

Review

PREPARING FOR STANDARDIZED TESTS

Informational Skills Review

Text Structures **Directions:** Read the selection. Then, answer each question that follows.

Guided Practice

If necessary, use the annotations to guide students in their reading before they answer the questions.

? Compare and Contrast

Compare surfing and snowboarding. **Possible response:** Both involve a person standing on a board and using the board to travel on a surface.

Contrast extreme athletes with traditional athletes. **Possible response:** Extreme athletes challenge the forces of nature more than each other.

? Cause and Effect

How do marketers make money from extreme sports? **Possible response:** They use messages and music contrary to traditional ads.

What was the result of the first extreme sport's growth in popularity? **Possible response:** People began to sell surfing items. They also made surfing movies.

In EXTREME Culture Shock!



Extreme sports take familiar athletics and give them a new twist or an extra push to the edge. Roller skating becomes aggressive in-line skating. Traditional skiing gives way to speed skiing, at more than 125 miles per hour.

From BMX racing to “up skiing,” high-adrenaline sports have gone from obscurity to popularity, exerting influence on popular culture along the way. First, a daring athlete has a will to push the limits. Second, inventiveness is peaked among followers. Marketers sell new concepts inspired by extreme sports, using nontraditional advertising. Then, the mainstream catches on. The energy of X-sports pioneers can influence the larger population, carrying with it new ways of speaking, dressing, and acting.

Sports historians trace this rebel mind-set and its trend-setting ability to the 1950s, when masses of young people on the West Coast became surfers. The creation of smaller, cheaper cars allowed young men and women to chase waves along the coast, flaunting their independence from mainstream culture. Surfing

hit the American market like a giant wave. Within a decade, the daring and individualistic extreme sport of surfing was making money not only for those selling boards and baggy shorts, but for people making movies about surfers and for anyone selling a product that could help someone look like a surfer.

In 1965, the “snurfer” was introduced: a surfboard for snow. Ten years later, straps were added—and snowboards filled traditional ski hills. In 1985, less than 10 percent of ski areas allowed snowboarders. Now there are more boarders than skiers.

Compared with traditional athletes, such as basketball players, extreme-sports competitors place less emphasis on team games and group practice. Typically, X-athletes take an individual sport such as skateboarding and apply their ingenuity and defiance to it. These athletes challenge the forces of nature more than one another.

Heroes among extreme-sports fans are athletes like Tony Hawk, a skateboarder who turned pro at 14, is a popular video-game avatar, and has his own clothing

SKILLS FOCUS pp. 358–359

Informational Skills

- Analyze cause-and-effect organization.
- Compare and contrast.

Writing Skills

- Compare topics.

Collection Review

Review Literary Focus

1. Have students look back through the collection to find the meanings of the terms listed below.
2. Ask students to cite passages from the collection that illustrate the meanings of those terms.

Theme; Recurring Themes; Universal Themes

Review Reading Focus

1. Have students look back through the collection to find the meanings of the terms listed below.
2. Ask students to cite passages from the collection that illustrate the meanings of those terms.

Generalizations; Valid Generalization; Theme Statement; Predictions

line. He has a rebel image, as opposed to a conventional baseball or football team player's.

The extreme-sport mind-set has not stopped at the U.S. border. South Africa welcomed a hotel chain that celebrates

extreme sports activities, and the first extreme sports club opened in Kyrgyzstan. The X-Games, first held in 1995, attracted competitors from around the world. Like its marketing in the States, global sales around X-sports are *extreme!*

1. According to this article, what is an *initial cause* in the development of extreme sports?
 - A A love of team play
 - B Influence from marketing
 - C A wish to make money
 - D A desire to push limits
2. Which of the following sentences shows a **cause-and-effect organization**?
 - A The excitement of extreme sports has sparked global sales.
 - B Basketball started out as an extreme sport.
 - C Extreme sports begin as mainstream activities.
 - D Snowboarding is now more popular than snow skiing.
3. The sentence *He has a rebel image, as opposed to a conventional baseball or football team player's* is an example of —
 - A a comparison
 - B a contrast
 - C a cause
 - D an effect

4. According to the article, extreme sports differ from conventional sports in that extreme sports —
 - A are money-driven enterprises
 - B do not promote individuality
 - C are not celebrated internationally
 - D seldom involve teamwork

Constructed Response

5. Think about a physical sport that you play or that you know how is played. Is this sport an extreme sport or a traditional sport? Compare and contrast the features of your sport with those of other sports to see which category it belongs in.

Assess

Independent Practice

Answers and Explanations

1. **D** A love of team play (A) is not a major part of extreme sports. Marketing campaigns (B) and a desire to make money (C) occurred after extreme sports began.
2. **A** (B) (C) and (D) do not involve a cause-and-effect organization.
3. **B** Comparison (A) involves stating how things are alike, not different. Cause (C) and effect (D) involve things or conditions in which one caused the other.
4. **D** Extreme sports are not money-driven (A). They promote individuality (B) and are celebrated internationally (C).

Constructed Response

5. Student responses should compare and contrast their favorite sport with other sports in such areas as team play, national or international focus, and game rules.

Reteach



Think Central Online
Remediation