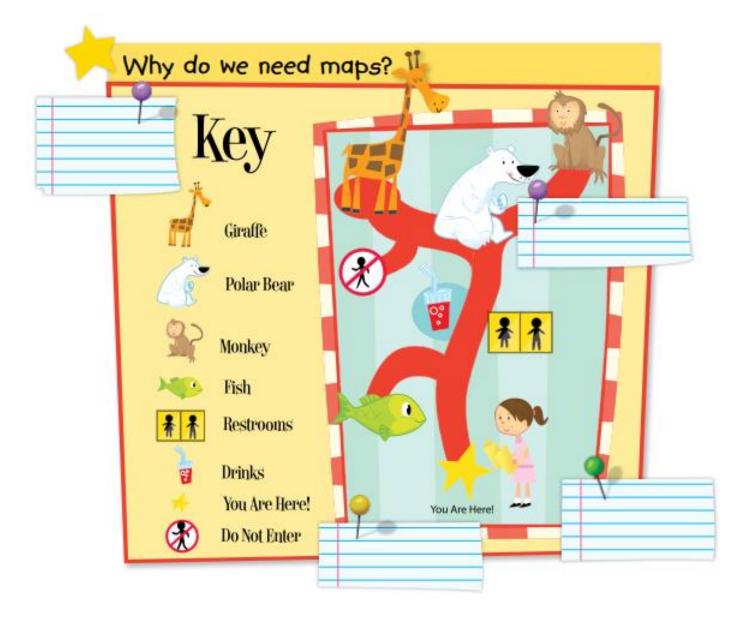
# More Key Words

<ul> <li>between</li> </ul>	corner	distance
	Ashley Miller	j.
The house is <b>between</b> the two trees.	I write my name in the <b>corner</b> of the paper.	This man runs a long <b>distance</b> .
• show	sign	Talk Together
		Use a <b>Key Word</b> to ask a question about maps.
I show my	This <b>sign</b> means	What is the <u>distance</u> from your house to school?
drawing.	to add.	V



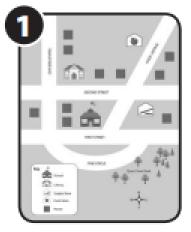
We need maps to...

Write 4 reasons why we need maps.

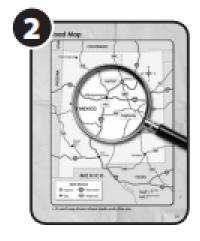


Key Points Reading

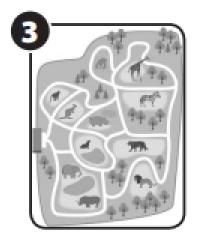
# If Maps Could Talk



Maps use symbols to show where things are. Read the key to learn the meanings of map symbols.



Symbols on a road map help drivers find their way. Symbols on a weather map show what the weather will be.



Some maps don't have keys. These maps use picture symbols of real things.

Reread and Retell: T Chart

## If Maps Could Talk

Draw symbols and signs from "If Maps Could Talk." Write their meanings in the column on the right.

Symbols and Signs	What It Means	
	• mostly sunny	
	•	
anting the		
Take turns with a partner. Tell v		
c Learning, a		
and Geo graph		
Take turns with a partner. Tell what you learned about signs, symbols, and maps from the text.		

### Make Your Own Map

Use these steps to make your own map. Try to draw a map of your school.

#### Step 1

Draw the outline of your school. Show what your school would look like from above.

#### Step 🕗

Draw your classroom as a square. Put a symbol in the classroom, such as a star.

#### Step 3

Draw other rooms in your school, like the cafeteria. Add hallways, restrooms, and doors.

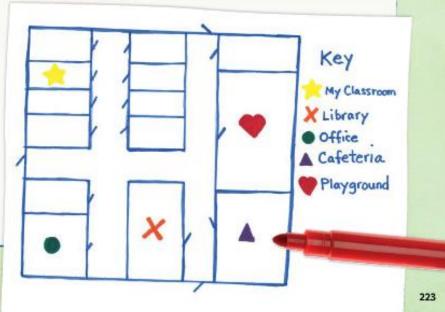
### 🕥 Step 🚺

Draw the library. Put a symbol in the library, such as an X.

#### Step 5

Make a key for your map. Draw and label the symbols for all the places you put on your map. 🚸

#### **Picture Map**



### **Adverbs**

An **adverb** can tell more about a **verb**.

We **stand quietly** by the peach tree.



### Grammar Rules Adverbs

Adverbs can tell:	Examples
<ul> <li>how something happens.</li> <li>These adverbs often end in -ly.</li> </ul>	They <mark>walk slowly</mark> .
<ul> <li>where something happens.</li> </ul>	The peach tree <b>is north</b> of the bench.
<ul> <li>when something happens.</li> </ul>	We <b>always visit</b> the peach tree.

### **Read a Sentence**

Which word is an adverb? How do you know?

The flower petals fall softly from the tree.

### Write a Sentence



Write a sentence to tell how you got ready for school today. Use an adverb.

# Where? When?

Grammar Rules Adverbs that Tell Where, When

- Some adverbs tell where We turned left. something happens.
- Some adverbs tell when We will arrive tomorrow. something happens.
- 1. Toss a marker onto one of the adverbs below.
- Use the adverb in a sentence. Create as many sentences as you can.
- 3. Your partner takes a turn.

ATT ALL DATA

Sec. 1

IN COMPANY STREET, NAME

ALL MARK RANGES IN LOUGH AND

4. The player who writes the most correct sentences wins.

there	later
today	nearby
yesterday	away
everywhere	first
next	here

Take turns with a partner. Read aloud two of your sentences.

Part 2 Language

### **Tell a Story**

Words

once

tell

Chant ((MP3))

Listen and chant.

A story has a problem, A solution as well. Here is an example Of a story to tell.

Jack and the Hike

Once upon a time, A boy named Jack. Went on a hike And lost his way back.

He looked to the east. He looked to the west. He looked for the path That was the best.

He looked up and down. And then . . . hooray! He looked on a map And found his way. Thinking Map: Problem-and-Solution Chart

# **Identify Problem and Solution**

Tell a different story about Jack. Imagine Jack is with a friend. Complete the Problem-and-Solution Chart.

