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# How to Use the Blast Passages for Fluency Practice

#### **Blast Passages Quick Overview**

The Blast Passages are strictly controlled. This means that each unit's passage only includes words with phonics concepts that your child has learned how to read. In addition to the decodable, or readable, words, the passages include some high-frequency words your child has already learned. The passages may also include up to five high-frequency words your child has not explicitly learned yet. Those words are listed at the top of the page for you to preview with your child before reading the passage and they are <u>underlined</u> in the passages.

#### Using the Blast Passages for Oral **Reading Fluency Practice**

When children read accurately, their comprehension improves because they are correctly interpreting the words on the page. Helping your child identify incorrectly read words as they read aloud helps them understand how important it is to read each word correctly.

words to preview: could, when, take, gave BLAST UNIT 5 133 words The Rush to Camp Gus was in a rush to get to camp. He <u>could take</u> a bus. could grab a cab. He had no cash, so he had to run fast! Gus ran, but he did trip and land in the mud. When he got to camp, his dad had a big grin, but his dad saw the mud on his hands. Gus said, "I had no cash, so I had to 70 run in the hot sun. I did slip in a rut, so now I have mud on my hands," His dad was not mad. He gave Gus a hug and 100 said to hop in the tub. When Gus aot rid of the mud, he had fun at camp. His dad gave him cash, so Gus could take 127 a cab when he must go.

The two most important pieces of fluency are accuracy and speed. The focus should always be on accuracy first, and then speed can be addressed. Using the oral reading procedure listed below will help your child achieve this goal.

#### One-Minute Cold Read (First Reading, Beginning of the Week)

It would be useful to print two copies of the passage before starting so that you and your child can each have your own copies. You will be marking up mistakes and words read on your copy.

Using the passage for the unit your child is currently working on, have your child first read the passage for one minute, starting with a preview of the Words to Preview at the top left of the page, at the beginning of the week. During this read:

- 1. Review the "Words to Preview" at the top left of the passage with your child. This will help your child read these words more smoothly when he or she encounters them in the passage.
- 2. The child reads for just one minute independently and aloud. Stop your child at one minute and mark the last word they read at the one-minute mark.
- 3. As your child reads, mark any errors they make.
  - a. If your child reads a word incorrectly or skips a word, cross that word out. However, if your child corrects the word on his or her own, do not count it as an error.
  - **b.** If your child adds a word, write the word in where it was added.

#### How to Use the Blast Passages for Fluency Practice

- **4.** Chart your child's Accuracy Percentage and Words Correct Per Minute using the chart on p. 6 of this document.
  - a. Calculating Words Correct Per Minute:



b. Calculating Accuracy Percentage:



- c. Charting with the Tracking Chart
  - i. Record the date on the "Date" line
  - ii. Record the Accuracy % for the passage your child just read
  - **iii.** Have your child color in the vertical bar from the bottom of the section UP TO their accuracy percentage for the passage your child just read
  - iv. Record the Words Correct Per Minute
  - v. Have your child color in the vertical bar from the bottom of the section UP TO their WCPM

# Practice Reads (Reading Throughout the Week)

Throughout the week, have your child practice reading the same passage aloud independently or to you. If

possible, have them read aloud to you so you can address errors. For these practice reads, you should allow your child to read the whole passage and not stop them at the 1-minute mark, so they are able to practice reading all the words in the passage. These practice reads are NOT recorded on the Tracking Chart.

#### Warm Read (Last Reading, End of the Week)

Follow the same procedure as in the Cold Read, including calculating the Accuracy Percentage and Words Correct Per Minute and then charting them. The goal is for both of these numbers to increase by the end of the week; however, be aware that as accuracy increases, sometimes their speed (WCPM) will decrease. This is not a problem. Accuracy is the most important aspect of fluency; speed will come with more practice of accurate reading.

