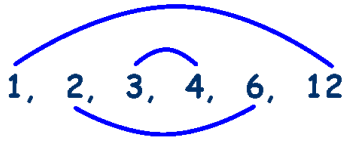
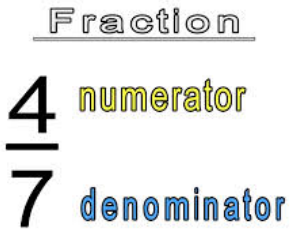
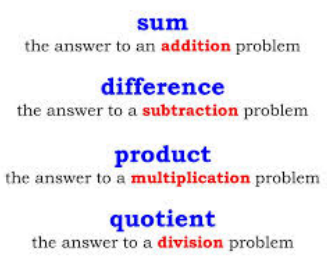
Essential Skills for Children Going into 6th Grade

My (5th Grade) Child Knows:

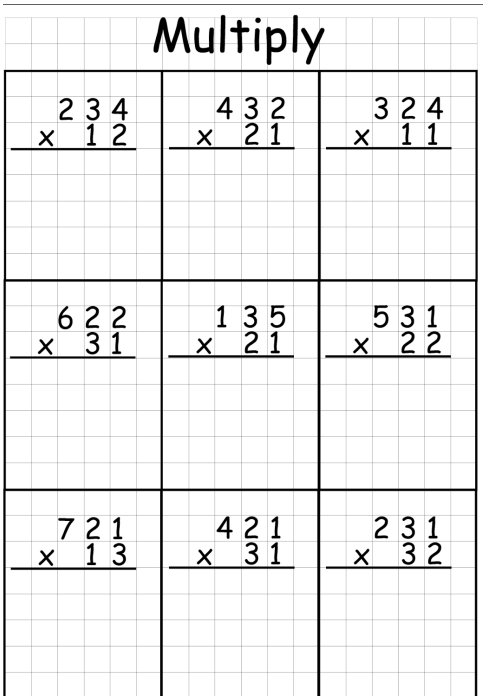
- **basic math terminology**



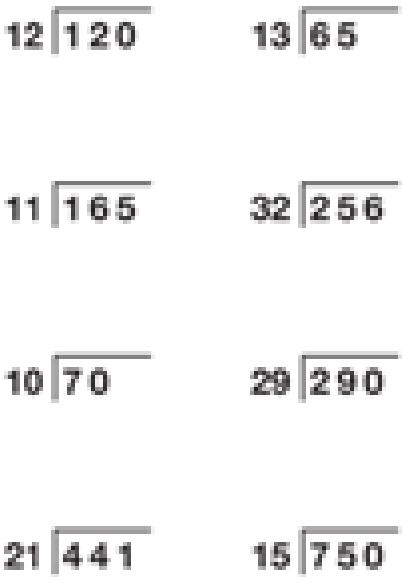




- **how to multiply 3 digit numbers without multiplication chart**



- **division by two digit numbers**



- **how to add and subtract fractions**

$\frac{5}{6} - \frac{2}{5} =$ $\frac{5}{6} - \frac{1}{4} =$

$\frac{5}{6} - \frac{5}{9} =$ $\frac{2}{3} + \frac{1}{2} =$

$\frac{4}{5} + \frac{4}{9} =$ $\frac{5}{8} + \frac{3}{10} =$

- **basic fractional concepts.**

Greatest Common Factors	Least Common Multiples
$\frac{3}{12} = \frac{1}{4}$ 3 $\frac{14}{49} = \frac{2}{7}$ 7	Multiples of 3 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, ... Multiples of 5 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, ... Least Common Multiple (LCM) = 15
Simplifying	**Mixed Number**
$\frac{4}{12} = \frac{1}{3}$	$4\frac{1}{2} \xrightarrow{+} \xrightarrow{=} \frac{9}{2}$ $\xleftarrow{\times}$ copy $\rightarrow \frac{2}{2}$

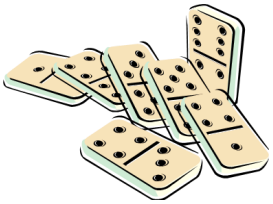
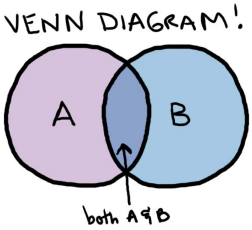
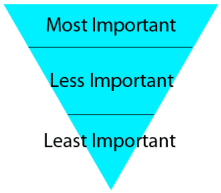
- **figurative language**

alliteration repeating the same beginning sound in a number of words *(Fun Friday / PayPal / silent sea)*	**hyperbole** an extreme exaggeration *(I am so hungry I could eat a horse. / I have a million things to do.)*	**idiom** an expression that does not mean exactly what is says *(sick as a dog / jump the gun / chip on your shoulder)*
metaphor a comparison between two unlike things WITHOUT using the word "like" or "as" *(She is a walking dictionary.)*	***figurative language***	**onomatopoeia** words that imitate sounds *(buzz / meow / moo)*
oxymoron two words that have opposite meanings when combined create a new meaning *(act naturally / jumbo shrimp / small crowd)*	**personification** giving human characteristics to an animal or object *(The fire ran wild.)*	**simile** a comparison of two unlike things using "like" or "as' *(The water well was as dry as a bone.)*

- **literary elements**

Theme - the main subject or idea of a book.	**Point of View** - way of looking at things. Each story is told from a person's viewpoint.	**Setting** - where and when a story takes place. Settings can change in different parts of the story.
Plot - the plan or pattern of events in a story. The turning point of a story is when an event happens that lets the reader know something is about to change. The climax of the story comes at the end, when the details come together and form a resolution.		
Characters - people, animals, etc. in stories. The most important person in the story is the main character. Character traits show what a person is like and offer clues to a person's behavior or actions.		

- **structure of text**

Cause / Effect 	**The information gives reasons for an action, event, or a decision and it's results. (keywords - because; as a result of; therefore)**
Compare / Contrast 	**The information shows how two or more things are alike and/or how they are different. (keywords - similar; different; however)**
Order of Importance 	**The information is in the order of most to least important events/ideas or least to most important event/ideas. (keywords - most important; least important)**
Problem / Solution 	**The information states a problem and then gives ways to solve the problem. (keywords - one solution; what might help)**
Sequential Order 	**The information is in the order that it happened. Also known as time order or chronological order. (keywords - first; second; third; last)**