

## Daily Warm Ups Figurative Language Level II Daily Warm Ups

Exercises for improving and expanding the vocabulary.

Evan Treski, who is people-smart, and his younger sister Jesse, who is math-smart, battle it out through competing lemonade stands, each trying to be the first to earn one hundred dollars. Reprint.

This book builds vocabulary skills and confidence. It offers word-attack strategies for fearless test-taking.

The Great Fire of 1871 was one of most colossal disasters in American history. Overnight, the flourishing city of Chicago was transformed into a smoldering wasteland. The damage was so profound that few people believed the city could ever rise again.By weaving personal accounts of actual survivors together with the carefully researched history of Chicago and the disaster, Jim Murphy constructs a riveting narrative that recreates the event with drama and immediacy. And finally, he reveals how, even in a time of deepest despair, the human spirit triumphed.

strength to build their city once again.
Grammar & Usage Level II
100 Task Cards: Figurative Language

Holes

The Most Dangerous Game

☐ The Most Dangerous Game by Richard Connell ☐ The Most Dangerous Game, also published as The Hounds of Zaroff, is a short story by Richard Connell first published in Collier's magazine on January 19, 1924. It features a big-game hunter from New York who falls off a yacht and swims to an isolated island in the Caribbean where he is hunted by a Cossack aristocrat. The story is an adaptation of the big-game hunting safaris in Africa and South America that were fashionable among wealthy Americans in the 1920s. ☐ The Most Dangerous Game by Richard Connell ☐ Big-game hunter Sanger Rainsford and his friend, Whitney, are traveling to the Amazon rainforest for a jaguar hunt. After a discussion about how they are "the hunters" instead of "the hunted," Whitney goes to bed and Rainsford hears gunshots. He climbs onto the yacht's rail and accidentally falls overboard, swimming to Ship-Trap Island, which is notorious for shipwrecks. On the island, he finds a palatial chateau inhabited by two Cossacks: the owner, General Zaroff, and his gigantic deaf-mute servant, Ivan. ☐ The Most Dangerous Game by Richard Connell ☐ Zaroff, another big-game hunter, knows of Rainsford from his published account of hunting snow leopards in Tibet. Over dinner, the middle-aged Zaroff explains that although he has been hunting animals since he was a boy, he has decided that killing big-game has become boring for him, so after escaping the Russian Revolution he moved to Ship-Trap Island and set it up to trick ships into wrecking themselves on the jagged rocks that surround it. He takes the survivors captive and hunts them for sport, giving them food, clothing, a knife, and a three-hour head start, and using only a small-caliber pistol for himself. Any captives who can elude Zaroff, Ivan, and a pack of hunting dogs for three days are set free. He reveals that he has won every hunt to date. Captives are offered a choice between being hunted or turned over to Ivan, who once served as official knouter for The Great White Czar. Rainsford denounces the hunt as barbarism, but Zaroff replies by claiming that "life is for the strong." Realizing he has no way out, Rainsford reluctantly agrees to be hunted. During his head start, Rainsford lays an intricate trail in the forest and then climbs a tree. Zaroff finds him easily, but decides to play with him as a cat would with a mouse, standing underneath the tree Rainsford is hiding in, smoking a cigarette, and then abruptly departing. ☐ The Most Dangerous Game by Richard Connell ☐ After the failed attempt at eluding Zaroff, Rainsford builds a Malay man-catcher, a weighted log attached to a trigger. This contraption injures Zaroff's shoulder, causing him to return home for the night, but he shouts his respect for the trap before departing. The next day Rainsford creates a Burmese tiger pit, which kills one of Zaroff's hounds. He sacrifices his knife and ties it to a sapling to make another trap, which kills Ivan when he stumbles into it. To escape Zaroff and his approaching hounds, Rainsford dives off a cliff into the sea. Zaroff, disappointed at Rainsford's apparent suicide, returns home. Zaroff smokes a pipe by his fireplace, but two issues keep him from the peace of mind: the difficulty of replacing Ivan and the uncertainty of whether Rainsford perished in his dive.

Fourteen-year-old twin basketball stars Josh and Jordan wrestle with highs and lows on and off the court as their father ignores his declining health.