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Sample Tracking Chart

WCPM

10/10 10/4 10/5 10/6 10/9 10/11 10/14 10/18 10/22 10/23 10/26 10/27 10/28 10/31 11/03

Accuracy Percentage

# Sample Tracking Chart



Name: \_ 10/9 | 10/11 | 10/14 | 10/18 | 10/22 | 10/23 | 10/26 | 10/27 | 10/28 | 10/31 | 11/03 Date 10/10 10/4 10/5 10/6 **Accuracy Percentage** Goal is 98% or better 91 % | 92 % | 89 % | 93 % | 95 % | 97 % | 96 % | 99 % | 98 % | 100% | 98 % | 99 % | 98 % | 100% | 98 % Accuracy 100% 99% 98% 97% 96% 95% 94% 93% 92% 91% 90% or below **Words Correct per Minute** WCPM 44 48 53 62 75 43 39 69 72 75 78 85 97 115 or above 110-114 105-109 100-104 95-99 90-94 85-89 80-84 75-79 70-74 65-69 60-64 55-59 50-54 45-49 40-44 35-39 30-34 25-29 20-24 15-19 10-14 below 10

# **Tracking Chart**



Name: Date **Accuracy Percentage** Goal is 98% or better Accuracy % % % % % % % % % % % % 100% 99% 98% 97% 96% 95% 94% 93% 92% 91% 90% or below **Words Correct per Minute** WCPM 115 or above 110-114 105-109 100-104 95-99 90-94 85-89 80-84 75-79 70-74 65-69 60-64 55-59 50-54 45-49 40-44 35-39 30-34 25-29 20-24 15-19 10-14 below 10

## Sam and Tim

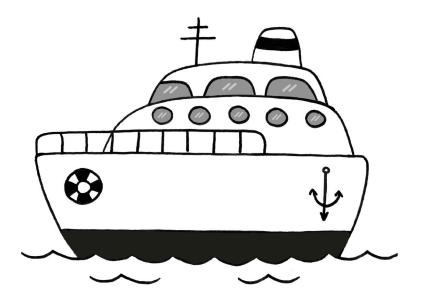
Sit, Sam!	2
Tim, sit!	4
Tim sat on the mat.	9
Sam and Tim sat on the mat.	16
Sam?	17
Tim?	18
Sit on the mat!	22
Sam and Tim?	25

## The Raft

Tim is a ram.	4
Tim is fast and fit.	9
Sam is fast.	12
Sam and Tim drift in the raft.	19
It is fast!	22
Do Sam and Tim fit here?	28
No. They do not.	32
Sam is sad.	35
Tim is mad.	38
Sam and Tim sit in the fat raft.	46

## On the Ship

Sam, Dad, and I take a trip on a ship. We take a cab to 15 the ship and get on. The ship is big, and there is a lot to do. 31 Sam and I shop for a hat. Dad and I sit on a cot and fish. 47 I get three fish in a flash. One is too big, so my rod snaps. I 63 can get a new rod if I dash to the shop. At the shop, I see 79 Sam. We find Dad, and we all go eat. The hot ham dish is 93 good! We have jam and figs too. The figs give Sam a rash. 106 They go in the trash, and we go fish with my new rod. I will 121 miss the ship when we get off. 128



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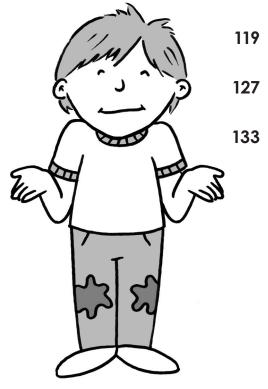
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## The Rush to Camp

Gus was in a rush to get to camp. He <u>could take</u> a bus. He could grab a cab. He had no cash, so he had to run fast! Gus ran, but he did trip and land in the mud. When he got to camp, his dad had a big grin, but his dad saw the mud on his hands. Gus said, "I had no cash, so I had to run in the hot sun. I did slip in a rut, so now I have mud on my hands." His dad was not mad. He gave Gus a hug and 100 said to hop in the tub. When Gus got rid of the mud, he had fun at camp. His dad gave him cash, so Gus could take a cab <u>when</u> he must go.



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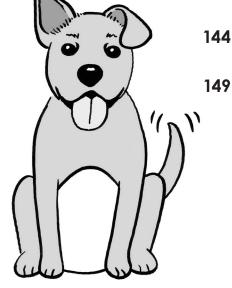
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## A New Dog

Thad has a wish for a dog. He saw a slim tan dog at the shop. His mom said that a dog can be fun for a kid, but Thad will have to do a lot with the dog. Thad must walk him on the path and take him to the vet. Thad will have to give the dog a hot bath in the tub, but not too hot. Then, Thad must brush the dog. Thad will have to fill the dog dish with mush. If not, the dog will get too thin. The dog will rush and dash, and then he will take a nap. He will want a bed to nap on. Dogs can just nap on the rug, but a soft pad is best. Thad still has a wish for a dog.

