



ACTIVITY GUIDE

Episode 107: A Powwow and Suffixes

Book: *Bowwow Powwow* by Brenda J Child

Scan below to watch lesson



Read It

Read the following passage. Underline words with the suffix -able, -ible, -er, and -or. Write each word under the correct suffix ending in the chart found in the foundational skills section.

My uncle is the driver of a big truck. He is also a leader in our community. He started a community clean up day. Nine people came. He put everyone into groups of three. He knew nine is divisible by three. Everyone worked together and had an enjoyable day cleaning up our community.

Foundational Skills

A **suffix** is a word part added to the end of a word and changes the meaning of the word.

- -able and -ible both mean “able to”
- -er and -or both mean “someone who” or someone who can do something

-able/-ible	-er/-or

Reading Strategy

When reading a story, use this organizer to help identify parts of a narrative

Parts of a Narrative	Academic Words	From the Story
Who?	characters	
Where/When?	setting	
What happened?	events	
How does the story end?	conclusion	



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Episode 108: Word Webs and A Powwow

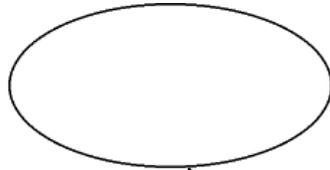
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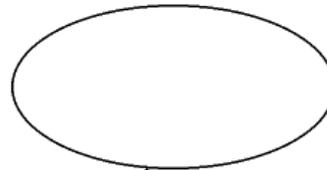


Sort It

Add the suffix **-ing** to the end of the word to make a verb.

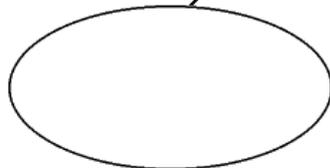


Add the suffix **-er** to the end of the word to make a noun.

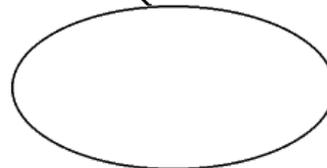


think

Add the prefix **re-** to the beginning of the word to make a verb.



Add the prefix **over-** to the beginning of the word to make a verb.



Parts of Speech

verb - a type of word that describes an action

noun - a type of word that represents a person, thing, or place

adjective - a type of word that describes nouns and pronouns

Foundational Skills

A **suffix** is a word part added to the end of a word to change a word and its meaning.

A **prefix** is a word part added to the beginning of a word to change a word and its meaning.

Math Might's Showdown! Addition Strategies

Players: 2-4

Materials:

- Clear counters - 10 of one color per player
- Blank paper - 1 sheet per player
- Game board
- Recording sheet

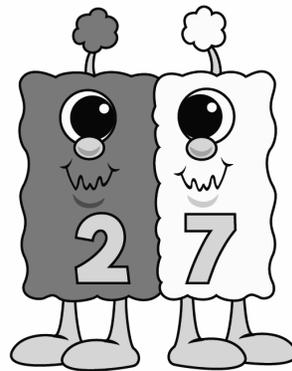
Objective: Practice problem solving strategies

1. The first player chooses a problem from the game board and claims it with a counter.
2. The player then selects one of the characters/strategies to solve the problem on the blank paper and circles the character on the recording sheet.
3. The next player repeats steps 1 and 2.
4. Continue taking turns until all problems have been claimed.

Decompose/Compose



Partial Sums



Compensation

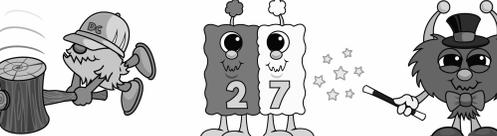
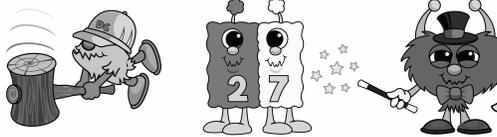


Math Might's Showdown! Addition Strategies

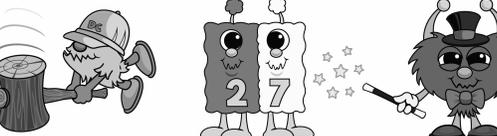
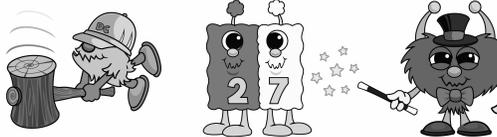


$128 + 217 =$	$126 + 625 =$	$625 + 189 =$	$298 + 115 =$
$425 + 138 =$	$156 + 324 =$	$258 + 136 =$	$199 + 126 =$
$123 + 627 =$	$548 + 117 =$	$188 + 414 =$	$249 + 149 =$
$338 + 156 =$	$189 + 288 =$	$168 + 533 =$	$524 + 118 =$
$152 + 269 =$	$178 + 417 =$	$123 + 378 =$	$298 + 152 =$

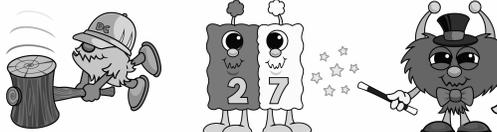
Recording Sheet-Player 1

Round 1	Character/Strategy	Show your work.
1		
2		
3		
4		
5		

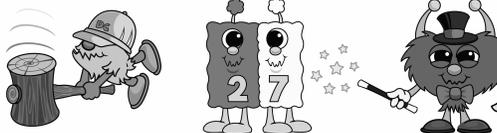
Recording Sheet-Player 1

Round 1	Character/Strategy	Show your work.
6		
7		
8		
9		
10		

Recording Sheet-Player 2

Round 1	Character/Strategy	Show your work.
1		
2		
3		
4		
5		

Recording Sheet-Player 2

Round 1	Character/Strategy	Show your work.
6		
7		
8		
9		
10		

Addition Problems with T-Pops

Directions: For each problem do a quick draw with base ten blocks or place value discs to show your thinking.

$$567 + 349$$



traditional

$$195 + 632$$



traditional

$$288 + 703$$



traditional

$$498 + 485$$



traditional