Turn downtime into learning time with these four new Daily Warm-Ups with searchable companion CD-ROMs! Each title features 180 activities in an easy-to-use, reproducible book. A companion CD-ROM contains an electronic version of the book with ready-to-print PDF documents. Simply photocopy pages from the book, print them from your computer, or project them on a large screen. Gives learners practice in both English Language Arts and Social Studies. Covers a variety essential English Language Arts skills ranging from vocabulary and grammar and usage to writing poetry and using figurative language.

Features Social Studies activities that address U.S. history, world history, and geography. ∴ Turn downtime into learning time with these four new Daily Warm-Ups with searchable companion CD-ROMs Each title features 180 activities in an easy-to-use, reproducible book. A companion CD-ROM contains an electronic version of the book with ready-to-print PDF documents. Simply photocopy pages from the book, print them from your computer, or project them on a large screen. Gives learners practice in both English Language Arts and Social Studies Covers a variety essential English Language Arts skills ranging from vocabulary and grammar and usage to writing poetry and using figurative language Features Social Studies activities that address U.S. history, world history, and geography Helps students understand, write, and communicate more effectively Boosts critical-, creative-, and historical-thinking skills

Language Arts Warm-Ups: Expanding Vocabulary provides students with daily activities to get them warmed up for the lessons ahead and to review lessons learned. Each page features four warm-up activities that can be cut apart and used separately, making it easy to adjust each activity as needed. --Mark Twain Media Publishing Company specializes in providing engaging supplemental books and decorative resources to complement middle- and upper-grade classrooms. Designed by leading educators, this product line covers a range of subjects including math, science, language arts, social studies, history, government, fine arts, and character.

Refugee

Language Arts Warm-Ups, Grades 5 - 12

Using Grammatical Structures to Teach Writing

Geography Warm-Ups, Grades 5 - 8

Daily Warm-Ups: Figurative Language - Level II

180 reproducible quick activities--one for each day of the school year--help students practice writing and language skills.

The Digital Warm-ups series of CD-ROMs features short activities that can be used as daily warm-ups in the classroom to get students motivated for new material or review what they have already learned. The warm-ups can be displayed on a classroom whiteboard, a computer projection device, or on an individual computer; they may also be printed. The activities can be completed as a class, a small group, or individually, and the topics covered include root words, prefixes and suffixes, compound words, synonyms and antonyms, parts of speech, figurative language and vocabulary. Quick links connect each warm-up to dictionary.com, and bold vocabulary words are also linked to definitions on the web. An answer key is also provided.

180 reproducible quick activities--one for each day of the school year--offer students practice in revising and editing.

For decades, scholars have urged teachers to integrate grammar and writing, yet few have provided teachers with enough strategies and materials to do so. With this ground-breaking book, Harry Noden meets this need in a unique way.

180 Revision and Editing Activities to Kick Off Writing Time

Image Grammar

Daily Warm-Ups for Vocabulary

A Novel About the History of Philosophy

Language Skills, Grade 3

Jacqueline Woodson's National Book Award and Newbery Honor winner, now available in paperback with 7 all-new poems. Jacqueline Woodson is the 2018-2019 National Ambassador for Young People's Literature A President Obama "O" Book Club pick Raised in South Carolina and New York, Woodson always felt halfway home in each place. In vivid poems, she shares what it was like to grow up as an African American in the 1960s and 1970s, living with the remnants of Jim Crow and her powerful, each line is both accessible and emotionally charged, each line a glimpse into a child's soul as she searches for her place in the world. Woodson's eloquent poetry also reflects the joy of finding her voice through writing stories, despite the fact that she struggled with reading as a child. Her love of stories inspired her and stayed with her, creating the first sparks of the gifted writer she was to become. Includes 7 new poems, including "Brown Girl Dreaming". Praise for ANOTHER BROOKLYN "Ms. Woodson writes with a sure understanding of the thoughts of young people, offering a poetic, eloquent narrative that is not simply a story . . . but a mature exploration of grown-up issues and self-discovery."--The New York Times Book Review

Your students' comprehension--and writing--abilities will soar with this big collection of no-prep, task cards that teach all about figurative language! Each reproducible card contains a high-interest mini-passage and five key questions to hone must-know skills--in just ten minutes a day. Cards provide guided support to help students master idioms, metaphors, similes, personification, hyperbole, understatement, irony, alliteration, onomatopoeia, and more. Perfect for ESL students and "Includes standards and benchmarks"--Cover.

