

SCHOLASTIC

SCOPE

THE LANGUAGE ARTS MAGAZINE

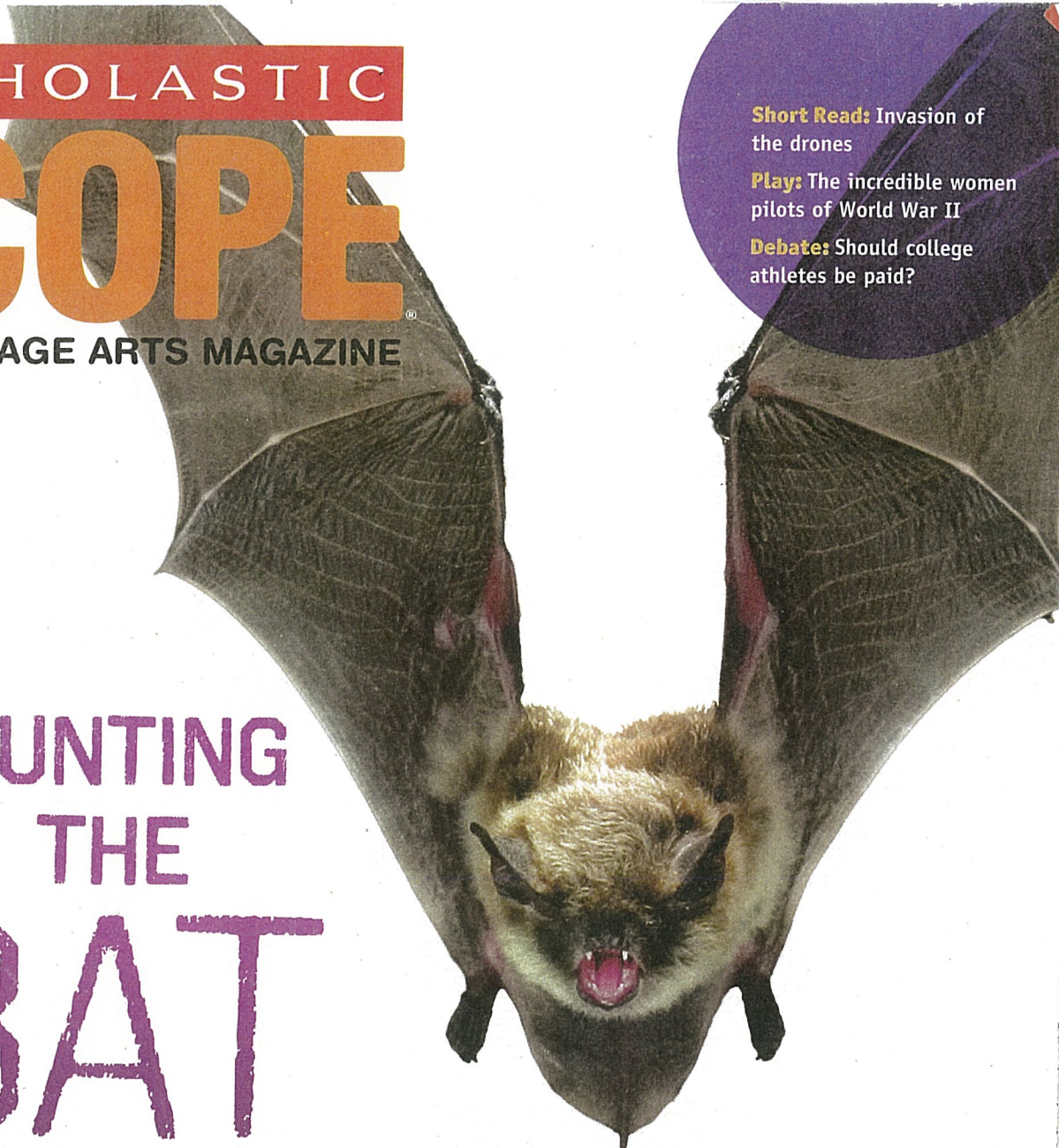
MAY 2019

scope.scholastic.com

Short Read: Invasion of the drones

Play: The incredible women pilots of World War II

Debate: Should college athletes be paid?



HUNTING THE BAT KILLER


**A terrible disease is threatening America's bats.
This is the amazing story of the fight to save
these extraordinary animals.**

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Activities, quizzes, videos, and more at scope.scholastic.com

WELCOME TO



SCOPE

THE LANGUAGE ARTS MAGAZINE

MAY 2019

Narrative Nonfiction	4
Stalking the Bat Killer	
Play	11
Fly Girl	
Paired Texts	18
My Sport Helped Me Make a New Life in America	
Short Read	22
Drone to the Rescue	
Debate/Essay Kit	24
Should He Get Paid?	
Poem	32
Your World	
Activities	
Grammar —good vs. well	2
You Write It —descriptive writing	28

CONTEST DETAILS*

Send your entries by June 15 to:
 "Contest Name" c/o Scope
 P.O. Box 712
 New York, NY 10013-0712

Students, remember to include:

- 1) your name and age
- 2) teacher's name
- 3) school's name and address
- 4) school's phone number
- 5) parent's or guardian's signature

*NO PURCHASE NECESSARY. Open to legal residents of the U.S. in grades 4 to 12. Void where prohibited.

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Tricky words appear in **bold** throughout the issue. Go to Scope Online for activities to help you master these words.

Gran

These famous brands were in serious trouble—until they reinvented themselves.

DIRECTIONS:

Read the boxes. Circle the correct word in each bolded word pair.

Nintendo's Ups and Downs

It might surprise you to know that Nintendo has been around for 130 years. Of course, no one was playing *Super Smash Bros. Ultimate* in 1889; Nintendo started out as a playing-card company.

