FACILITATION GUIDE · 60-MINUTE LESSON · GRADE 5 · 5.RC.11-5.RC.14

The Word Wizard's Tower

Context Clues, Roots & Figurative Language: Use context clues, word relationships, Greek and Latin affixes and roots, and knowledge of figurative language (similes, metaphors, hyperbole, idioms) to determine the meanings of words and phrases.

Learning target: I can use context clues and word parts to figure out new words and explain what figurative language means.

Success looks like: Students use the vocabulary correctly, complete the escape room, and score 80% or higher on the evidence-based exit ticket.

Materials: Student devices, the printed lesson worksheet (one per student), projector for the mini-lesson presenter.

LESSON AT A GLANCE — 60 minutes

Time	Part	Teacher does	Students do
0:00-0:08	Warm-up	Project the warm-up. Circulate, then call on 2-3 students. Save question 3 for the debrief.	Answer Part 2 of the lesson worksheet; share with a partner.
0:08-0:20	Mini-lesson	Teach with the 4-step presenter. Run each quick check with the whole class.	Complete worksheet Parts 4-11 as each slide appears; answer checks with fingers.
0:20-0:48	Escape Room	Launch The Word Wizard's Tower. Assign mission levels; circulate with the answer key.	Play solo or in pairs; record code pieces; complete any written evidence task.
0:48-0:52	Debrief	Ask 2 debrief questions and revisit warm-up question 3.	Finish worksheet Part 13 (prediction check + one thing learned).
0:52-1:00	Exit ticket	Hand out the exit ticket. Collect and sort with the mastery guide.	Answer with evidence independently.

Key vocabulary

Word	Student-friendly definition
Context clues	Hints in nearby words or sentences that help you figure out a word.
Root	The main part of a word that carries meaning (port = carry).
Prefix / suffix	A word part added to the beginning / end of a root (re- = again; -less = without).
Simile	A comparison using like or as.
Metaphor	A comparison that says one thing IS another.
Idiom	A saying whose meaning is different from its literal words ("break a leg").

Word	Student-friendly definition
Personification	Giving human qualities to non-human things.

1. WARM-UP 0:00–0:08 · 8 min

Warm-up expectations (post these): Answer in Part 2 of the lesson worksheet (or on this sheet). Number each answer to match the question. Answer in complete sentences. For math, show your work. Work silently for 5 minutes, then share with a partner for 2 minutes. Be ready to share one answer with the class.

#	Question	Look for
1	What does the prefix "un-" mean? Write two words that use it.	Not. Examples: unhappy, unfair, unlock.
2	Finish the simile: "The classroom was as quiet as..."	Any comparison with "as," e.g., a library, a mouse.
3	Read: "The trail was treacherous, so dangerous that we held the rope." What does "treacherous" mean? How do you know?	Dangerous. The words "so dangerous" after the comma explain it.

2. MINI-LESSON 0:08–0:20 · 12 min

Project the Lesson presenter from the room page. It runs the whole hour: target and agenda, warm-up with timer, hook vote, 4 teaching steps (key idea, interactive tool, turn and talk, check for understanding), I do / we do / you do, a work-time screen with a timer and expectations, debrief, and the exit ticket. Press N for teacher notes, T to pause the timer, and P to pick a student.

Hook (1 min): "My backpack weighs a ton." Is that literally true? Class vote: Yes / No, it is an exaggeration / Not sure

Step 1 (3 min): Context clues

Teach	Look around an unknown word for clues: a definition ("a biologist, or scientist who studies life"), a synonym, an antonym ("unlike his timid sister, Jake was bold"), or examples.
Interactive tool	Board and notes
Students do	Name the clue type (definition, synonym, antonym, example): "Unlike her timid brother, Rosa was bold."
Turn and talk	What should you do first when you hit a word you don't know? Why?
Worksheet Part 5A	Context clue types: DEFINITION, synonym, ANTONYM, and example.
Check for understanding	"Unlike her timid brother, Rosa was bold." What does "timid" mean? Answer: (D) Shy

Step 2 (3 min): Roots

Teach	Roots carry meaning: bio (life), graph (write), port (carry), dict (say), spect (look), tele (far), aud (hear), struct (build).
Interactive tool	Flip cards: bio, graph, tele, spect
Students do	Build three words from the root cards (like biology, telegraph, spectator).
Turn and talk	How could knowing the root "port" help you understand "transport" and "portable"?
Worksheet Part 6A	The root PORT means carry. The root AUD means hear.
Check for understanding	Using roots, "telescope" means a tool to: Answer: (D) See far away

Step 3 (3 min): Prefixes and suffixes

Teach	Affixes change meaning: un-/dis- (not), re- (again), pre- (before), -ful (full of), -less (without).
Interactive tool	Board and notes
Students do	Add affixes to "help" (helpful, helpless) and "view" (review, preview).
Turn and talk	How does adding "un-" or "re-" change a word? Give an example.
Worksheet Part 7A	re- means AGAIN. -less means WITHOUT.
Check for understanding	What does "careless" mean? Answer: (A) Without care

Step 4 (3 min): Figurative language

Teach	Simile uses like/as. Metaphor says one thing IS another. Personification gives human actions to things. Idioms are sayings. Hyperbole is extreme exaggeration.
Interactive tool	Board and notes
Students do	Write one simile, one metaphor, and one personification.
Turn and talk	Why do authors use figurative language instead of just saying it plainly?
Worksheet Part 8A	A SIMILE uses like or as. A METAPHOR says one thing is another. PERSONIFICATION gives human actions to objects.
Check for understanding	"The wind whispered through the trees" is an example of: Answer: (A) Personification

I do: worked example (shown one step at a time)

1. Word: transportable.
2. Step 1: Break it apart: trans + port + able.
3. Step 2: trans = across, port = carry, able = can be.
4. Step 3: Put it together: able to be carried across.
5. Check the sentence: "The transportable stage was moved to the park." It makes sense.