Language Arts Warm-Ups: Expanding Vocabulary provides students with daily activities to get them warmed up for the lessons ahead and to review lessons learned. Each page features four warm-up activities that can be cut apart and used separately, making it easy to adjust each activity as needed. Mark Twain Media Publishing Company specializes in providing engaging supplemental books and decorative resources to complement middle- and upper-grade classrooms. Designed by leading educators, this product line covers a range of subjects including math, science, language arts, social studies, history, government, fine arts, and character.

Language Skills, Grade 4

Daily Warm-Ups: Writing - Level I

Brown Girl Dreaming

Daily Warm-Ups: Vocabulary - Level I

A Resource Book of Ideas and Activities

Deepen your students' vocabulary! Turn downtime into learning time. Help students read, understand, write, and communicate more effectively. Develops critical-thinking skills and sharpens reasoning skills. Provides word attack strategies.

A tour de force from acclaimed author Alan Gratz (Prisoner B-3087), this timely -- and timeless -- novel tells the powerful story of three different children seeking refuge. A New York Times bestseller!JOSEF is a Jewish boy living in 1930s Nazi Germany. With the threat of concentration camps looming, he and his family board a ship bound for the other side of the world. . . ISABEL is a Cuban girl in 1994. With riots and unrest plaguing her country, she and her family set out on a raft, hoping to find safety in America. . . MAHMUD is a Syrian boy in 2015. With his homeland torn apart by violence and destruction, he and his family begin a long trek toward Europe. . . All three kids go on harrowing journeys in search of refuge. All will face unimaginable dangers -- from drownings to bombings to betrayals. But there is always the hope of tomorrow. And although Josef, Isabel, and Mahmoud are separated by continents and decades, shocking connections will tie their stories together in the end.This action-packed novel tackles topics both timely and timeless: courage, survival, and the quest for home.

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

Daily Warm-Ups: Figurative Language - Level IIWalch Publishing

Not If I See You First

Spelling and Grammar

Humanities, Grades 5-6

Sophie's World

Long Way Down

Improve your students' understanding of grammar and usage with these brief exercises! 180 activities - one for each school day Introduces different parts of speech, good sentence structure, and other grammar essentials Makes even complicated concepts accessible Encourages students to remember and use grammar elements correctly ∴ Improve your students' understanding of grammar and usage

with these brief exercises! 180 activities - one for each school day Introduces different parts of speech, good sentence structure, and other grammar essentials Makes even complicated concepts accessible Encourages students to remember and use grammar elements correctly

A New Translation From The French by Marion Wiesel Born in Sighet, Transylvania, Elie Wiesel was a teenager when he and his family were taken from their home in 1944 and deported to the Auschwitz concentration camp, and then to Buchenwald. Night is the terrifying record of Elie Wiesel's memories of the death of his family, the death of his own innocence, and his despair as a deeply

observant Jew confronting the absolute evil of man. This new translation by his wife and most frequent translator, Marion Wiesel, corrects important details and presents the most accurate rendering in English of Elie Wiesel's seminal work.

Jane Bell Kiester, author of the popular Caught'yal Grammar with a Giggle series, has adapted her effective and fun approach to meet the specific learning needs of middle-school students. This resource improves writing and editing skills, raises test scores, engages students, and creates classrooms filled with giggles! Giggles in the Middle offers middle-school teachers all the benefits of the previous Caught'yal books, plus some helpful "extras" created especially for the middle-school student. You'll find: One continuous story, "The Bizarre Mystery of Horribly Hard Middle School," divided into three parts, each with enough sentences for an entire school year; Classroom-tested writing assignment suggestions, mini-lessons, and teaching tips; "Almost-midterm" and final exam tests for each grade, with teacher keys; Easy-to-follow, step-by-step instructions; Complete vocabulary lists for words used in each story; and A CD with the Grammar, Usage, and Mechanics Guide for easy reference and duplication; the complete, uninterrupted story in narrative form; and the Caught'yal sentences. Giggles in the Middle gives middle-school teachers the perfect alternative to boring grammar books and dry lectures. With this flexible, proven approach to developing grammar, usage, and mechanics (GUM) skills, as well as vocabulary, everyone has fun while they learn!

