

Teaching Third-Grade **Nonfiction Text Features**

Using *The World of Angry Birds* from the **Searchlight Books™** — **The World of Gaming Series**

Features that help students understand how an informational text is organized:

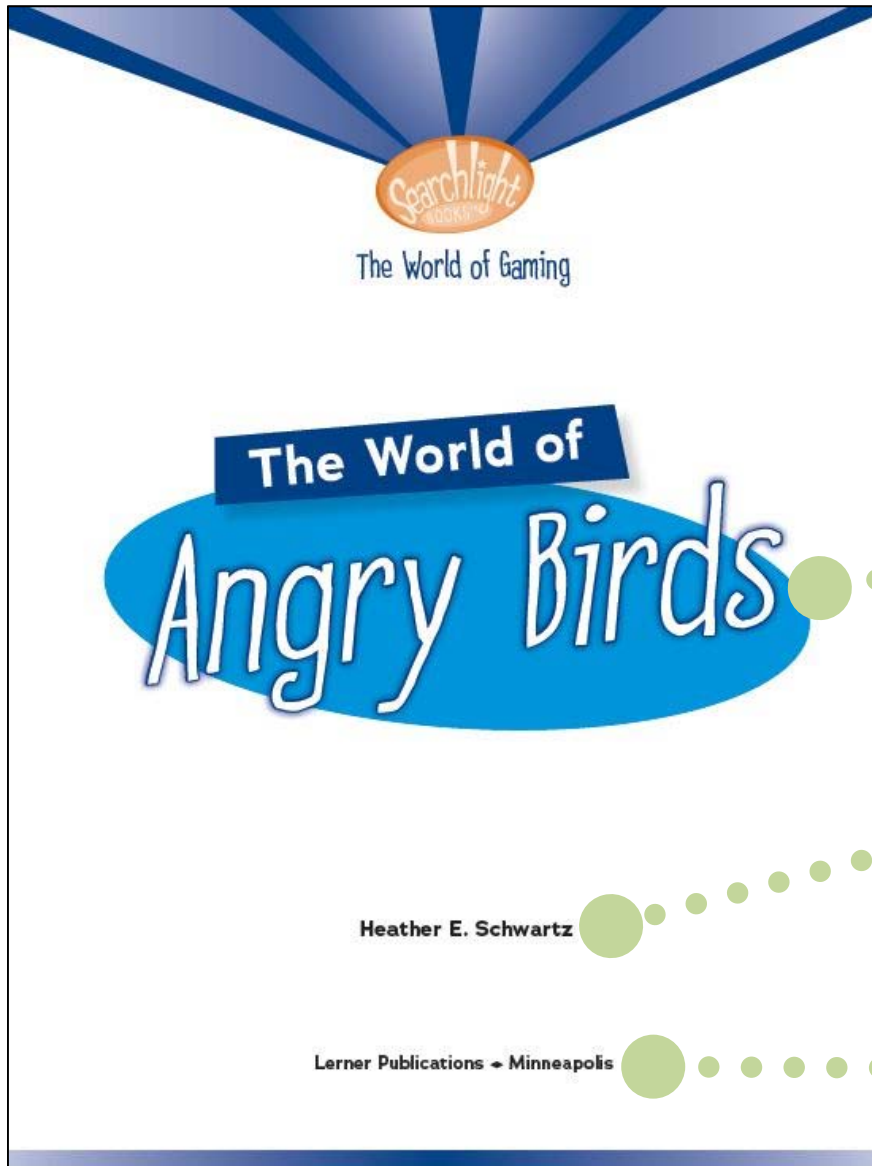
FEATURE	PURPOSE
Title page	Confirms title, author’s name, and publisher
Contents Page	Identifies the topics to be presented and their order
Chapter name, heading, or subheading	Helps students identify main topics on a quick pass through the text
Page number	Helps students with sequence of ideas and aids in using the index
Glossary	Defines new and important words
Further reading and websites	Helps students expand their knowledge of the topic by listing other informational texts in print or on the Internet
Index	Lists the main ideas in the text, with page numbers to help students find them

Visual aids that help students understand informational texts:

VISUAL AID	PURPOSE
Photo, drawing, or illustration	Shows how something in the text looked or might have looked

Features that point out important or additional information:

FEATURE	PURPOSE
Bold print	Tells students a word is new and important; sometimes a glossary term
Italic Print	Tells students the word is supposed to stand out. It may be for emphasis or because it is a book name, newspaper, movie title, foreign word, or the directional for a photo or illustration.
Caption	These words tell you about the picture on the page. A caption is usually close to the picture it goes with. Sometimes a caption will tell you if the picture is a photo or a drawing. A caption may also give you additional information that is not in the main text.
Label	Identifies important points of interest in a diagram or photograph
Afterword	Winds down the informational text; sets forth the names of those with whom the author worked to create the book



TITLE PAGE: This page tells you what the name, or the title, of the book is. It also tells you who wrote the book and who published it.

