

Introduction

As the day began in the old one room schoolhouse, a "Sentence For The Day" was written on the blackboard. A careful look revealed errors in this sentence that the students would correct. This provided a daily review in grammar, writing, and spelling.

Today, with *The Great Editing Adventure* series, you can use this same method with the added impact of a continuing adventure. This creates excitement and interest in a task that could otherwise be tiresome to students.

While editing these fun adventures, your students will learn and review grammatical, writing, and spelling rules. In addition, they will work with vocabulary words in the context of the story.

This manual provides lessons that are easy to use with any child. Enjoy yourself as you and your students discover some Great Editing Adventures.

How To Use

This manual has three adventures with 30 lessons for each adventure, for a total of 90 complete lessons. Adjust your daily schedule to fit these 90 lessons into the typical 180 school days.

You can give each student a Student Book, or you can write the sentences (incorrect version) out.

Instruct your students to copy the passage in their workbook, correcting any errors they find. If the students do not know the meaning of the circled word, it is their responsibility to look it up in a dictionary and be ready with an appropriate definition for this passage. Any underlined words will require an appropriate synonym. Be sure a thesaurus is available.

When the students have finished their copying, discuss the passage. Ask your students to tell you the corrections they made and why they made them. Use this time to review the rules for each correction. The rules and examples are listed in this manual for each lesson. During the discussion time, your students will define any circled words and give synonyms for underlined ones.

As you are discussing the passage, correct the one on the board and ask your students to correct their papers. Be sure to discuss the content of the passage, asking questions about the students' thoughts and predictions for the story. This will generate interest in the lessons and add value to the vocabulary words.

After the passage is discussed and corrected, you may want to have a very short lesson on a rule that proved to be difficult. Example:

#1 Review the rule. "One syllable words, ending with one vowel and one consonant, need a double consonant before adding a suffix beginning with a vowel."

#2 Give several examples - dragged running stopped

#3 List several words and ask your students to apply the appropriate rule to them -
jump hop sit do skip

Work with your students on this step. Do not use it as a test.

The lessons in this manual are very flexible and have been written so you may adapt them to meet your students' needs. The language arts skills for grades 4-6 are included in the three stories found in this manual. If you are not using a student book, you may review any skill in the passages by simply making that error when you write it on the board. For example, if your students missed the commas needed in a series, you may leave them out the next time a series appears, whether that appears in the lesson or not.

If your students have trouble finding the corrections to be made or are not motivated, you may challenge them on the board with a clue or hint. Simple statements written on the board such as the following can add motivation or help keep the frustration down for such students.

Ex: "5 corrections! Can you find them?"

"Look at words with suffixes."

Now, both you and your students are ready to take the first step into this great adventure in editing. Each story is full of useful language skills and fun!

Student Books

Student Books are available for *The Great Editing Adventure Series*. The Student Book gives the grammar activity from the *GEAS* and has space for your student to write the corrected version. A great time saver for the teacher.

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Incredibly Kooky Inventions

Lesson 1

For the next several weeks this spot will be packed with astounding stories of strange and amazing american inventions.

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with ¹astounding ²stories of strange and amazing
³American inventions.

Vocabulary

astounding (adjective) -

1. bewildering
2. astonishing
3. amazing

Synonyms

strange (adjective)

1. eccentric
2. peculiar
3. funny

Rules

1. stories - To form the plural of words ending with *y*, preceded by a consonant, change *y* to *i* and add *es*.
2. amazing - Words ending with a silent *e* are written without the *e* when adding a suffix beginning with a vowel. (See exceptions, p.19)
3. American - Capitalize nationalities and adjectives formed from a proper noun.

Lesson 2 - Invention #1

On June 3 1897 Mr John Sievers Jr. erected a figure of a cow in his back pasture.

On June ¹3, ²1897, Mr. John Sievers, Jr. ³erected a
⁴figure of a cow in his back pasture.

Vocabulary

erected - (verb) raised or

constructed; set up, assembled

Rules

1. June 3, - Use a comma between the date and the year in a sentence.
 2. 1897, - Use a comma after the year if the entire date is used in a sentence.
 3. Mr. - A period is used after abbreviations of titles in names.
 4. Sievers, Jr. - Use a comma after a proper name when an abbreviated title follows.
- Ex: John Williams, Sr.
Jeffrey Smith, Esq.
Karen Jones, M.D.