

# Assignment Sheet

Week of Oct. 24th

Name \_\_\_\_\_

	Mon	Tue	Wed	Thur	Fri
<b>Science</b>	<b>Atoms &amp; Bonding</b>  5.3 Covalent Bonds p. 192-197  <b>All Late Work Due</b>  Assessment p. 197	<b>Engineering Design Principles</b>  <b>Introduction to Simple Machines</b> The Lever	<b>Engineering Design Principles</b>  <b>Introduction to Simple Machines</b> The Pulley: Mechanical Advantage	<b>Engineering Design Principles</b>  <b>Introduction to Simple Machines</b> The Screw	<b>Atoms &amp; Bonding</b>  5.4 Bonding in Metals p. 198-203  <b>End of 1st Trimester</b>  Assessment p. 203
	<b>Read 30 Min</b>  <b>Narrative Craft</b> Work on Fables  Instructions in Google Classroom	<b>Read 30 Min</b>  No ELA	<b>Read 30 Min</b>  <b>Narrative Craft</b> Work on Fables  Character Development Narratives	<b>Read 30 Min</b>  <b>Narrative Craft</b> The Richer the Poorer  Exploration of Modern Fables	<b>Read 30 Min</b>  <b>End of 1st Trimester</b>  <b>iReady Reading</b> Reading Log Due
<b>Language Arts</b>	<b>Expanding Horizons</b>  No Social Studies  Last day to turn in Late Work for all subjects	<b>A More Perfect Union</b>  <b>3.3 New Plan of Government</b> p. 1202-207  Highlands Network News	<b>A More Perfect Union</b>  <b>Read Animal Farm</b>  <b>Current Events</b> NewsELA	<b>A More Perfect Union</b>  <b>Ch. 3 End of Ch. Assessment</b>  p. 212-213  <b>Read Animal Farm</b>	<b>A More Perfect Union</b>  <b>Ch. 3 End of Ch. Assessment</b>  p. 212-213  <b>SS Project Bill of Rights</b>
	<b>Social Studies</b>				

## Fables

**Fables** - A story that teaches a **life long lesson**.

- Characters are usually animals
- Animals usually talk

Life-long lesson	Good lessons but not life long lessons
Do unto others as you would have them do unto you.	Pick up the trash on the road
Cheaters never win.	Brush your teeth 3 times a day.
Don't judge a book by its cover	Don't hit your brother or sister
Life is too short to waste your time hating anyone. (Forgiveness leads to peace.)	Don't chew gum in class

### Names of Animals

- Use alliteration when possible
- Names should suite the moral, story, and/or setting.
  - Slither, the snake - desert
  - Sly the fast Fox - Forest
  - Melissa the Messy Mouse - Barn

## Writing your Fable

### Organization

1. **Beginning**  
Setting
2. **Middle**  
Introduce characters  
Problem  
Events
3. **End**  
Conclusion  
Moral

### Setting-

1. **Season** - summer winter, spring autumn
2. **Time** - Day, night, dusk, dawn, noon, midnight
3. **Place** - Ocean, school desert, forest.

### Use lots of Sensory Words

- The **huge, colorful** parrots **screached**.
- **Two, white, slender** geese **honked loudly**.