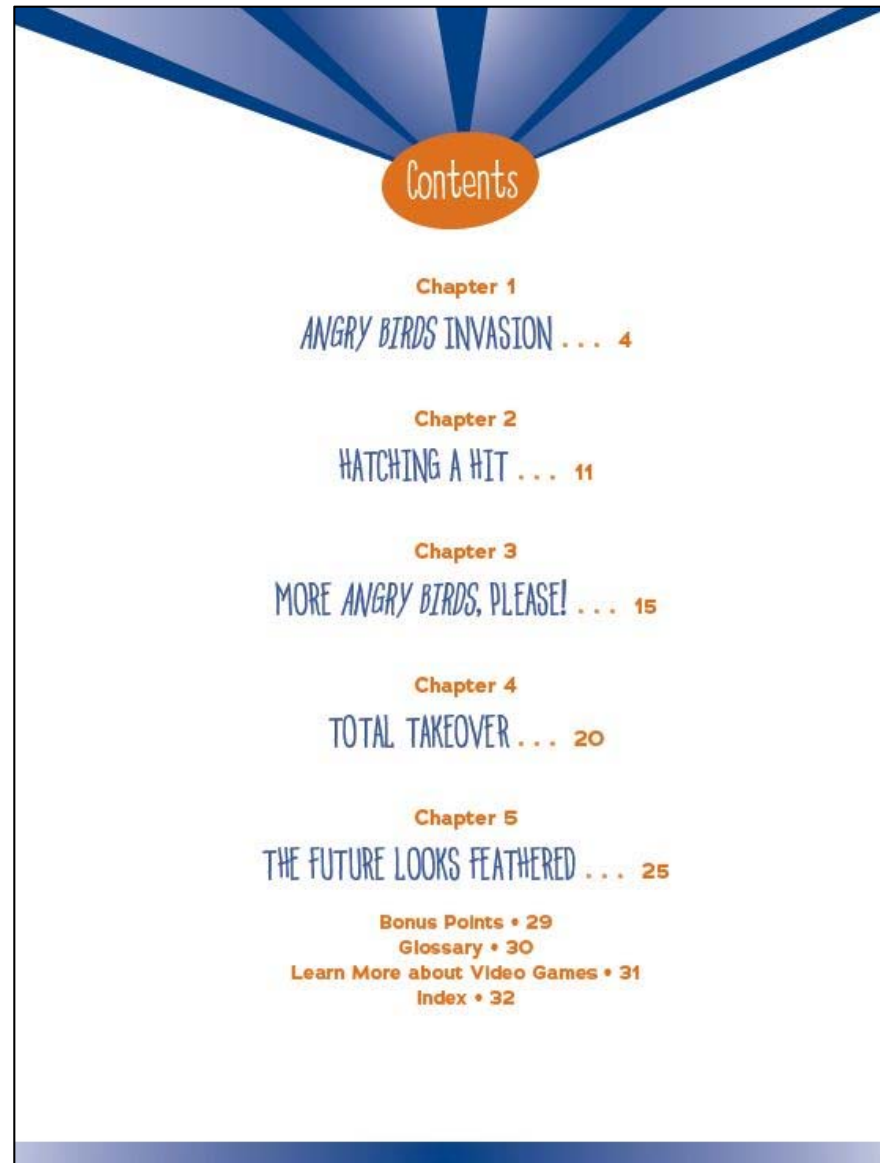
TITLE

AUTHOR

PUBLISHER

TABLE OF CONTENTS:

This lists the chapters in your book by chapter title and the pages on which they begin. The contents might also list features, such as the index, that are at the end of the book.



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CHAPTER TITLE: This tells you what topic will be discussed in the chapter. Chapter titles often give you the main ideas of the book.

