

Tower Talk

Track how a narrator's word choices build a voice.

4.10.F "discuss how the author's use of language contributes to voice; and"

NAME _____

DATE _____

1 READ AND MARK _____ Read it twice

YOUR JOB Underline three words or phrases that make the narrator sound curious, playful, or careful. Beside each underline, write C, P, or Ca to show the voice you hear.

A Morning in the Lookout

- ① At sunrise, I climbed the wooden steps to the old fire lookout with my notebook tucked under my arm. The forest below looked like a green, rumpled blanket. I expected the tower to groan and complain in the wind, but it stood straight and quiet. Even the dusty windows seemed to be waiting for me to notice something.
- ② Inside, maps covered one wall, and a red phone rested beside a pair of binoculars. I did not touch the phone. It looked important, like a sleeping dragon with a job to do. Instead, I aimed the binoculars at a hawk circling above the pines. "Hello, sky captain," I whispered, though the hawk was far too busy to answer.
- ③ When a gust rattled the tower, my stomach gave a small jump, then settled down. I wrote, "Wind from the west. Hawk near the creek." Those plain words made me feel like a real lookout, not just a kid on a field trip. On the way down, I patted the railing. "Thanks for the view," I said. The tower kept its secrets, but I carried home a few.

2 ANSWER WITH EVIDENCE _____ Use the passage

1 Which words in paragraph 1 make the tower and windows seem like people? What do these words show about the narrator's voice?

2 How does the phrase "a sleeping dragon with a job to do" affect the narrator's voice?

3 The narrator uses plain words in the notebook entry but colorful descriptions in other places. How does this contrast add to the narrator's voice?

4 What does the final sentence, "The tower kept its secrets, but I carried home a few," suggest about the narrator's voice?

3 YOUR TURN _____ Your own words

Write three sentences about a familiar place using a curious, playful voice. Include one comparison, make one object seem alive, and add one plain, specific detail. Then write a fourth sentence that tells what voice your language creates.

PART 1 • READ AND MARK

Underline three words or phrases that make the narrator sound curious, playful, or careful. Beside each underline, write C, P, or Ca to show the voice you hear. Accept any marking that follows this job and points at the right text.

PART 2 • ANSWERS

#	QUESTION	ANSWER
1	Which words in paragraph 1 make the tower and windows seem like people? What do these words show about the narrator's voice?	"groan and complain" and "waiting for me" make the tower and windows seem alive. They show that the narrator has an imaginative, observant voice.
2	How does the phrase "a sleeping dragon with a job to do" affect the narrator's voice?	The phrase makes the phone seem powerful and alive. It gives the narrator a playful, imaginative voice while showing respect for the important phone.
3	The narrator uses plain words in the notebook entry but colorful descriptions in other places. How does this contrast add to the narrator's voice?	The plain notebook words show the narrator is careful and serious about being a lookout. The colorful descriptions show the narrator is also curious and imaginative.
4	What does the final sentence, "The tower kept its secrets, but I carried home a few," suggest about the narrator's voice?	It suggests the narrator feels the tower is mysterious and has learned something from the visit. The voice is thoughtful and imaginative.

PART 3 • YOUR TURN (SAMPLE ANSWER)

The library door sighed as I pushed it open. Rows of books stood like patient soldiers, waiting for their next mission. I wrote the call number 595.7 on my note card before following the insect shelf. My words create a curious, playful voice because I imagine the door and books as alive.

Accept different word choices when students correctly explain how the language creates a voice. For the open task, look for all three language requirements and a reasonable explanation of the voice created.