

# Summarize

When you summarize a story, you can decide which details are most important by asking yourself, *Would I understand what is happening without this detail?* If the answer is “no,” the detail is important. Summarizing helps you remember what you read.



## Find Text Evidence

You can summarize the first few paragraphs of “Survivaland” on page 181 to make sure you understand what has happened to the friends as they start the game.

page 181

“I’m going to win *Survivaland!*” Raul declared as he started the computer game. His immobile character suddenly sprang into action on screen. He raced across the desert island pursued by a sandstorm.

“Not today,” Latrice warned while moving her character on the screen. “I’ll be the last player standing on the island!”

Juanita stomped her feet. “No way,” she insisted, “I always **devise** a winning game plan.”

Jackson frowned. “*Survivaland* is too **complex**,” he complained. “You have to know all about nature to win, but in real life, knowing about nature is just not that important.”

“You are so wrong!” Juanita cried.

A loud *crackle* sounded, and the entire room went dark. When the lights returned seconds later, the four players were very confused. Instead of controlling their characters on the computer screen, they were on the island themselves!

*Four friends are playing a computer game that tests who can best survive on a desert island. The text on page 181 says, “they were on the island themselves.” These important details help me understand what the story is about before I continue reading.*

## Your Turn

COLLABORATE



What are the most important details about the outcome of “Survivaland”? Use the strategy Summarize as you read.

# Theme

The **theme** of a story is the message about life that the author thinks is important. The theme is usually not stated in the story. To identify the theme, think about what the characters do and say and what happens to them. Then decide what lesson they learn as a result of their words and actions.



## Find Text Evidence

On page 181 of "Survivaland," a message appears in the sky, telling the friends to run west to escape the sandstorm. Latrice says, "Since the sun ascends in the east and sets in the west, west must be in the opposite direction." Her knowledge allows the other characters to run to safety and escape the sandstorm.

**What Does the Character Do and Say?**

Latrice knows the sun rises in the east, so she figures out that west is in the opposite direction.

**What Happens to the Character?**

The characters run west to safety.

**Theme**

COLLABORATE



## Your Turn

Reread "Survivaland." Complete the graphic organizer by recording the most important things that the characters say and do and what happens to them. Then use the information to figure out the story's theme.

**Go Digital!**

Use the interactive graphic organizer

# Fantasy

The selection “Survivaland” is a fantasy.

## A fantasy:

- Has a made-up setting
- Includes characters and events not possible in real life
- May include sensory language and personification



## Find Text Evidence

*I can tell that “Survivaland” is a fantasy. In the story, the characters meet a giant butterfly and a giant crow, which couldn’t exist in real life. Personification occurs when the crow speaks. Sensory language is used to describe the experiences.*

page 182

The four players ran until the sandstorm was safely behind them. “Whew, that was close!” Raul gasped with a **shortage** of breath.

Suddenly Juanita shouted, “No time to relax—there’s new trouble overhead!” The group looked up and saw a **gigantic** butterfly hovering above them. Juanita feared the **monster** insect might fly down and land on her head.

Just then, Raul spotted onions growing nearby. He quickly pulled one up and smashed it with a stick. He pulled it apart, **fashioned** four onion pieces, and said, “Rub this all over yourselves. NOW!”

The giant butterfly floated down and rested its feet on Juanita, just as she had feared. She shrieked in fright, and the gigantic insect flew away. “I think my screaming scared it off,” Juanita sighed.

“No, actually, the onion did,” Raul explained. “Because butterflies taste with their feet, I knew that the onion’s bitterness would drive the insect away.”

Jackson looked perplexed. “Huh? Butterflies taste with their feet?” he exclaimed, confused.

“Yes,” Raul replied, “don’t you remember learning that last year in science class?”

“I guess I was daydreaming that day,” Jackson admitted, adding, “Raul, you’re a **resourceful** friend!”

Then, without warning, an enormous crow flew down and announced, “I’m hungry!” When the huge bird walked close to Jackson, Juanita tore off the silver bracelet and ring she was wearing and threw them as far as she could. The crow raced after the jewelry, and the friends ran the other way.

