

<p>Day 1</p> <p>___/___/___</p>	<p>Title: _____ Author: _____</p> <p>Page Numbers: _____ - _____ Minutes: _____ Genre: _____</p> <p>Visualization: _____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Day 2</p> <p>___/___/___</p>	<p>Title: _____ Author: _____</p> <p>Page Numbers: _____ - _____ Minutes: _____ Genre: _____</p> <p>Setting: _____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Day 3</p> <p>___/___/___</p>	<p>Title: _____ Author: _____</p> <p>Page Numbers: _____ - _____ Minutes: _____ Genre: _____</p> <p>Figurative Language: _____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>Day 4</p> <p>___/___/___</p>	<p>Title: _____ Author: _____</p> <p>Page Numbers: _____ - _____ Minutes: _____ Genre: _____</p> <p>Time Order Text Structure: _____</p> <p>_____</p> <p>_____</p> <p>_____</p>

Parent Signature

Student Signature

Rubric Standard for Reading Logs

- ____ 4: Exceeds Standards (45+ minutes daily, creative and thoughtful responses, neat writing, appropriate text choice) 100-125 pts
- ____ 3: Meets Standards (30-45 minutes daily, creative and thoughtful responses, neat writing, appropriate text choice) 75-100 pts
- ____ 2: Approaching Standards (20-30 minutes daily, complete responses, sloppy writing, inappropriate text choice) 60-75 pts
- ____ 1: Below Standards (<20 minutes daily, incomplete responses, sloppy writing, inappropriate text choice, not turned in) 0-60 pts

Reading Log B Response Help

(1) Visualization-Imagery

- Visualization is seeing pictures like a movie in your head.
- Imagery is using your senses to describe something.

Example: What pictures do you see? What sounds do you hear? Is there anything to smell or taste? What do the surfaces feel like? Can you reach out and touch something? How do the words or pictures make you feel?

(2) Setting

- The setting of a story is the time and place in which it occurs. The time may be the past or future. The place may be any place from a jungle to a large city.
- The setting can be merely a backdrop for a story, or it can be a strong element that affects the characters and shapes the plot.

Example: This story takes place _____. I know this because the author uses the words "_____."

(3) Figurative Language

- Language that does not mean exactly what it says.
- OH I (like) SPAM!

Onomatopoeia

- A word that is written and said just like a sound.

Example: Splash, buzz, howl

Hyperbole

- Extreme exaggeration

Example: I can run a mile a minute.

Idiom

- An expression that means something different from what it says.

Example: That will cost an arm and a leg.

Simile

- Compares two unlike things using the words like or as.

Example: Her smile was like sunshine.

Her smile is not really sunshine, but it looks like it.

Personification

- Gives human characteristics to a nonhuman subject.

Example: The playful wind teased the girl by snatching her hat.

Alliteration

- Is the practice of beginning several consecutive or neighboring words with the same sound. Hint: tongue twisters

Example: "I will go to the west wall," Kai whispered.

Metaphor

- Compares two unlike things by describing one thing as if it were the other.

Example: The sky is a shining blue ocean.

It's not really an ocean, but it looks like it.

(4) Time order text structure

- Sequence of events.

Example: First, Second, Third, Fourth, Finally.