He will go to the shop with his mom to get the tan dog.



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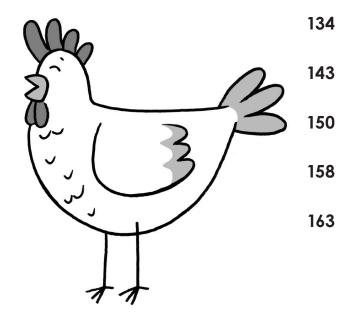
# **Hens and Pigs**

Jed has pigs and hens on his land. Jed's hens <u>live</u> in a big pen. The hens yak and strut in the pen. The pen has a shed in it. This is where the hens have beds. They can go in the shed to nap and to get out of the sun. Hens like to eat pests like grubs and bugs. Yum!

The pig pen is just to the west of the hen shed. The pig pen has a pit of mud at one end. The pigs like to play, jump, and jog in the wet mud. They like to eat slop out of a vat, but they beg Jed for figs and yams.

Jed's hens and pigs are not pets. He can pat them, but

they do nip. Jed's pet is his cat.
The cat is his pal and will go to
the hen shed and the pig pen
with Jed. Then she sits in the sun
with Jed, and they rest.



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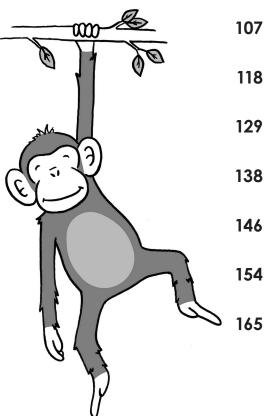
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# The Chimp

Chip the chimp sits on a branch in an elm. For lunch, he will munch and crunch on bugs. Then he will chat with his sis. They will have so much fun that Chip's chum will stop by too. The pals will jump from branch to branch. Chip will thump his chest and so will his sis and his pal. Next, the chimps will whip up a bit to eat and chit-chat. They will chat and say which bugs are best to munch on and which branch is best to rest on when the sun sets. Chip's

sis will see a dot on Chip's chin and ask Chip if it is a bug. Chip will say it is a bit of mud and brush it off. On a whim, the chimps will go for a dip in the pond. When the sun sets, they will get a chill and find the best branch to rest on. It is such fun to be a chimp!



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### Tick Tock

Nick must take the duck and the chick to the vet at ten. Tick tock. Nick must pack a quick snack to take with him. He runs to the shack to find the duck. The duck quacks so much that Nick must give him a stick from his snack pack to lick. Then he must check the truck. The truck is stuck in the muck. Nick can see Rick by the shed. Can Rick help? Yes, Rick can help tug the truck out of the muck! They tug the truck back to the shack. Now, Nick must put the duck in the truck bed. Then they go down the track to pick up the chick. He tucks the chick in a box. Tick tock. It is ten! Nick and Rick bring the duck and the chick to the vet.

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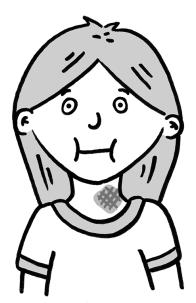
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## **Fudge**

Madge made a batch of fudge in the big Dutch pot. She put in a pinch of this and a dash of that. I had a wedge of it to judge if it was good. It was good! The fudge was soft, but it did not melt in my hand. Then the fudge made the edge of my hand itch. I got a red patch on my neck and it did itch. The fudge was good, but it had nuts! I went to fetch mom. Mom would give me a shot so I would not get sick. I said to Madge, "The fudge is good, but it has nuts." Madge put the fudge up on the ledge, and I sat down for a bit. When the itch and the red

patch left, I felt top notch. Madge and I made a new batch of fudge with no nuts for me to eat. Yum!



