

Informative Summary

Dear Parents,

Over the next few weeks, our writing lessons will center on crafting summaries of informative texts. A summary of this kind is a shortened version of a text that highlights the main ideas and important points. Its purpose is to capture the essential information while leaving out unnecessary details. In third grade, students frequently read various texts and are often asked to understand them. When summarizing an informative text, they'll concentrate on picking out the most crucial details, facts, or ideas from the text. This type of writing aims to practice pinpointing key details, presenting the main ideas concisely, and expressing student understanding of the information clearly and simply.

Ideas for Home Support

As your child practices writing these summaries at school you might consider practicing at home with the following ideas:

- Help your child see the relevance of summarizing by discussing how it's used in everyday life, such as writing book reports, summarizing news articles, or discussing world events.
- Turn summarizing into a game by challenging your child to summarize a text in a certain number of sentences or within a time limit. You can also play "Summarize and Swap" where you each summarize a text and then compare your summaries.
- Encourage your child to create visual summaries using drawings, diagrams, or concept maps to represent the main ideas and key points of a text.
- Choose a short passage from a book, article, or online resource appropriate for your child's reading level. Read it together and then discuss the main ideas and key points.

Thank you for all your support!

Sincerely,

Informative Summary Rubric 3rd Grade

Genre Chart Summary: Informative	4 Exceeded Goal	3 Accomplished Goal	2 Just Beginning	1 Hasn't Started
Uses a strategy to engage the	Engages the reader in a creative way	Engages the reader	Engaging sentence is weak or off-topic	
reader				
Includes the	Creatively includes	Includes details of	Includes some	Main idea is not
main idea and	important details of	the main idea and	details of the main	clear or has no details
important details	the main idea	important details	ideas	uetans
Paraphrases	Effectively	Paraphrases	Paraphrases some	Does not
information	paraphrases the	information	information but	paraphrase information or
	most important information	appropriately	retells large portions or gives too few	retell the whole
	mormacion		details	story
Uses simple and	Uses several simple	Uses both simple	Uses mostly simple	Uses sentence
compound	and compound	and compound	sentences	fragments or many
sentences	sentences	sentences		run-on sentences
Ends with a	Ending sentence is creative and makes a	Ending sentence	Has an ending sentence. but does	No ending sentence
concluding statement		about the main idea		
	main idea		statement about the main idea	
Co	NI	A f 1 1	F	C
Correct conventions		do not interfere with	Frequent errors that distract the reader	it is hard to read
support the	punctuation, and	meaning		, 2020
meaning	grammar			
				l

The First Video Game

Did you know that the very first video game was invented a long time ago? It all started in the year 1958 when a clever man named William Higinbotham created a game called "Tennis for Two."

Instead of playing tennis outside, people could play this game on a big computer screen! It was like magic! Players used controllers to hit a computerized tennis ball back and forth, just like in a real game of tennis.

"Tennis for Two" was played on a very special machine that took up a whole room! Can you imagine having a video game that big? It was so exciting that people lined up just to have a turn to play.

Even though it was made many years ago, "Tennis for Two" was the beginning of something amazing. It showed people that you could have fun playing games on a screen, and it inspired lots of other inventors to create even cooler video games!

Now, when you play your favorite video game, you can remember that it all started with a simple game of tennis on a big computer screen.

The Amazing Story Behind the Eiffel Tower Did you know that the Eiffel Tower in Paris, France, is one of the most famous landmarks in the world? Let me tell you the amazing tale of how this magnificent structure came to be. In the late 1800s, a brilliant engineer named Gustave Eiffel had an incredible idea to build a tall tower for the 1889 World's Fair in Paris. He wanted to create something unique and memorable that would showcase France's creativity and engineering skills. Gustave Eiffel and his team worked tirelessly to design and construct the tower. They used over 18,000 iron pieces and more than 2.5 million rivets, all carefully assembled like a giant puzzle. It took about two years to build, and when it was finished, the Eiffel Tower stood over 1.000 feet tall! The Eiffel Tower opened to the public on May 6, 1889. People from all over the world marveled at its beauty and grandeur. Visitors could take elevators or climb stairs to reach the top where they enjoyed breathtaking views of Paris. Popular with those who went to the World's Fair in 1889, the Eiffel Tower continues to be a beloved tourist attraction and has become a symbol of France. It reminds us of the power of human imagination and the amazing things we can accomplish when we

work together.

The History of Hello

Your phone rings. You answer it and say, "Hello", of course. The word "hello" has a fascinating history tied to the telephone and two
great inventors.
The first use of the word "Hello" dates to 1827, and it wasn't
used as a greeting. It was first used to attract someone's attention,
such as, "Hello, what are you doing?" or to show surprise, like "Hello
what have we here?"
"Ahoy" was a greeting that had been used by sailors for more
than one hundred years. Alexander Graham Bell, the inventor of the
telephone, wanted this word to be used to answer the phone. He
felt so strongly about its use that this was the way he answered the
phone for the rest of his life.
Thomas Edison, another famous inventor, preferred "Hello." He
thought that this was a simpler word and easier for people to
pronounce. Edison used his influence to promote the use of "Hello."
The debate between these two words continued for some
time. The first phone books had a section instructing people on how
to use the new invention. It included directions for the correct way
to begin a conversation, with a greeting of "Hello."
Eventually, "Hello" won out. So the next time you tell someone
"Hello," you might remember the friendly debate between Thomas
Edison and Alexander Graham Bell.

