

Text-Based Comprehension



Text Complexity Measures

Use the rubric to familiarize yourself with the text complexity of *The Horned Toad Prince*.

Bridge to Complex Knowledge

Quantitative Measures	Lexile	1000L
	Average Sentence Length	12.7
	Word Frequency	3.47

Qualitative Measures	Levels of Meaning	understand trickster tales; understand the horned toads actions and motivations; figurative language: personification
	Structure	events happen chronologically; dialogue; conventional structure
	Language Conventionality and Clarity	non-English words; jargon; humor
	Theme and Knowledge Demands	experiences that are very different from one's own

Reader and Task Suggestions	FORMATIVE ASSESSMENT Based on assessment results, use the Reader and Task Suggestions in Access Main Selection to scaffold the selection or support independence for students as they read <i>The Horned Toad Prince</i> .	
	READER AND TASK SUGGESTIONS	
	Preparing to Read the Text	Leveled Tasks
	<ul style="list-style-type: none"> Review synonyms, antonyms and context clues. Discuss the characteristics of trickster tales. Remind students they may need to adjust their reading rate when they encounter words and phrases of a different dialect or language. 	<ul style="list-style-type: none"> Levels of Meaning • Synthesize If students find it difficult to understand the horned toad's actions and motivations, have students reread pp. 126-129 to list the toad's actions, and then describe the motivation for each action. Language Conventionality and Clarity If students find the antiquated language difficult, as they read, have them make a list of the words and phrases they cannot figure out. Have students use the context to translate the antiquated language into modern terms.

Recommended Placement The quantitative measures suggest this text should be placed slightly above the Grade 4–5 text complexity band. Scaffolded support for students to understand the humor and non-English words will help them be successful comprehending and enjoying the selection.