

Unit Nineteen Sitton Spelling

they

what

their

said

some

would

other

could

use

thought

landed

during

today

example

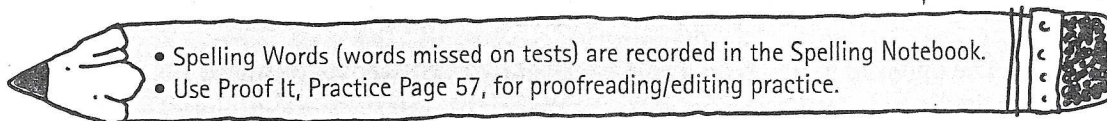
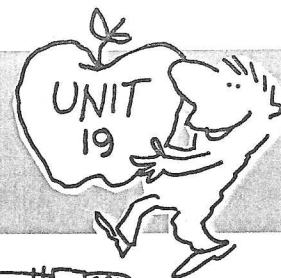
heard

several

change

answer

Assess Words and Skills



- Spelling Words (words missed on tests) are recorded in the Spelling Notebook.
- Use Proof It, Practice Page 57, for proofreading/editing practice.



Assess Spelling Progress

Teaching Notes, page 350

Give this Cloze Story Word Test of Core Words within the frequencies 1–265 to all students. Words students miss are their Spelling Words.



BEFORE THE CLOZE STORY WORD TEST

Students do not prestudy the words. Provide students with a copy of REVIEW 19 BLACKLINE MASTER, page 190. Tell students that this story tells about an ancient tradition that helped some people make decisions.



THE CLOZE STORY WORD TEST

Read the entire story aloud, including the test words. Then read it again slowly as students write the missing words.



Flip a Coin

(1) During ancient times, people (2) thought it was best to let the gods make (3) their big decisions. The people (4) would ask the gods a question and hope the gods (5) heard it. Then (6) they waited for an (7) answer that (8) could come to them in one of (9) several ways. For (10) example, people might (11) use pocket (12) change to flip a coin. If it (13) landed heads, that meant the gods (14) said "yes." Tails meant "no." We still flip a coin to decide (15) some things (16) today. (17) What are (18) other ways we make decisions?

Words tested:

they (19), what (32), their (42), said (43), some (56), would (59), other (60), could (70), use (88), thought (179), land(ed) (202), during (248), today (249), example (261), heard (262), several (263), change (264), answer (265)



AFTER THE CLOZE STORY WORD TEST

1. Ask students to write and share when a "flip of the coin" might be a good way to make a decision and when it would be a poor way to make a decision. Note that the "flip of the coin" on the football field often decides which team has the ball at the start of a game. Then have students work in pairs to make a list of other ways people decide who goes first, such as picking a number, drawing the longest straw, or alphabetical order.

visual skill building, writing, making a list

2. Have students record the words they missed on the test

- in their Spelling Notebook (see page 353) for at-school study, and
- on a copy of the WORDS TO LEARN BLACKLINE MASTER, page 392, for at-home study.

recording words for personal study list

Name _____

REVIEW 19



Word Test

Flip a Coin

(1) _____ ancient times, people (2) _____ it was best to let the gods make (3) _____ big decisions. The people (4) _____ ask the gods a question and hope the gods (5) _____ it. Then (6) _____ waited for an (7) _____ that (8) _____ come to them in one of (9) _____ ways. For (10) _____, people might (11) _____ pocket (12) _____ to flip a coin. If it (13) _____ heads, that meant the gods (14) _____ "yes." Tails meant "no." We still flip a coin to decide (15) _____ things (16) _____. (17) _____ are (18) _____ ways we make decisions?

Skill Test

Circle the right words.

Mother lets/let's me play with coins. Its/It's fun! I have to/two/too coins.

Lets/Let's flip them. Do you want to/two/too play, to/two/too?