

Strategy	Unit Mentor Text/Text Form	Lesson	Reading	Levels
			Guided	DRA
PREDICT		4.1: Todd Wong	S–T	50
	1: It's About Respect	4.2: Viola Irene Desmond	Q-R	40
	Mentor Text/Text Form = Biography	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
FILEDICI		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
	5: It's a Mystery	7: The Case of the Sneak Thief's Sneakers	T–U	50
	Mentor Text/Text Form = Mystery Story	8: The Game Master's Challenge: A Radio Play	U–V	50
	= Mystery Story	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
		4.1: Better Than Being There!	VISUAL	VISUAL
		4.2: Be a Winner!	VISUAL	VISUAL
	2. Hooked on Ads Mentor Text/Text Form = Advertisement	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
	4: Get in the Game 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
USE WHAT YOU		4.3: Team Sports: Go For It!	S–T	50
KNOW		7: When Children Play, the world wins!	V–W	50
(Hoo Dries		8: Are We There Yet?	S–T	50
(Use Prior Knowledge)		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
	C. W. Are Consider	4.1: The Maple Leaf Flag	S–T	50
	6: We Are Canadian! Mentor Text/Text Form = Report; dialogue/script writing	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





Strategy	Unit Mentor Text/Text Form	Lesson	Reading	Levels
			Guided	DRA
		4.1: Your Heart	S–T	50
		4.2: Your Lungs	Q–R	40
	3: Body Works Mentor Text/Text Form = Explanation	4.3: Your Skin	T–U	50
		7: Let's Get Moving!	P–Q	40
ASK QUESTIONS		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
		4.1: Todd Wong	S–T	50
	4. Itle About Deement	4.2: Viola Irene Desmond	Q–R	40
	1: It's About Respect Mentor Text/Text Form	4.3: Erica Samms-Hurley	T–U	50
	= Biography	7: For the Love of the Game	V–W	50
	= Бюугартту	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
PAUSE		4.1: Your Heart	S–T	50
AND CHECK	3: Body Works Mentor Text/Text Form = Explanation	4.2: Your Lungs	Q–R	40
		4.3: Your Skin	T–U	50
(Monitor and Repair)		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
		4.1: Todd Wong	S–T	50
		4.2: Viola Irene Desmond	Q–R	40
	1: It's About Respect Mentor Text/Text Form = Biography	4.3: Erica Samms-Hurley	T–U	50
		7: For the Love of the Game	V–W	50
MAKE		8: Speaking Out for Children's Rights	T–U	50
CONNECTIONS		13: The Language of Friendship	U–V	50
		15: Going with the Flow	Q–R	40
(Activate Prior	5: It's a Mystery Mentor Text/Text Form = Mystery Story	4.1: The Strangest Friend	P–Q	40
Knowledge)		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





Strategy	Unit Mentor Text/Text Form	Lesson	Reading	Levels
			Guided	DRA
		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
		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
	5: It's a Mystery	7: The Case of the Sneak Thief's Sneakers	T–U	50
INFER	Mentor Text/Text Form	8: The Game Master's Challenge: A Radio Play	U–V	50
	= Mystery Story	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
		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
	4: Get in the Game	7: When Children Play, the world wins!	V–W	50
VISUALIZE	Mentor Text/Text Form	8: Are We There Yet?	S–T	50
	= Opinion/perspective writing	9: The Wacky Games Hall of Fame	P–Q	38–40
	whiling	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
		4.1: Your Heart	S-T	50
		4.2: Your Lungs	Q–R	40
	3: Body Works Mentor Text/Text Form = Explanation	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
SUMMARIZE		15: The Buffalo Bull and the Cedar Tree	S–T	50
		16: Smog City	U–V	50
	6: We Are Canadian! 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





Strategy	Unit Mentor Text/Text Form	Lesson	Reading	Levels
	•		Guided	DRA
SYNTHESIZE		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
	4: Get in the Game Mentor Text/Text Form = Opinion/perspective writing	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
		4.1: Better Than Being There!	VISUAL	VISUAL
		4.2: Be a Winner!	VISUAL	VISUAL
		4.3: Wired Sounds!	VISUAL	VISUAL
	2. Hooked on Ads	7: YOU Are the Target!	U–V	50
	Mentor Text/Text Form	8: Food Tricks You Should Know About!	S-T	50
	= Advertisement	9: Truth in Advertising?	Q–R	40
		10: What's Next?	U–V	50
DECIDE WHAT'S		11: Online Marketing Strategies	V–W	60
IMPORTANT		15: The Kid from the Commercial	T–U	50
		4.1: The Maple Leaf Flag	S–T	50
(Analyze Important Ideas)	6: We Are Canadian! Mentor Text/Text Form = Report; dialogue/script writing	4.2: Nunavut's Coat of Arms	T–U	50
important ideas)		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
	2. Hooked on Ads 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
EVALUATE		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

