



LIFE·PAC®

# History & Geography



Alpha Omega Publications®

# HISTORY & GEOGRAPHY 301

## A FISHING COMMUNITY

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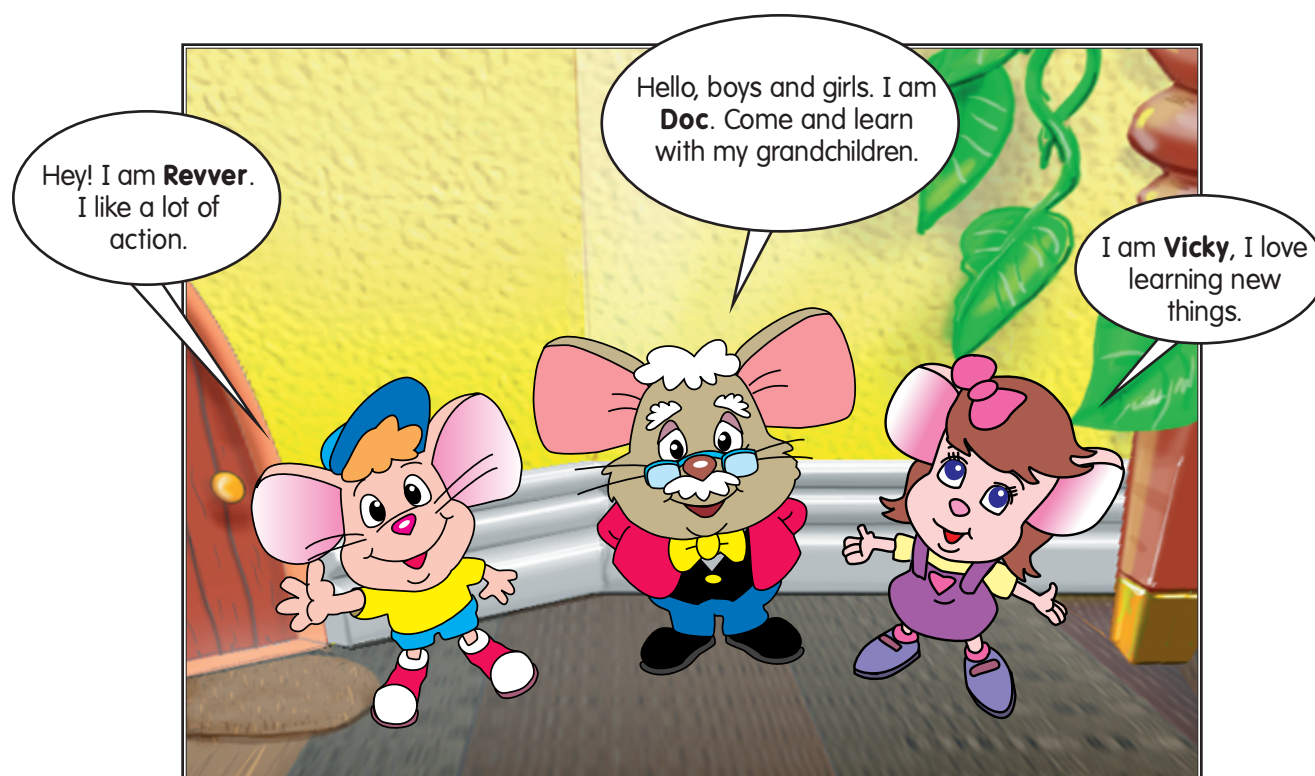
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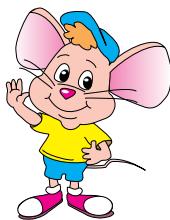
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## Learn with our friends:



When you see me, I will help your teacher explain the exciting things you are expected to do.



When you do actions with me, you will learn how to write, draw, match words, read, and much more.

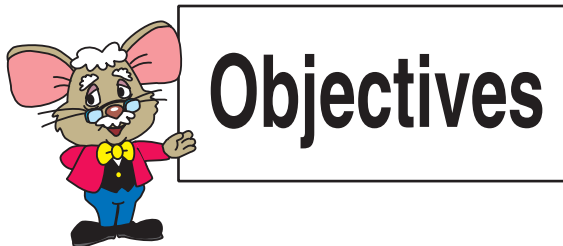


You and I will learn about matching words, listening, drawing, and other fun things in your lessons.

