

Strategy	Unit Mentor Text/Text Form	Lesson	Reading	Levels
			<b>Guided</b>	<b>DRA</b>
<b>PREDICT</b>	<b>1: It's About Respect</b> Mentor Text/Text Form = Biography	4.1: Todd Wong	S–T	50
		4.2: Viola Irene Desmond	Q–R	40
		4.3: Erica Samms-Hurley	T–U	50
		7: For the Love of the Game	V–W	50
		8: Speaking Out for Children's Rights	T–U	50
		15: Going with the Flow	Q–R	40
	<b>5: It's a Mystery</b> Mentor Text/Text Form = Mystery Story	4.1: The Strangest Friend	P–Q	40
		4.2: The Abandoned House	S–T	50
		4.3 The Case of the Ruby Earrings	T–U	50
		7: The Case of the Sneak Thief's Sneakers	T–U	50
		8: The Game Master's Challenge: A Radio Play	U–V	50
		12: A Mysteriously Good Writer	V–W	60
		14: The Mary Celeste: An Unsolved Mystery from History	U–V	50
		15: The Night Walker	S–T	50
<b>USE WHAT YOU KNOW</b>  (Use Prior Knowledge)	<b>2. Hooked on Ads</b> Mentor Text/Text Form = Advertisement	4.1: Better Than Being There!	VISUAL	VISUAL
		4.2: Be a Winner!	VISUAL	VISUAL
		4.3: Wired Sounds!	VISUAL	VISUAL
		7: YOU Are the Target!	U–V	50
		8: Food Tricks You Should Know About!	S–T	50
		9: Truth in Advertising?	Q–R	40
		10: What's Next?	U–V	50
		11: Online Marketing Strategies	V–W	60
		15: The Kid from the Commercial	T–U	50
	<b>4: Get in the Game</b> Mentor Text/Text Form = Opinion/perspective writing	4.1: Traditional Games: Fun and Important	U–V	50
		4.2: Internet Games: Fun But Be Aware!	Q–R	40
		4.3: Team Sports: Go For It!	S–T	50
		7: When Children Play, the world wins!	V–W	50
		8: Are We There Yet?	S–T	50
		9: The Wacky Games Hall of Fame	P–Q	38–40
		14: Video Games May Help Relieve Pain	V–W	50
		17: The First Olympic Games	T–U	50
	<b>6: We Are Canadian!</b> Mentor Text/Text Form = Report; dialogue/script writing	4.1: The Maple Leaf Flag	S–T	50
		4.2: Nunavut's Coat of Arms	T–U	50
		4.3: The Mounties	Q–R	40
		7: People Who Make a Difference	T–U	50
		8: Captain Canuck: A Canadian Superhero!	S–T	50
		10: Branding Canada	R–S	40
		11: Celebrations and Ceremonies	V–W	60
		13: Quilt of Belonging	U–V	50

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<b>ASK QUESTIONS</b>	<b>3: Body Works</b> Mentor Text/Text Form = Explanation	4.1: Your Heart	S–T	50
		4.2: Your Lungs	Q–R	40
		4.3: Your Skin	T–U	50
		7: Let's Get Moving!	P–Q	40
		8: Your Eyes, Your Voice, Even Your Smell: Your New ID	P–Q	40
		9: How to Eat Like a Cat	P–Q	40
		13: By the Numbers: Fun Facts About Our Bodies	S–T	50
		14: How Do You Rate Your Health?	V–W	60
		15: The Buffalo Bull and the Cedar Tree	S–T	50
		16: Smog City	U–V	50
<b>PAUSE AND CHECK</b>  (Monitor and Repair)	<b>1: It's About Respect</b> Mentor Text/Text Form = Biography	4.1: Todd Wong	S–T	50
		4.2: Viola Irene Desmond	Q–R	40
		4.3: Erica Samms-Hurley	T–U	50
		7: For the Love of the Game	V–W	50
		8: Speaking Out for Children's Rights	T–U	50
		13: The Language of Friendship	U–V	50
		15: Going with the Flow	Q–R	40
	<b>3: Body Works</b> Mentor Text/Text Form = Explanation	4.1: Your Heart	S–T	50
		4.2: Your Lungs	Q–R	40
		4.3: Your Skin	T–U	50
		7: Let's Get Moving!	P–Q	40
		8: Your Eyes, Your Voice, Even Your Smell: Your New ID	P–Q	40
		9: How to Eat Like a Cat	P–Q	40
		13: By the Numbers: Fun Facts About Our Bodies	S–T	50
		14: How Do You Rate Your Health?	V–W	60
		15: The Buffalo Bull and the Cedar Tree	S–T	50
		16: Smog City	U–V	50
<b>MAKE CONNECTIONS</b>  (Activate Prior Knowledge)	<b>1: It's About Respect</b> Mentor Text/Text Form = Biography	4.1: Todd Wong	S–T	50
		4.2: Viola Irene Desmond	Q–R	40
		4.3: Erica Samms-Hurley	T–U	50
		7: For the Love of the Game	V–W	50
		8: Speaking Out for Children's Rights	T–U	50
		13: The Language of Friendship	U–V	50
		15: Going with the Flow	Q–R	40
	<b>5: It's a Mystery</b> Mentor Text/Text Form = Mystery Story	4.1: The Strangest Friend	P–Q	40
		4.2: The Abandoned House	S–T	50
		4.3 The Case of the Ruby Earrings	T–U	50
		7: The Case of the Sneak Thief's Sneakers	T–U	50
		8: The Game Master's Challenge: A Radio Play	U–V	50