On a winter's night under a full moon, a father and daughter trek into the woods to see the Great Horned Owl.

Language Arts Warm-Ups, Grades 5 - 8

Daily Trait Warm-Ups

Language Skills, Grade 6

Language Arts Daily Warm-Ups CD-ROM, Grades 5 - 8

Reproducible Mini-Passages with Key Questions to Boost Reading Comprehension Skills

A variety of imaginative techniques for integrating literature work with language learning.

Turns downtime into learning time. Reinforces and enhances vital English/Language Arts skills. Provides efficient review and practice in spelling, mechanics, usage, and grammar. Helps students learn and remember effective spelling skills and grammar rule. Helps students for national and state standardized tests.

180 reproducible quick activities--one for each day of the school year--review, practice, and teach English prefixes, suffixes, and roots.

"An intense snapshot of the chain reaction caused by pulling a trigger." —Booklist (starred review) "Astonishing." —Kirkus Reviews (starred review) "A tour de force." —Publishers Weekly (starred review) A Newbery Honor Book A Coretta Scott King Honor Book A Printz Honor Book A Time Best YA Book of All Time (2021) A Los Angeles Times Book Prize Winner for Young Adult Literature Longlisted for the National Book Award for Young People's Literature Winner of the Walter Dean Myers Award An Edgar Award Winner for Best Young Adult Fiction Parents' Choice Gold Award Winner An Entertainment Weekly Best YA Book of 2017 A Vulture Best YA Book of 2017 A Buzzfeed Best YA Book of 2017 An ode to Put the Damn Guns Down, this is New York Times bestselling author Jason Reynolds's electrifying novel that takes place in sixty potent seconds—the time it takes a kid to decide whether or not he’s going to murder the guy who killed his brother. A cannon. A strap. A piece. A biscuit. A burner. A heater. A chopper. A gat. A hammer A tool for RULE Or, you can call it a gun. That’s what fifteen-year-old Will has shoved in the back waistband of his jeans. See, his brother Shawn was just murdered. And Will knows the rules. No crying. No snitching. Revenge. That’s where Will’s now heading, with that gun shoved in the back waistband of his jeans, the gun that was his brother’s gun. He gets on the elevator, seventh floor, stoked. He knows who he’s after. Or does he? As the elevator stops on the sixth floor, on comes Buck. Buck, Will finds out, is who gave Shawn the gun before Will took the gun. Buck tells Will to check that the gun is even loaded. And that’s when Will sees that one bullet is missing. And the only one who could have fired Shawn’s gun was Shawn. Huh. Will didn’t know that Shawn had ever actually USED his gun. Bigger huh. BUCK IS DEAD. But Buck’s in the elevator? Just as Will’s trying to think this through, the door to the next floor opens. A teenage girl gets on, waves away the smoke from Dead Buck’s cigarette. Will doesn’t know her, but she knew him. Knew. When they were eight. And stray bullets had cut through the playground, and Will had tried to cover her, but she was hit anyway, and so what she wants to know, on that fifth floor elevator stop, is, what if Will, Will with the gun shoved in the back waistband of his jeans, MISSES. And so it goes, the whole long way down, as the elevator stops on each floor, and at each stop someone connected to his brother gets on to give Will a piece to a bigger story than the one he thinks he knows. A story that might never know an END...if Will gets off that elevator. Told in short, fierce staccato narrative verse, Long Way Down is a fast and furious, dazzlingly brilliant look at teenage gun violence, as could only be told by Jason Reynolds.

Expanding Vocabulary

Literature in the Language Classroom

Daily Warm-Ups: Prefixes, Suffixes, & Roots - Level I

Daily Warm-Ups for Common English Idioms

Daily Warm-Ups for Test-Prep Words

This book presents a daily paragraph for students to read and correct. It will reinforce skills in grammar, usage, mechanics, and spelling; sharpens students writing and composition skills.