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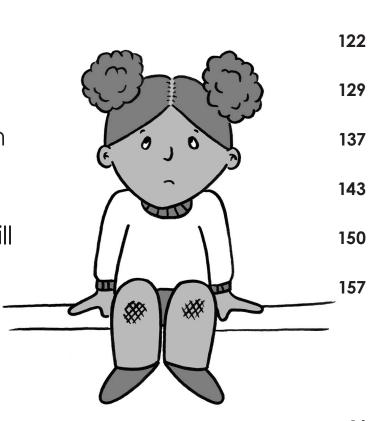
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#### The Fall

When I went to play ball, my mom did tell me not to run too fast. She did not want me to miss a step and trip. I did trip when I went to catch a pass from a pal in class. I fell down in the tall grass. My leg had a cut, and I had grass stuck in the cuff of my pants. I did not want to call for my mom. I did not want her to fuss and say, "What a mess!" My pal did <u>pull</u> me up and help me to the wall. I sat down to let my leg rest. Then, my mom came and saw me on the wall. She <u>gave</u> my leg a kiss and said the mess was not bad. She did dab the cut with a cloth 0 and brush the grass from the cuff. Then, we went down the hill

and got new pants at the mall.



Short Vowel Spelling Rules: Double Trouble, Digraph -ck, Trigraphs -tch & -dge

167 words

## A Ball

A ball can be fun. You can toss a ball. You can pitch a 14 ball. You can kick a ball. You can catch a ball, too. You 27 can catch a small ball with one hand and a big ball 39 with two hands. Try not to miss the ball. You may have to **52** budge from one spot to catch it. Duck if the ball is too fast 66 for you. Then, just pick up the ball from the grass. If you **79** have a dog, the dog can fetch the ball from the grass. 91 You can hit the ball with a bat. If you do not have a bat, 106 you can hit the ball with the edge of a thick stick. It is best 121 to ask a pal to play. A pal can toss the ball to you, and 136 you can pass the ball back. You can play a match of kick 149 ball or dodge ball with a pal too. Pick a 159 good round ball, and all will be well! 167

2-Sound Blends 167 words

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## **Our Plants**

When it is hot and the sun is up, I find lush plants on our plot of land. <u>Some</u> are soft like moss and <u>some</u> are stiff. The plants on the edge of the pond like to be kept damp. They look like thin twigs in the wet sand. Frogs jump and catch the bugs that land on the stems. To the left of the pond is a hill with a grand shrub. There is a nest with six eggs on one branch. In the fall, the shrub has red and brown specks. Next to the shrub is a tall plant. We like to camp in a tent 108 by that plant. We pack a lamp to see past dusk and fresh 121 grub to snack on. The plants are lush when it is hot and 134 there is a lot of sun, but the plants do not like frost. Some 148 plants are lost when there 153 is a chill. Then new plants 159 come back as soon as the 165 frost ends. 167

## The Potluck

Our class will have a potluck after the math test. Robin will 12 make ham and eggs. Edwin will make a catfish sandwich. 22 I think I will make a pumpkin dish. The setup will be quick. 35 We will <u>put</u> down plastic cups and fabric napkins. When 45 we finish, we will toss the cups in the trashcan and set the 58 napkins back in the picnic box. After we eat, we will play 70 catch on the blacktop. Then, we will take the path to the 82 hilltop to see the sunset. We can have a contest to run to 95 the tiptop of the hill. At the top, there is a windmill we can 109 sit by to rest. Edwin will insist that we stop to see the sun dip down. We will not panic if we 131 must run back at dusk. Then 137 we will pack up. What a 143 splendid potluck picnic 146 it will be! 149

### The Attic

Calvin went up to the cabin's attic to find his mom's old comics. 13 What would you expect him to find up there? Not just comics! 26 He saw an insect run by him in a flash. This made Calvin panic, 39 and he got the hiccups. He fell into a plastic trashcan with lots of 53 tennis balls. When he got out, he saw a plastic rabbit on top of an 68 old laptop. He had to brush away a cobweb in disgust. At last, 81 he saw ten classic comics in a red fabric handbag under a small 94 bathtub. He came down from the attic and sat with the comics 106 and a snack. He went to flip a comic open and hit his glass. 120 What luck! The milk did not spill on the comics. His mom would be 134 upset if they got wet. He said he would just read them at 147 his desk. Calvin ate his sandwich 153 and then went down the 158 hall to his desk with 163 the comics. He will 167 read them all! 170

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## The Picnic

Patrick and Flo went on a picnic. <u>First</u>, they had to unpack. Patrick said, "Please go get the plastic cloth and the backpack from the pickup truck. I will try to find a good spot for us." Patrick did inspect the grass and got a spot with no rocks. Flo set the cloth down.

