

# Journeys Lesson 2

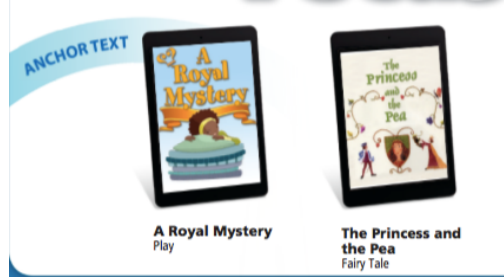
Test Date: Tuesday, September 10<sup>th</sup>

## Spelling Words

awake  
feast  
stray  
greet  
praise  
disease  
repeat  
display  
braces  
thief  
ashamed  
sleeve  
waist  
beneath  
sheepish  
release  
remain  
sway  
training  
niece

## Bonus Words

terrain  
succeed  
betray  
motivate  
upheaval



### Essential Question:

How can art and performance help people understand a text?

A Royal Mystery  
- Play

The Princess and the Pea  
- Fairy Tale

### **Target Skills:**

- **Theme**
- **Elements of Drama**
- **Characterization**

This week we'll ask the question "How can art and performance help people understand a text?" First, we'll read the play *A Royal Mystery*, about an incredible discovery that two friends make while away at camp. We'll also read the fairy tale *The Princess and the Pea*.

**Decoding:**  
**Vowel Sounds in  
VCV Syllable  
Patterns**

**Target Strategy:**

**Question**

**Fluency:**

**Accuracy**

interior	the inside of a space, such as a home or building
honored	accepting or enjoying respect or distinction
primitive	simple; unsophisticated or crude
immersed	fully absorbed or occupied
contagious	spread by contact; communicable
discomfort	distress or unease
secretive	concealing; not open or frank
brandishing	waving about in a bold or daring manner; flourishing
bungled	botched; handled badly
imprinted	marked on the surface by printing or pressure

Vocabulary Strategies:

Prefixes non-, un-, dis-, mis-

Meaning: not or wrong

Prefix – attached to beginning of a base word

Examples: unfamiliar = not familiar

dislike = not like

misspell = spell wrong

nonfiction = not fiction