CAPTION: These words tell you about the picture on the page. A caption is usually close to the picture it goes with. Sometimes a caption will tell you if the picture is a photo or a drawing. A caption may also give you additional information that is not in the main text.




Chapter 1

ANGRY BIRDS INVASION

You're playing *Angry Birds* on a tablet when you hear the doorbell over the sounds of the game: wood breaking and pigs laughing. You open the door and see your friend wearing a T-shirt showing the game's characters. You head to the kitchen to grab a box of *Angry Birds* crackers. Then it's back to your tablet and the world of *Angry Birds*. Or did you ever leave it?

People play *Angry Birds* on tablets, phones, and other devices.




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Meet Jaakko Iisalo

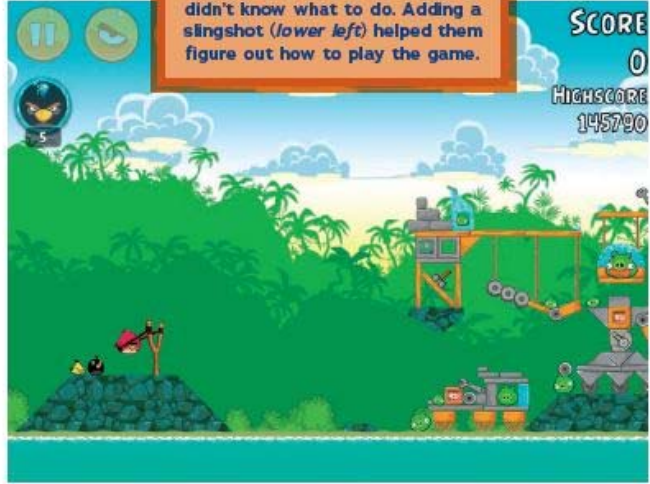
Jaakko Iisalo has always enjoyed drawing animals. His love of animals and his degree in computer science helped him create the first *Angry Birds* characters (below).

Jaakko led the design of five *Angry Birds* games. In 2016, he founded Masumasa Games. The company makes games for many different devices.



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At first, new *Angry Birds* players didn't know what to do. Adding a slingshot (lower left) helped them figure out how to play the game.



Early versions of *Angry Birds* missed the mark. The birds jumped forward and destroyed a building. But why did they do it?

The birds needed an enemy, so Iisalo put pigs in the building. He also wanted the birds to fly, but they didn't have wings. So he added a slingshot that players used to send the birds sailing through the air.

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SIDEBARS: These are short bits of text with their own headers. They are usually boxed and separated from the main text. Sidebars give additional information.


TEXT OR MAIN TEXT: These are the words on a page that describe the main ideas of the book. Main text is usually smaller than chapter titles or headings.

Chapter 2

HATCHING A HIT

In December 2009, *Angry Birds* was released to the public. But it wasn't a big hit right away. By February 2010, it was around the six hundredth most popular game on the Apple App Store.

Then Apple posted an ad about the game on the store's main page. Rovio created forty-two more levels for the game and let players try it for free. *Angry Birds* went viral. It became the App Store's most popular game!



Rovio created an icon for *Angry Birds* that stood out among the Apple App Store's other games.

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ITALIC PRINT:

This type is slanted to make a word or phrase stand out. Italicized words may be names of books, newspapers, movies, ships, or foreign words. They may also tell you which caption goes with which photo.

PHOTOS:

The photos or pictures in a book show what the words, or text, describe. Looking at photos can help you understand the meaning of the text.

Meet Niklas Hed

Do you want to be a millionaire? Then follow in the footsteps of one of Rovio's founders, Niklas Hed. He didn't give up when it looked as if Rovio might fail. He saw each mistake the company made as a learning experience that led to the success of *Angry Birds*. The game has helped him earn almost \$100 million.



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People feel happy when they get a good grade on a test or a high score in a game.