They had lunch under the blue sky. <u>First</u>, they had some eggnog from a can. The top was stuck, so they had to pry it off. Then, they had a fish fry and split a relish and pumpkin sandwich. Flo said that the sandwich was so good that Patrick <u>could</u> be a pro.

After lunch, Patrick did panic when a big insect with six legs sat in a cobweb next to him. With a little jump and a yell, he put a napkin on top of it and ran! Patrick did try not to cry.

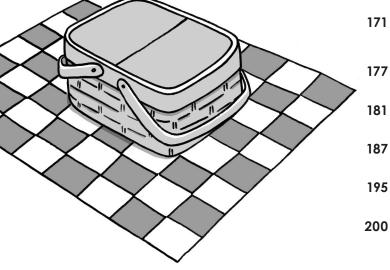
Flo said, "Why are you upset, Patrick?"

"There was a bug with six legs by me,"

Patrick said with a shy grin.

Flo put the insect in the public trashcan. It was funny, but she did not laugh at him. They sat back down by the

cloth to see the sunset.



Two-Syllable Words with Open and Closed Syllables & Chunk ing

187 words

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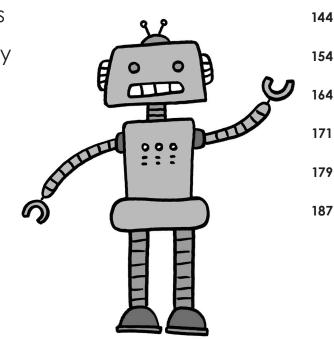
#### **Robots**

You can program robots to do many things. Robots can do basic things like say "hello." They can take a photo and play music. Robots could be good at making a snack as you are taking a bath.

Robots can add and subtract to find a result. They can even do complex math. You can program robots to protect a secret camp or to plan a trip to Fresno. Some robots are silent, but some will respond if you chat with them. You can program robots to tell you about things like new events or the lunch menu.

Robots can do many things, but there is a limit to what they can do. Robots cannot relax. They cannot be in a hotdog tasting event. They will not use napkins. Robots cannot get sick with a virus and cannot

hiccup. Insects cannot sting them. Robots will not have a tantrum or get upset if they get a zero on a test. They will not brag about winning a math contest. You can program a robot to do many things, but they cannot think or act with no help.



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## The Puppet Show

There is a puppet show at six in the local children's hall across the canal. You may want to see it. I even have extra tickets for the second show at seven if you would like to go. I went to the latest show, so I can tell you about it. First, you will see a chimp puppet on a canvas hammock. He will be munching on some bacon. Then, a cricket puppet will come hopping across the grass to a picnic blanket. It will pick at the spinach salad that the humans put down. You will see a panda puppet in the branches chomping on stems and a piglet 110 puppet hunting for bugs. The piglet thinks the cricket would be good 122 to eat. He is about to chomp down, but at that instant, the panda 136 falls off the branch and happens to land in the spinach salad! The 149 puppets all laugh and the children all clap. At the end, the panel is 163 taken down and the humans who pretend to be 172 the puppets say hello. There is so much talent in this 183 show. You will not regret it if you happen to go. 194

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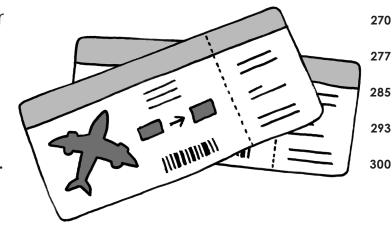
## Take a Trip

If you do not want to be stuck at home this fall, plan a trip. Pick a date, select a spot, and go. You can stick close to home or travel the globe to a distant land. If you stick close, you could drive. If you go far, you could ride a bus, take a plane, or even fly in a blimp. You could visit a new state like Texas or a spot like the Grand Canyon. You could attend an event in your home state too. Hit the blacktop and plan for a nonstop trip. Safe travels!

