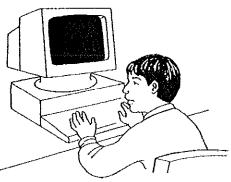
# Summary

#### When Charlie McButton Lost Power

When a storm knocks out the power in Charlie McButton's town, poor Charlie doesn't know what to do! His computer won't work and his electrical toys are useless. He tries to take the battery from his sister's doll, but gets a time-out instead. Finally Charlie discovers he can have fun playing with his sister and using his imagination.



## **Activity**

**Power Out Time** Plan a family evening without electrical power. Turn off the computer and TV, play board games or word games, and eat by candlelight. If your stove is electric, cook outside on a charcoal grill, or just eat sandwiches.

# **Comprehension Skill**

# Literary Elements: Character, Setting, and Theme

**Characters** are the people or animals a story is about. The **setting** is when and where a story takes place. The **theme** is the lesson or message of a story.

## Activity

Who, When, and Where Have family members take turns describing, but not naming, a movie or story character. Other players must name the character and then tell the setting and theme of the story.

#### **Words to Know**

Knowing the meaning of these words is important to reading *When Charlie McButton Lost Power*: Practice using these words to learn their meanings.

## **Vocabulary Words**

**bat** a flying mammal with very good hearing

**battery** an electric cell sealed in a metal case

**blew** the past tense of *blow*; entered quickly

**fuel** anything that you can burn that gives heat or power

**plug** a device at the ends of wire to make an electrical connection by fitting into a socket

**term** the length of time that something lasts

**vision** the power of using your imagination to see what the future may bring

# Conventions

#### Sentences ·

A **complete sentence** tells a complete idea, begins with a capital letter, and ends with an end mark.

**Sentence:** The dogs run across the grass. They bark happily.

#### Not a Sentence:

chewing on a bone playing on the grass

## **Activity**

Making Sentences Players take turns offering a sentence or a part of a sentence. The other players say "sentence" if the sentence is complete. If the phrase is not a sentence, they offer ways to make it a complete sentence.

Not a Sentence	Sentence	
are beautiful	Flowers are beautiful.	
	Ten blue balloons rise.	
ten blue balloons	Casar kangaroos are	
jumping up and	jumping up and down.	
LIGOWII		

Practice Tes	ted Spelling W	lords	
<del></del>			
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