

IXL Winter Adventures

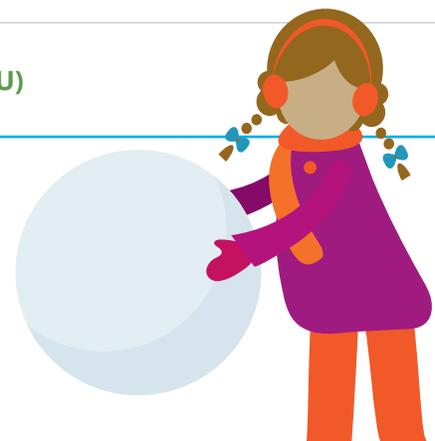


4TH GRADE ELA

Keep up the studying this season with IXL Winter Adventures! Set out on a journey through language arts with 20 days of skills and activities, each with its own fun theme.

Tip: To quickly find each skill, type the three-character skill ID into the search bar at the top left of the page on IXL!

Day 1	Around the world	Read passages about famous places (EM5) <hr/> Capitalizing the names of places and geographic features (G2S)
Day 2	Writers' workshop	Add imagery to stories (6BY) <hr/> Activity: Look at a scene in a book and write down all the times the author describes things with sensory details, uses strong verbs, or shows instead of tells. If you can't find many examples, try rewriting a sentence by adding in your own imagery.
Day 3	Into the myths	Compare mythological illustrations (J5P) <hr/> Determine the themes of myths, fables, and folktales (6PW)
Day 4	Badge of honor	Pick a challenge from your awards page and try to earn it!
Day 5	Brave the elements	Identify story elements (SRQ) <hr/> Identify elements of poetry (9FU)



Day 6	The show must go on	Read drama (KJP) <hr/> Show character emotions and traits (XY2)
Day 7	All's well that ends well	Choose the best concluding sentence (68D) <hr/> Activity: Write your own alternate ending to a famous story.
Day 8	What's wrong with this picture?	Correct errors with signs (D54) <hr/> Identify and correct errors with plural and possessive nouns (WMN)
Day 9	Get organized	Read graphic organizers (DH7) <hr/> Organize information by main idea (6GA)
Day 10	Five-star recommendations	Use the Real-Time Diagnostic for 20 minutes.
Day 11	It's tradition	Read passages about art, music, and traditions (ZSE) <hr/> Determine the meaning of idioms from context: set 1 (JMD)
Day 12	You can do anything!	Read passages about sports and hobbies (8V8) <hr/> Determine the meaning of a word with -able or -ment (YZB)

Day 13	Spoiler alert!	<p>Make predictions about a story (TXS)</p> <hr/> <p>Activity: Read a chapter of a book, then try to guess what will happen in the next chapter. Now read the chapter. Were you right?</p>
Day 14	New frontiers	<p>Read science fiction with illustrations (DFJ)</p> <hr/> <p>Read passages about business and technology (MZT)</p>
Day 15	Level up your language	<p>Pick two "Grammar and mechanics" skills to practice.</p>
Day 16	Get the gist	<p>Summarize a story (XZF)</p> <hr/> <p>Determine the main idea of a passage (7XV)</p>
Day 17	Then and now	<p>Read historical fiction (59R)</p> <hr/> <p>Read realistic fiction with illustrations (2BC)</p>
Day 18	Where am I?	<p>Use the Real-Time Diagnostic for 20 minutes.</p>
Day 19	Don't misquote me	<p>Identify and correct plagiarism (TMH)</p> <hr/> <p>Punctuating dialogue (ECG)</p>
Day 20	Do you believe in magic?	<p>Read fantasy with illustrations (26L)</p> <hr/> <p>Activity: Imagine you find a magic bottle that contains a genie. The genie offers to grant you three wishes. Write about what you would wish for and why.</p>