Make a note of things you want to do on your quest. It can be fun to branch out and try new things, not the same things you do at home. You may want to see a local ball game or a play about a brave robot. If you want to have a picnic, you could make a snack or a sandwich and take it with you. You could be brave and try a new plate for lunch. If you want some milk or punch on the go, take time to bring a jug.

You do not have to spend a lot. You and your pal could ride a bike to the lake and fly a kite in the blue sky or just bring a blanket and laze for a moment. You could go for a swim, catch a wave, or run in a zigzag on the white sand. If you go on a hike, bring your compass so you do not get lost.

You may even find a cave, canyon, or tunnel to inspect. So, save your extra nickels in a can, and then fetch them and make it happen. I hope you rave about your trip when you come back.



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## Camping

Jolene and Blake want to take a camping trip to escape for a while. They get the tent out of the basement and pack the van. They invite Jake to come with them, but he has plans to see the parade. When Jolene and Blake get there, they locate a good spot to pitch the tent and complete the campsite setup. Jolene brings a mattress to inflate inside the tent. It is better if she puts the mattress on the grass and not on concrete. After the campsite is set, they go on a hike to see the landscape. They find a path on the map and begin. It is good to be out in the sunshine! At lunchtime, they have a homemade sandwich and a pancake made over an open flame. On the path back to camp, they have a small debate about where to go left, but Jolene has an instinct and they find the campsite. It is late when they get back. They ignite a log with a match and grill hotdogs on sticks. At bedtime, they are careful to put out the flame and zip up the tent to keep safe. When it is time to go

home, they are polite and pick up their trash. They take down the

tent and pile into the van. Then,

they drive home.

Long Vowel Spellings: ee, ea, ai, ay, y spelling long e

231 words

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#### The Beach

Do not wait. On the next sunny day, go to a beach. The beach could be at the lake or at the sea. There are many ways to spend a day at the beach. If you just want to relax, set up a chair and read. You could read an essay or a novel. It can be good to just feel the wind in your hair and the sand beneath your feet. Please be careful not to fall asleep in the sun and always have sunscreen on.

If you want to have a playful day, there are plenty of things to do at the beach. Go for a walk and get your feet messy with grains of sand. Go for a swim where it is clear from seaweed. Jump in and leap over a tall wave. Play frisbee with a pal in the sunshine. You can finish by eating your meal on a blanket.

You will find that there is a lot to do and see at the beach. You may see snails in shells or catch a peek at fish in the reef. If the sea is clean

and clear and you are lucky, you may

see eels deep down. At a lake, you may run into some crayfish or catfish. If you just need to get away, find a beach nearby and go. You will be happy you went!



### **Trick or Treat**

While some kids like to trick-or-treat, Randy <u>does</u> not. His pal Betsy squeals with delight at white sheets that float in the trees and black bats that swing from the branches, but these things <u>give</u> Randy a fright. He <u>does</u> not like how frightful the streets look when daylight ends, but he <u>does</u> like the free candy he gets. So, he grabs a flashlight and <u>goes</u> down the road to trick-or-treat with Betsy.

Betsy tells Randy his light will reveal that there is no need to be afraid. The thing Randy sees might look like a pile of bones, but in the beam of the flashlight, it is just a pile of sticks. Randy thinks there is moaning and groaning to the right, but in the light, it is just a swing swaying in the wind.

Randy and Betsy get to a driveway and walk up the steps. A tall man in a raincoat with a cloak and a top hat hands them some candy. This brightens their night, and they go on. Next, they approach a lady in a green dress and tight socks with a toad made of foam in her right hand. She hands them a pack of gum.

Randy is feeling brave. "No sight can frighten me," he boasts. He stands upright

and puts the flashlight away in his coat pocket. Wait, where did Betsy go? "Hi!" she yells as she jumps out from the oak tree. Randy goes stiff with fright. Then, he grabs his flashlight and sees it is just Betsy. They laugh. They take their load of candy home and have hot cocoa. Randy is glad to be toasty and safe inside.