Seriously Satisfying

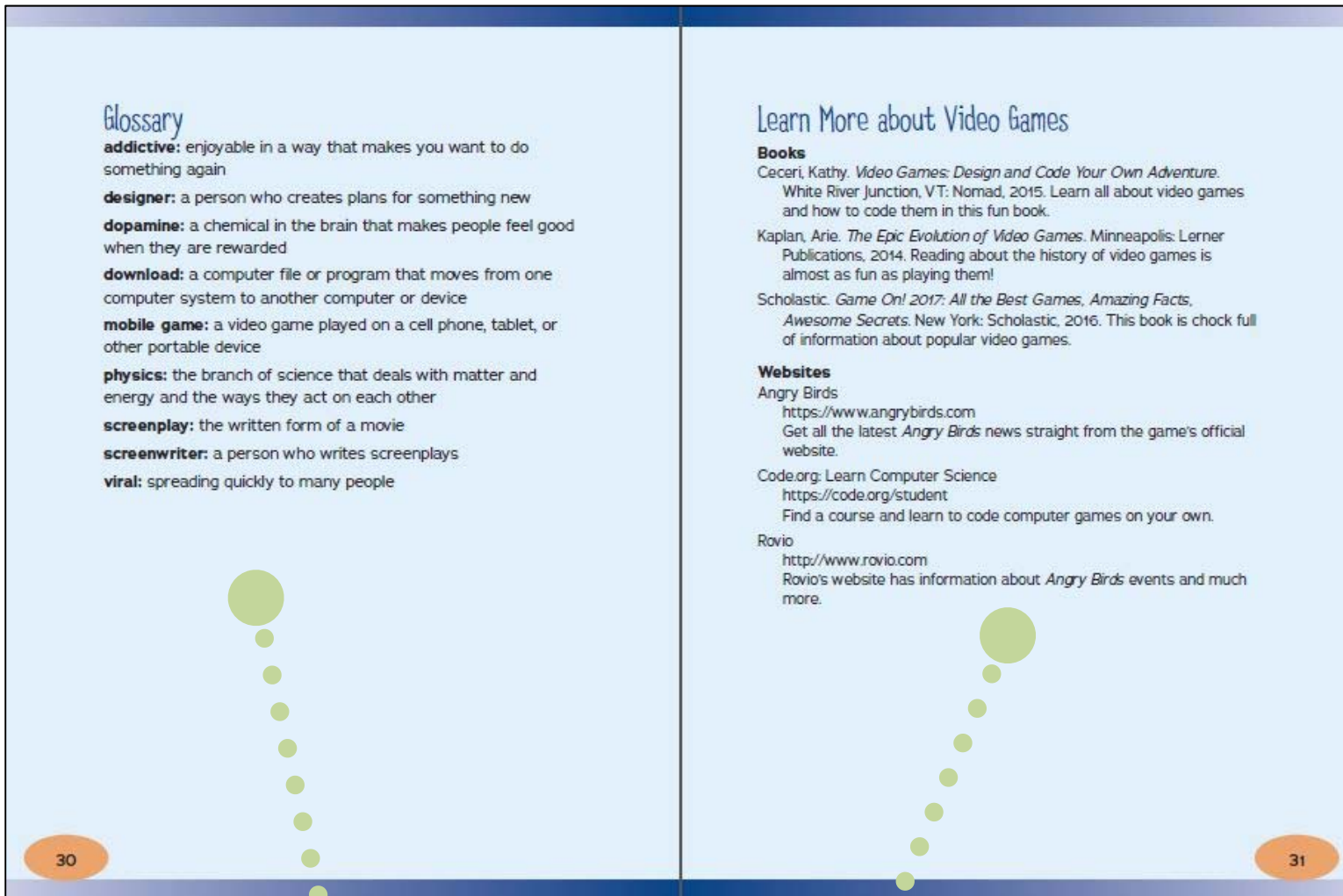
When you play *Angry Birds*, you begin having fun as soon as you fire the slingshot. There's destruction, explosions, and lots of laughs too. The birds may be mad, but they act pretty silly.

Angry Birds can be addictive. A chemical called dopamine that makes you feel good floods your brain whenever you are rewarded. And *Angry Birds* is full of rewards. Taking out pigs and racking up points give people a happy feeling. That's one reason gamers can't stop playing.

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HEADINGS AND SUBHEADINGS:

These separate the main text into smaller chunks of information. A heading tells you what the section below is about.



GLOSSARY:
 This list calls out the important words in a book. The glossary proves the meaning, or definition, of the word. You can find the glossary near the end of the book.

FURTHER READING: This is a list of books and websites on the same subject as the book you just read. The list is at the end of your book.

Index

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Photo Acknowledgments

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INDEX: This list at the end of the book follows the order of the alphabet. The index helps you find main ideas. The words in the index are followed by page numbers. These numbers tell you where to go in a book to find the main ideas.