

Passage 21 Unlikely Hackathon Champ - page 1

Informational Text: Technology Article

► **Focus** Students explore cause-and-effect and problem-and-solution links to follow an idea from inception to implementation.

► **Teaching Tips**

Before Reading

- Brainstorm smartphone apps students know or use. Talk about those that offer assistance regarding health and safety concerns.
- Identify *hackathon* as a portmanteau word (hacker + marathon).

During Reading

- Suggest that as students read, they highlight evidence about problem-solution details in one color and cause-effect links in another color.

After Reading

- Preview the website www.rodedog.com. If appropriate for your students, have them visit it to see an interview with Victoria Walker and to learn more about the current status of the Rode Dog app.

Common Core Connections

RI.5.1, RI.5.2, RI.5.3, RI.5.4, RI.5.7, RI.5.8,
RI.5.10 • RF.5.3, RF.5.4 • W.5.9, W.5.10
• L.5.1, L.5.2, L.5.3, L.5.4, L.5.5, L.5.6

Complexity Index

Qualitative	1	2	3	4	5
Purpose			•		
Structure			•		
Language			•		
Knowledge			•		

Quantitative:

Lexile 980

Reader & Task

- Students are likely to connect with this upbeat real-life story about a young student's clever idea to address a familiar and serious safety issue.
- Have students infer the nature of the relationship between Victoria and her mother, and how it led to Victoria's success.

Answers

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1. B; Sample answer: When I reread the first paragraph, I realized that the noise of the dogs made Victoria stop being able to do her work (lines 1–5). 2. A; Sample answer: Even though Victoria's mother was a software engineer, the big break came when there was a contest for exactly the kind of app Victoria imagined (lines 17–22). 3. Sample answer: Her dogs barked, and she recognized that noise can be a deterrent. She also saw her mother texting while driving, and knew that was a dangerous habit that had to be changed (lines 1–5). 4. Sample answer: A hackathon is a contest for software designers to compete to create the best app. There are time limits and prizes. Victoria was an unusual champ because she was so young and not a programmer herself (lines 17–28). 5. Sample answer: Victoria had the idea, and her mother introduced her to a programmer, who helped move the idea forward. A contest encouraged them to make it come together quickly, and Victoria's team won the prize, which let them keep improving Rode Dog.