The Sticky Surprise

Have you ever gone on a hike and ended up with bur stuck to your socks and shoelaces? This same thing happened to a curious man and it led to the creation of something that is a part of our everyday lives, Velcro. A long time ago, in 1948, George de Mestral went for a walk with his dog. George was an engineer and lived in Switzerland. He
loved the outdoors. As George and his dog roamed through the fields, they both became covered in cockleburs, those little burrs that stick to everything.
George was curious so he examined the burrs under a microscope. He thought the pods looked like a monster's mouth, full of spiked fangs. Those tiny hooks snagged on anything with a loop, like clothes, dog fur, and human hair.
After experimenting with different materials, George created Velcro, a two-part fastener consisting of hooks and loops. Velcro was first described as a "zipperless zipper." It soon became popular because it was easy to use and reusable.
Velcro's popularity really took off when NASA astronauts used it to keep pens, food packets, and other equipment from floating away. Now, Velcro is used on bags, shoes, to hang pictures on walls, and in many other ways.
So next time you fasten your shoes with a strip of Velcro, think of a man and a dog covered in stickers and how his curiosity led to an ingenious fastener that is part of our daily lives.

Name	D-+-
Name	Date

Informative Summary Organizer

Article title:			
Circle the strategy used to engage the reader:	question	sound effect	action
Engaging beginning sentence:			
Main idea:			
Key Words:			
1.			
2.			
3.			
4.			
5.			
6.			
Conclusion:			

Name	Date

Informative Summary Organizer Model

Article title: The Sticky Surprise		
Circle the strategy used to engage the reader: question sound effect action		
Engaging beginning sentence:		
Ugh! Grr! These stickers are all over my shoes and socks and they are so hard to get off.		
Main idea: Curiosity can lead to invention and changes in everyday life.		
Key Words		
1.		
creation Velcro		
2.		
George de Mestral and dog covered in burrs		
3.		
curious, examined under microscope, saw hooks snagged		
4.		
created Velcro, hooks, and loops		
5.		
many uses, NASA, home		
6.		
Conclusion:		
New ideas come from being curious; can change how things done		

Informative Summary Model

A Summary of "The Sticky Surprise"

Ugh! Grr! These stickers are all over my shoes and socks and they are so hard to get off! If you like to go on hikes, you have probably had this happen to you. It happened to a man named George de Mestral. The article "The Sticky Surprise" tells how this mans curiosity turned an ordinary experience into an invention used all over the world, Velcro.

George was an engineer living in switzerland. He and his dog enjoyed hiking in the fields near his home. On these walks, cockleburs stuck to george's clothes and his dog's fur. George wondered why the burrs were so difficult to remove. His curiosity led him to study them under a microscope. He discover that the burrs had hooks. The hooks caught on anything with a loop, like fur socks and shoes. George wondered if he could make something similar that could be used as a fastener. After trying different materials, he created Velcro. Now Velcro is used all over the world on clothes, bags, too hang things on walls, and in lots of other ways.

In the future, wen you cinch up your shoes with Velcro, remember that new ideas can come from being curious and sometimes those new ideas can change how things are done.

Informative Summary Model Annotated

A Summary of "The Sticky Surprise"

Ugh! Grr! These stickers are all over my shoes and socks and they are so hard to get off! If you like to go on hikes, you have probably had this happen to you. It happened to a man named George de Mestral. The article "The Sticky Surprise" tells how this mans man's curiosity turned an ordinary experience into an invention used all over the world, Velcro.

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In the future, wen *when you cinch up your shoes with Velcro, remember that new ideas can come from being curious and sometimes those new ideas can change how things are done.

Annotations

Uses a strategy to engage the reader is in red

Includes the main idea, is in green, and important details are included throughout the summary Paraphrases information is evident throughout the summary

Compound sentences is in orange

Ends with a concluding statement is in red

Convention edits are in black

*Edits related to the Writing Warm-Up are in black with an asterisk

Revision: Informative Summary 3rd Grade

Name	Date
Partner	Rubric Score
Self Partr	Genre Chart
	_Uses a strategy to engage reader
Suggestions	3:
	_ Includes the main idea and important details
Suggestions	3:
	Paraphrases information
Suggestions	3:
	_Uses simple and compound sentences
Suggestions	S:
	Ends with a concluding statement
Suggestions	S:

Editing Checklist

Name	Date
Partner	
Any	item on the checklist without an X will need to be edited before turning in the paper.
Self	Partner
	1. Paper includes name, date, and title
	2. Correct punctuation at the end of each sentence .?!
	3. Correct capitalization (beginning of sentences and proper nouns)
	4. Paragraph is indented
	5. Correct spelling, including No Excuse Words
	6
	(Grammar focus for the class)
	Editing Checklist
Name	Date
Partner	
Any	item on the checklist without an X will need to be edited before turning in the paper.
Self	Partner
	1. Paper includes name, date, and title
	2. Correct punctuation at the end of each sentence .?!
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	4. Paragraph is indented
	5. Correct spelling, including No Excuse Words
	6

(Grammar focus for the class)

Nature's Acrobats

Are you ready to leap into the world of flying squirrels? Let's discover the secrets of these amazing creatures and learn how they earned their name as nature's acrobats.



Flying squirrels are mammals that have developed the ability to glide through the air. They can't fly like birds, but they can soar from tree to tree. These squirrels have extra folds of skin that stretch from their wrists to their ankles. These flaps of skin act like wings, allowing them to glide for long distances, sometimes as far as 150 feet. That is longer than a full-size basketball court.

With a keen sense of direction, flying squirrels can navigate the forest canopy with ease. They control the direction of their glide by turning their legs and body and flapping their tail. Their sharp claws allow them to grip the tree bark when they are ready to land.

Flying squirrels may not have the power of flight like birds, but their ability to glide through the air is truly remarkable. By studying these incredible animals, we gain a better understanding of the wonders of nature.