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**Sensory Language** Language that is sensory involves the five senses: touch, sight, taste, sound, smell.

**Personification** Personification gives human qualities to animals or objects.

COLLABORATE

## Your Turn



List five details in “Survivaland” that indicate the story is a fantasy.

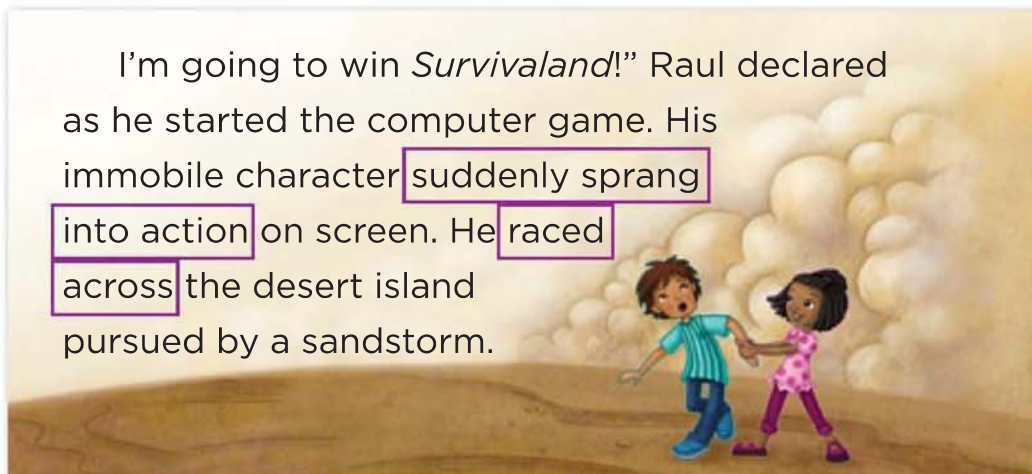
# Context Clues

When you come across an unfamiliar or multiple meaning word in a sentence, you can look for **comparisons** in the text as clues to the word's meaning.



## Find Text Evidence

When I read the first paragraph on page 181 of "Survivaland," I can use the comparisons suddenly sprang into action and raced across to figure out the meaning of immobile. It must mean the opposite, "not moving."



## Your Turn

COLLABORATE



Use comparisons to figure out the meaning of each of the following words in "Survivaland."

**ascends**, page 181

**hovering**, page 182

**perplexed**, page 182





# Readers to . . .

Each word a writer chooses has a dictionary meaning, or **denotation**. The same word may also have a **connotation**—a powerful feeling or emotion that the word suggests to you. Reread the opening paragraphs from “Survivaland” below.

## Expert Model

### Connotation and Denotation

Identify powerful words in the first paragraph that affect the way you think about the game.

What words in the third paragraph affect how you feel about Juanita?

“I’m going to win *Survivaland*!” Raul declared as he started the computer game. His immobile character suddenly sprang into action on screen. He raced across the desert island pursued by a sandstorm.

“Not today,” Latrice warned while moving her character on the screen. “I’ll be the last player standing on the island!”

Juanita stomped her feet. “No way,” she insisted, “I always devise a winning game plan.”



# Writers



## Editing Marks

- ^ Add
- ^, Add a comma.
- ✂ Take out.
- sp Check spelling.
- ≡ Make a capital letter.

Talen wrote a fantasy about friends who travel to a strange land. Read Talen's revision of this section.

## Grammar Handbook

### Verb Tenses

See page 458.

### Student Model

## Space Travel Blues

"Where in the world have we landed?" Anne said in a <sup>shaky</sup> soft voice.

"This island is so <sup>creepy</sup> different. All the plants and animals are just one color—blue!"

"Don't be <sup>a baby</sup> afraid, because I'm not afraid!" Mike <sup>ed</sup> demands. Anne was <sup>by his bragging</sup> annoyed.



### COLLABORATE

## Your Turn



- Identify details that Talen included to show that his story is a fantasy.
- Look at Talen's use of verb tenses.
- Tell how Talen's use of connotative words affected your feelings about the characters.

### Go Digital!

Write online in Writer's Workspace