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			<b>Guided</b>	<b>DRA</b>
		9: The Clue Catchers	R–S	40
		12: A Mysteriously Good Writer	V–W	60
		14: The Mary Celeste: An Unsolved Mystery from History	U–V	50
		15: The Night Walker	S–T	50
<b>INFER</b>	<b>5: It's a Mystery</b> Mentor Text/Text Form = Mystery Story	4.1: The Strangest Friend	P–Q	40
		4.2: The Abandoned House	S–T	50
		4.3 The Case of the Ruby Earrings	T–U	50
		7: The Case of the Sneak Thief's Sneakers	T–U	50
		8: The Game Master's Challenge: A Radio Play	U–V	50
		9: The Clue Catchers	R–S	40
		12: A Mysteriously Good Writer	V–W	60
		14: The Mary Celeste: An Unsolved Mystery from History	U–V	50
		15: The Night Walker	S–T	50
<b>VISUALIZE</b>	<b>4: Get in the Game</b> Mentor Text/Text Form = Opinion/perspective writing	4.1: Traditional Games: Fun and Important	U–V	50
		4.2: Internet Games: Fun But Be Aware!	Q–R	40
		4.3: Team Sports: Go For It!	S–T	50
		7: When Children Play, the world wins!	V–W	50
		8: Are We There Yet?	S–T	50
		9: The Wacky Games Hall of Fame	P–Q	38–40
		10: Just Play the Game	S–T	50
		14: Video Games May Help Relieve Pain	V–W	50
		17: The First Olympic Games	T–U	50
<b>SUMMARIZE</b>	<b>3: Body Works</b> Mentor Text/Text Form = Explanation	4.1: Your Heart	S–T	50
		4.2: Your Lungs	Q–R	40
		4.3: Your Skin	T–U	50
		7: Let's Get Moving!	P–Q	40
		8: Your Eyes, Your Voice, Even Your Smell: Your New ID	P–Q	40
		9: How to Eat Like a Cat	P–Q	40
		13: By the Numbers: Fun Facts About Our Bodies	S–T	50
		14: How Do You Rate Your Health?	V–W	60
		15: The Buffalo Bull and the Cedar Tree	S–T	50
		16: Smog City	U–V	50
	<b>6: We Are Canadian!</b> Mentor Text/Text Form = Report; dialogue/script writing	4.1: The Maple Leaf Flag	S–T	50
		4.2: Nunavut's Coat of Arms	T–U	50
		4.3: The Mounties	Q–R	40
		7: People Who Make a Difference	T–U	50
		8: Captain Canuck: A Canadian Superhero!	S–T	50
		10: Branding Canada	R–S	40
		11: Celebrations and Ceremonies	V–W	60
		13: Quilt of Belonging	U–V	50
		14: Heroes of Isle aux Morts	T–U	50

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<b>SYNTHESIZE</b>	<b>4: Get in the Game</b> Mentor Text/Text Form = Opinion/perspective writing	4.1: Traditional Games: Fun and Important	U–V	50
		4.2: Internet Games: Fun But Be Aware!	Q–R	40
		4.3: Team Sports: Go For It!	S–T	50
		7: When Children Play, the world wins!	V–W	50
		8: Are We There Yet?	S–T	50
		9: The Wacky Games Hall of Fame	P–Q	38–40
		10: Just Play the Game	S–T	50
		14: Video Games May Help Relieve Pain	V–W	50
		17: The First Olympic Games	T–U	50
<b>DECIDE WHAT'S IMPORTANT</b>  (Analyze Important Ideas)	<b>2. Hooked on Ads</b> Mentor Text/Text Form = Advertisement	4.1: Better Than Being There!	VISUAL	VISUAL
		4.2: Be a Winner!	VISUAL	VISUAL
		4.3: Wired Sounds!	VISUAL	VISUAL
		7: YOU Are the Target!	U–V	50
		8: Food Tricks You Should Know About!	S–T	50
		9: Truth in Advertising?	Q–R	40
		10: What's Next?	U–V	50
		11: Online Marketing Strategies	V–W	60
		15: The Kid from the Commercial	T–U	50
	<b>6: We Are Canadian!</b> Mentor Text/Text Form = Report; dialogue/script writing	4.1: The Maple Leaf Flag	S–T	50
		4.2: Nunavut's Coat of Arms	T–U	50
		4.3: The Mounties	Q–R	40
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		10: Branding Canada	R–S	40
		11: Celebrations and Ceremonies	V–W	60
		13: Quilt of Belonging	U–V	50
		14: Heroes of Isle aux Morts	T–U	50
<b>EVALUATE</b>	<b>2. Hooked on Ads</b> Mentor Text/Text Form = Advertisement	4.1: Better Than Being There!	VISUAL	VISUAL
		4.2: Be a Winner!	VISUAL	VISUAL
		4.3: Wired Sounds!	VISUAL	VISUAL
		7: YOU Are the Target!	U–V	50
		8: Food Tricks You Should Know About!	S–T	50
		9: Truth in Advertising?	Q–R	40
		10: What's Next?	U–V	50
		11: Online Marketing Strategies	V–W	60
		15: The Kid from the Commercial	T–U	50