3 Sounds of suffix -ed

#### 284 words

## Ted's Bad Day

Friday was not a good day for Ted. He woke up with the sun, checked the clock, and saw that it was nine. He was late! Ted landed on a plastic game token as he jumped out of bed, so he limped down the hall. Ted wanted eggs. He opened the fridge to find them, whisked them in a dish, and then dumped them into a hot pan. While he waited, he made toast. Then Ted brushed his teeth, packed his backpack, and left for class.

Ted missed the math test and had to take it at lunch. He munched on his sandwich while he added seven and three. He was just about <u>done</u> when he bumped his glass and spilled milk on the test. Ted was lucky. Miss Best could still read the test and he passed. Ted leaped away from his desk and ran. He made it before the kickball game ended. He played for one inning. Ted kicked the ball <u>far</u> but stained his pants when he slid into home plate.

Ted painted in the next class. He mixed red and blue paint.

As he squished the paint out, it sprayed on his smock and in his hair. His pal fetched a napkin and helped Ted clean up.

What a day! Ted could not wait to go home.

On his walk home, Ted dented his lunchbox when it fell on a rock. By now, Ted was fed up. He jumped up the steps and went inside. His mom had left a cupcake as a snack with a note that said, "I hope you had a good day. From, Mom." That made Ted smile. He ate the cupcake and felt much better.



Inflectional endings -er, -ed, -s, -es, and -ing

248 words

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## **Ruby's Dreams**

Steve's dog Ruby twitched in her sleep. Steve wanted to know what Ruby was dreaming about. Was she dreaming about the cats they had seen on their walk? While Steve and Ruby rested on the bench, three cats across the street had flicked their tails at Ruby. She had wanted to chase them, but Steve kept a tight grip on her leash. Maybe Ruby was chasing after them in her dream.

"What do dogs dream about?" Steve asked himself. Steve often dreamed of things he wished he could do. In some dreams, Steve was a painter or a singer. In some dreams, Steve was a baseball player, winning the game as his coaches clapped. One time, Steve dreamed he could run faster than a speeding train and jump higher than the tallest wall. Not all of Steve's dreams were good dreams. Once, in a bad dream, Steve was falling out of the sky while gripping a trumpet. He ended up landing in a soft pile of boxes, but it was frightful!

Steve did not think Ruby had the same dreams. Ruby might dream of eating treats or catching a ball or chasing foxes around the trees. She did not dream of acting in a play or flying a plane like Steve might. Steve could not know what

she was dreaming of, but he trusted

Ruby was dreaming a good dream.

When she woke up, she stretched and

wagged her tail, begging Steve to

take her on a walk.



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Review: Closed, Open, VCE, and Vowel Team Syllables

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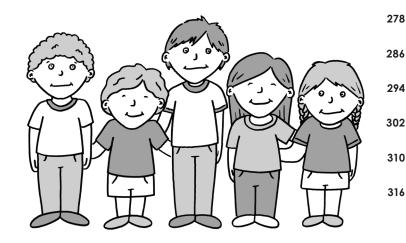
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# My Siblings

I have five siblings and each one is taller than the next. Let's begin with Tim. He is the tallest. He likes sailing and has no fear of the deep blue sea. When he takes me on the boat with him, it feels like we go faster than a speeding train. Sammy is not as tall as Tim, but he is still taller than the rest of us. Last week, Sammy wanted to make a frozen soda treat. He did not know that soda expands in the freezer until the can cracked open. The soda slush was a mess, but tasty! Next is Blake. He is the same size Tim was when Tim was ten. Mom adds patches to Tim's old pants for Blake. I think Blake wishes he could shop for new pants, but he does not whine about it. He is silent unless he is cheering for his baseball team. My sis Beth is smaller than Tim, Sammy, and Blake, but she is taller than Gail. When Beth plans to spend time with her pals, Mom tells her it would be polite to invite Gail too. If Beth is going out, Gail always goes with her. I think it is funny because Beth and Gail are not alike. Beth likes to try new things and visit her pals. Gail likes to stay inside and read. They have one thing in common. They both like to play hide and seek with me. I always win because I can hide in tiny spots.

I am the smallest one of the bunch. Last year, I was upset that I could not do

the same things as my siblings. This year, I am older and wiser. My teacher tells me that when you are upset, you can try to find the bright side. Mom never asks me to put away the dishes because I cannot reach the shelf!



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