What to say on every slide is in the presenter script PDF.

We do: guided practice

Figure out "reconstruct" in: "After the flood, the town worked to reconstruct the bridge."

1. Break it apart: re- + struct.
2. re- means again; struct means build.
3. Context: after a flood, the bridge was probably damaged.
4. Reconstruct means to build again.

Answer: To build again

You do: independent check (2 min)

"The old car coughed and wheezed up the hill." What kind of figurative language is this? (A) Personification (B) Simile (C) Idiom (D) Hyperbole

Answer: (A) Personification. Students who miss it: 3-minute reteach at the teacher table, then start the room at the Explorer level.

> **Misconception:** "Any comparison is a simile." It is a simile only if it uses like or as.
>
> **Misconception:** "Context clues are always in the same sentence." Sometimes they are in the next sentence.
>
> **Misconception:** "Idioms mean what they say." Their meaning is not literal.

3. ESCAPE ROOM: THE WORD WIZARD'S TOWER — 0:20–0:48 · 28 min

Launch: project the start screen, read the story aloud, and assign mission levels (Explorer = extra support, Agent = on level, Legend = challenge). Students can open Supports any time for read-aloud, bigger text, a word bank, and a scratch pad.

- Locks open in order, so every student moves through the same sequence. Circulate and listen for which lock is causing a traffic jam.
- Pairs work well: one student reads the clue card aloud, the other controls the device. Switch roles at every lock.
- If a group is stuck for more than 3 minutes, ask "What does the clue card say about this?" before giving the hint.

Students turn in: the completion code plus their copied "turn in your work" block (Canvas Text Entry).

4. DEBRIEF — 0:48–0:52 · 4 min

1. Which strategy helped you most: context clues or word parts?
2. Invent a simile and a metaphor for how you feel right now.
3. Why do authors use figurative language instead of saying things plainly?

Close the loop: return to warm-up question 3. Answer: Dangerous. The words "so dangerous" after the comma explain it.

5. EXIT TICKET — 0:52–1:00 · 8 min

Print the exit ticket PDF (page 2 is the key and mastery guide). Every item requires evidence: Part A asks

students to justify each choice, Part B asks for an explanation, and Part C applies the standard to a new situation using RACE. Sort results into Mastered, Approaching, and Beginning to plan tomorrow's groups.

LESSON RESOURCES

Resource	How it fits the lesson
Warm-up worksheet (PDF)	Optional standalone warm-up (also Part 2 of the lesson worksheet), with a key.
Mini-lesson presenter	Projectable, step-by-step interactive lesson with tools and quick checks (room page).
Lesson worksheet (PDF + key)	One printable packet students complete during the whole lesson: short fill-ins and quick checks in 13 small parts that match the presenter slides.
The Word Wizard's Tower (.html)	The escape room for Canvas, with differentiated levels, supports, and a turn-in.
Exit ticket (PDF + key)	Evidence-based check with a rubric and a mastery sorting guide.
Vocabulary.com (extra)	Adaptive vocabulary practice and word lists. https://www.vocabulary.com/
Merriam-Webster (extra)	Word origins show Greek and Latin roots. https://www.merriam-webster.com/
ReadWriteThink (extra)	Figurative language lessons and interactives. https://www.readwritethink.org/
Poetry Foundation: Children (extra)	Poems full of similes and personification. https://www.poetryfoundation.org/learn/children

ANSWER KEY: THE WORD WIZARD'S TOWER

Lock 1: The Root Room (code piece: R)
1. Match each root to its meaning. -> port = carry; graph = write; bio = life; aud = hear
2. Using the root chart, what does "portable" most likely mean? -> Able to be carried
3. A "spectator" is someone who... -> watches
Lock 2: The Prefix Portal (code piece: O)
1. Match each word to its meaning. -> preview = See before; misunderstand = Understand wrongly; rebuild = Build again; impossible = Not possible; submarine = Under the sea
2. Cast the spell: build a word that means "not agree." -> dis agree
Lock 3: The Suffix Stairs (code piece: O)
1. What does "careless" mean? -> Without care
2. "Bio" means life and "-ology" means study of. What is "biology"? -> The study of life
3. Sort the words by what their suffix means. -> Full of: joyful, powerful | Without: helpless, endless | One who: inventor, builder
4. Build a word that means "without fear." -> fear less
Lock 4: Build-a-Word Workshop (code piece: T)
1. "Tele" means far and "graph" means write. What was a telegraph? -> A machine for sending written messages far away
2. What does "reconstruct" mean in the sentence? -> Build again
3. Build the name of a tool for seeing things far away. -> tele scope
Lock 5: The Wizard's Riddle (code piece: S)
1. "I am a person who studies Earth's rocks." (geo = earth, -ologist = one who studies) What am I? -> Geologist

2. An "inaudible" sound is one that... -> cannot be heard
3. A "tripod" has how many legs? (tri = three, pod = foot) -> Three
4. Final spell: build the word that means "the study of life." -> bio ology

Final code: ROOTS