Give students a new way to express themselves! Helps students understand and use figurative language through daily exercises Provides helpful examples ranging from similes and metaphors to hyperbole and litotes Includes activities to identify figures of speech and write using figurative language Turns downtime into learning time

The most daunting tasks of writing-revision and editing-just became easier and more manageable with the publication of this book. Ruth Culham targets specific skills with short, powerful activities that help students gain independence and confidence as they revise their work for ideas, organization, voice, word choice, and sentence fluency, and edit it for conventions. The book contains 180 reproducible/downloadable activities-one for each day of the school year-on paper and CD. Plus think-abouts, scoring guides, checklists, and more. For use with Grades 3 and up.

Perfect for individual or whole-class instruction, Geography Warm-Ups by Mark Twain includes over 150 warm-ups and covers a variety of topics, including: -U.S. regions -continents -geography overview This middle school geography workbook provides activities to get students ready for the day. Correlated to meet current state standards, Geography Warm-Ups provides students in grades five–eight with mental warm-ups to help them prepare for the day’s lesson, while reviewing what they have previously learned. Each page features two to three warm-up activities that you can cut apart and use separately. You can also use these activities as bell-ringers, transparencies, and digital copies. Mark Twain Media Publishing Company specializes in creating educational books and classroom decorations for a variety of subjects, including science, math, history, social studies, government, language arts, fine arts, and behavior management. Mark Twain products are designed by leading educators to provide middle-grade and upper-grade teachers and students with the very best supplemental products.

Night

Language Skills, Grade 1

Owl Moon

The Crossover

The Lemonade War

#1 NEW YORK TIMES BESTSELLER • NEWBERY MEDAL WINNER • NATIONAL BOOK AWARD WINNER Dig deep in this award-winning, modern classic that will remind readers that adventure is right around the corner--or just under your feet! Stanley Yelnats is under a curse. A curse that began with his no-good-dirty-rotten-pig-stealing-great-great-grandfather and has since followed generations of Yelnatses. Now Stanley has been unjustly sent to a boys' detention center, Camp Green Lake, where the boys build character by spending all day, every day digging holes exactly five feet wide and five feet deep. There is no lake at Camp Green Lake. But there are an awful lot of holes. It doesn't take long for Stanley to realize there's more than character improvement going on at Camp Green Lake. The boys are digging holes because the warden is looking for something. But what could be buried under a dried-up lake? Stanley tries to dig up the truth in this inventive and darkly humorous tale of crime and punishment—and redemption. "A smart jigsaw puzzle of a novel." —New York Times "Includes a double bonus: an excerpt from Small Steps, the follow-up to Holes, as well as an excerpt from the New York Times bestseller Fuzzy Mud.

In the tradition of novels of Gayle Forman and John Green comes this extraordinary YA debut about a blind teen girl navigating life and love in high school. Parker Grant doesn't need 20/20 vision to see right through you. That's why she created the Rules: Don't treat her any differently just because she's blind, and never take advantage. There will be no second chances. Just ask Scott Kilpatrick, the boy who broke her heart. When Scott suddenly reappears in her life after being gone for years, Parker knows there's only one way to react--shun him so hard it hurts. She has enough on her mind already, like trying out for the track team (that's right, her eyes don't work but her legs still do), doling out tough-love advice to her painfully naive classmates, and giving herself gold stars for every day she hasn't cried since her dad's death three months ago. But avoiding her past quickly proves impossible, and the more Parker learns about what really happened--both with Scott, and her dad--the more she starts to question if things are always as they seem. Maybe, just maybe, some Rules are meant to be broken. Combining a fiercely engaging voice with true heart, debut author Eric Lindstrom's Not If I See You First illuminates those blind spots that we all have in life, whether visually impaired or not.

Facilitate a love of language with students in grades 4 and up using Jumpstarters for Figurative Language: Short Daily Warm-Ups for the Classroom! This 48-page resource covers dictionary imagery, similes, metaphors, adages, idioms, clich é s, personification, allusions, symbolism, hyperboles, and synecdoche. It includes five warm-ups per reproducible page, answer keys, and suggestions for use.

Giggles in the Middle

Language Skills, Grade 5

Language Skills, Grade 2

Figurative Language Level II

Jumpstarters for Figurative Language, Grades 4 - 8