Nintendo got into the video game market in the 1970s, and for several decades did very **good/well** with games like *Super Mario Bros.* and *The Legend of Zelda*, as well as consoles like the Wii. Then in 2012, Nintendo released Wii U. It was a total flop. It seemed like the Nintendo era might be coming to an end.

But then, in 2017, Nintendo released Switch. The new console was a smash hit—and Nintendo has been going strong ever since. **Good/Well** news, right Mario?

Mario has a good mustache, don't you think?

HINT

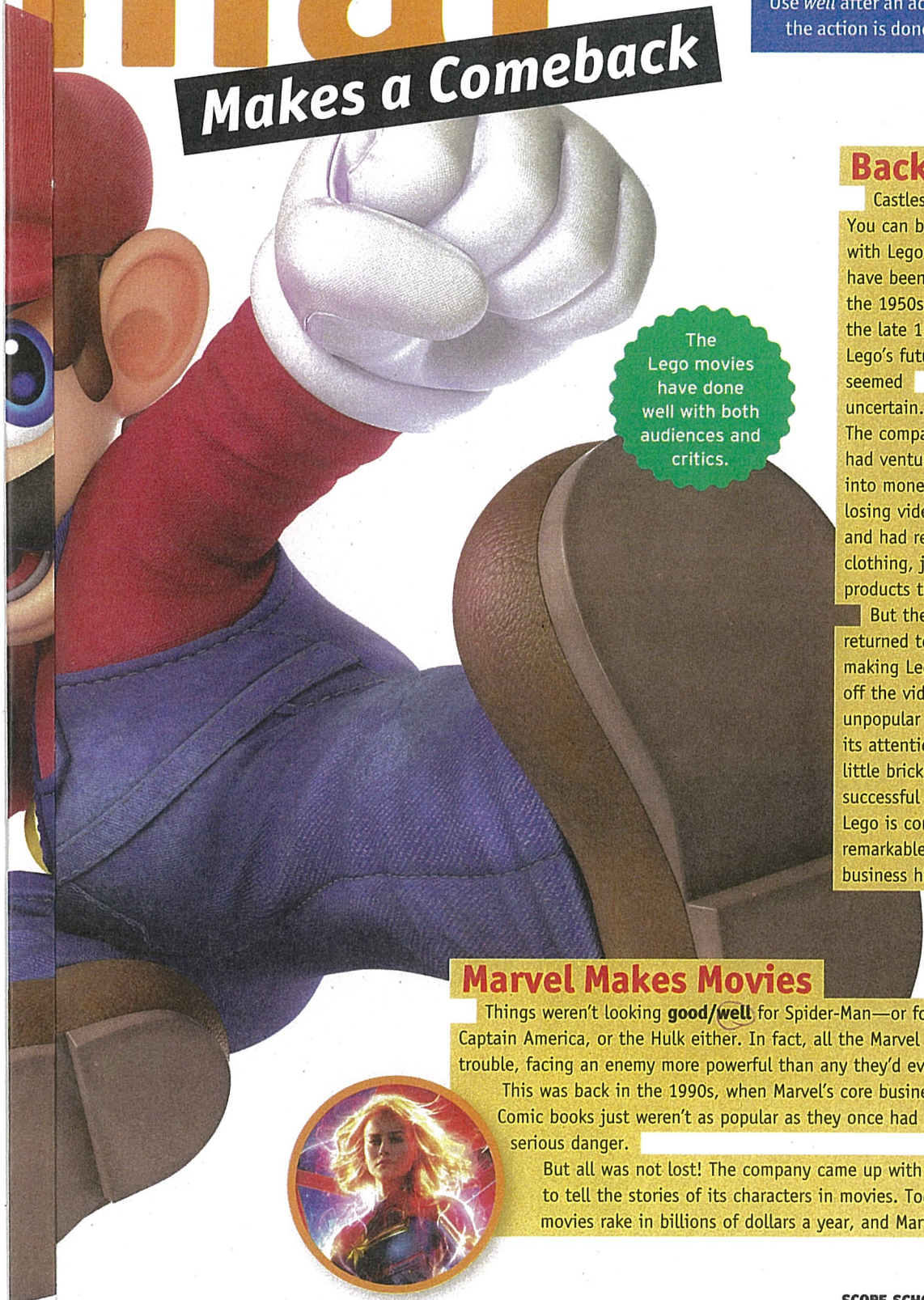
Good or Well?

Use *good* to describe the way something is: Madison is a good dancer.

Use *well* after an action verb to describe *how* the action is done: Madison dances well.

mar

Makes a Comeback



The Lego movies have done well with both audiences and critics.

Back to Bricks

Castles. Robots. Race cars. You can build just about anything with Lego bricks. No wonder they have been beloved toys since the 1950s. Yet in the late 1990s, Lego's future seemed uncertain. The company had ventured into money-losing video games and had released action figures, clothing, jewelry, and other products that didn't sell **good/well**.



But then in 2004, the company returned to what it did **good/well**: making Legos. The company sold off the video games, got rid of unpopular products, and put its attention back on the colorful little bricks that had made it successful in the first place. Today, Lego is considered one of the most remarkable comeback stories in business history.

Marvel Makes Movies

Things weren't looking **good/well** for Spider-Man—or for Black Panther, Captain America, or the Hulk either. In fact, all the Marvel superheroes were in trouble, facing an enemy more powerful than any they'd ever encountered: time. This was back in the 1990s, when Marvel's core business was comic books. Comic books just weren't as popular as they once had been. Marvel was in serious danger.



But all was not lost! The company came up with a **good/well** idea: to tell the stories of its characters in movies. Today, Marvel's movies rake in billions of dollars a year, and Marvel is a household name.