# A FISHING COMMUNITY

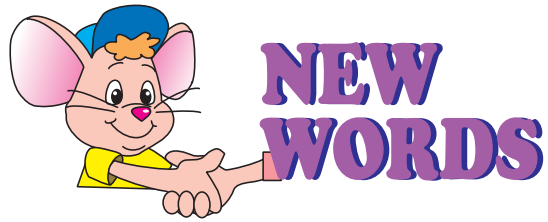
Studying this LIFEPAC®, you will learn about one of many fishing **communities** of our country. People get many kinds of sea food from the rivers and from the oceans. This story is about **lobster** trapping in Deer Isle, Maine. As you read the story, you will see that people on the island are much the same as people where you live.

Deer Isle is an island in the northeastern part of Maine. You will learn how to find it on a map as you read the story.



**Read these objectives.** They tell you what you will be able to do when you have finished this LIFEPAC.

1. You will be able to tell about granite quarries.
2. You will be able to tell how lobsters are caught.
3. You will be able to tell how lobstermen care for lobsters.
4. You will be able to tell about a sardine cannery.
5. You will be able to describe a small island town.
6. You will be able to tell what a lobster looks like.



- antennae** (an ten nae). The feelers on the head of a lobster.
- artist** (ar tist). A person who paints pictures.
- auction** (auc tion). A sale.
- bait**. Something used to catch something else.
- barrel** (bar rel). A round box with a flat top and bottom usually made of boards.
- bay**. The part of the sea partly surrounded by the land.
- bow**. The forward (front) part of a boat.
- buoy**. A floating marker put in a certain place in the sea to warn or show a safe course for ships.
- cannery** (can ner y). A place where fish, meat, and fruit are put into cans.
- claws**. The part of the lobster used to pinch or nip.
- collision** (col li sion). Two things rushing into or hitting against each other.
- community** (com mu nit y). A number of people with the same interests who live in the same place.
- crooked** (crook ed). Uneven.
- cylinder** (cyl in der). Something long and round with flat ends.
- deck**. The floor of a boat.
- derrick** (der rick). A machine for lifting or moving heavy things.
- disarm** (dis arm). To take away something that can be used to hurt someone.
- drift**. To be carried along by water or air.

**feeler** (feel er). The part of an animal's body used for touching.

**fog**. A cloud of fine drops of water just above the ground or sea.

**funnel** (fun nel). A tube with a wide mouth at the top and a small opening at the other end.

**gallery** (gal ler y). A building or room used to show pictures or statues.

**general** (gen er al). A little bit of everything.

**granite** (gran ite). Hard rock often used in buildings.

**herring** (her ring). A small food fish.

**joint**. The parts of an animal where two bones move on one another.

**lime**. White matter found in shells and bones.

**lobster** (lob ster). A sea animal with a hard body and ten legs, counting the large claws.

**niece**. The daughter of your brother or sister.

**nephew** (neph ew). The son of your brother or sister.

**opera** (op er a). A play set to music.

**oval** (o val). Shaped like an egg.

**president** (pres i dent). The leader of a country.

**processing** (pro ces sing). Treating or preparing something in a special way.

**quarry** (quar ry). A place where stone is dug or blasted out.

**rescue** (res cue). To save from danger.

**rough**. Not smooth; stormy.

**sardines** (sar dines). Small fish used for food. They are kept in oil.

**sauce**. Something put on food to make it taste better.

**scoop.** To take up as with a net.

**settler** (set tler). A person who goes to live in a new country or place where there are few people.

**shallow** (shal low). Not deep.

**shanty** (shan ty). A roughly built hut.

**soil.** Ground, earth, or dirt.

**stalks.** The part of the lobster that holds its eyes.

**stern.** The back part of a ship or boat.

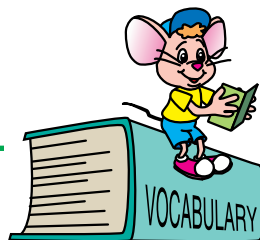
**tray.** A flat holder with a rim around it.

**wharf.** A platform built on a shore where boats are tied.

**Note:** These words appear in **boldface** (darker print) the first time they are used.

## I. DISCOVERING DEER ISLE

This part of our story will let you see what Deer Isle is like. It will show you how people get to Deer Isle in their cars. Kim and Mark visit the houses, the church, and the stores in the community where their uncle lives.



**bay**

The part of the sea partly surrounded by the land.

**bow**

The forward (front) part of a boat.