

Years 1-2 Reading Booklet



Question stems - vocabulary

- What does this... word/phrase/sentence... tell you about... character/setting/mood etc?
- Highlight a key phrase or line. By using this word, what effect has the author created?
- In the story, 'x' is mentioned a lot. Why?
- The writer uses words like ... to describe What does this tell you about a character or setting?
- What other words/phrases could the author have used?
- The writer uses ...words/phrases...to describe ... How does this make you feel?
- How has the writer made you and/or character feel ...happy /sad/angry/ frustrated/lonely/bitter etc? Can you find those words?
- Which words and /or phrases make you think/feel...?



Question stems - retrieval

- Where/when does the story take place?
- What did s/he/it look like?
- Who was s/he/it?
- Where did s/he/it live?
- Who are the characters in the book?
- Where in the book would you find...?
- What do you think is happening here?
- What happened in the story?
- What might this mean?
- Through whose eyes is the story told?
- Which part of the story best describes the setting?
- What part of the story do you like best?
- What evidence do you have to justify your opinion?
- · Find, it. Prove it.
- How do the title/contents page/chapter headings/glossary/index... help me find information in this book?
- Which part of the text should I use to find...?
- Why has the author organised the information like this?



Question stems - summarising

- What happens first in the story?
- Use three sentences to describe the beginning, middle and end of this text?
- You've got 'x' words; sum up this story.
- Sort these sentences/paragraphs/chapter headings from the story
- Make a table/chart to show what happens in different parts of the story
- Why does the main character do 'x' in the middle of the story?
- How does the hero save the day in the story?



Question stems - inference

- What makes you think that?
- Which words give you that impression?
- How do you feel about...?
- Can you explain why...?
- I wonder what the writer intended?
- I wonder why the writer decided to...?
- What do these words mean and why do you think the author chose them?



Question stems - prediction

- Look at the cover/title/first line/chapter headings...what do you think will happen next? How have the cover/title/first line/chapter headings...helped you come up with this idea?
- What do you think will happen to the goodie/baddie/main character? Why do you think this?
- What will happen next? Why do you think this? Are there any clues in the text?
- Can you think of another story, which has a similar theme; e.g. good over evil; weak over strong; wise over foolish? Do you think this story will go the same way?
- Which stories have openings like this? Do you think this story will develop in the same way?
- Why did the author choose this setting? How will that effect what happens next?
- How is character X like someone you know? Do you think they will react in the same way?



Answer stems

| Summarise | In this text |
|------------------------------------|---|
| Giving a brief statement of | This text is about |
| the main points of the text. | The main event is |
| | The key events are |
| Predict | I think that because |
| Using evidence to write down | I think the character will do because |
| what you think will happen | I think the character will not do because |
| next. | |
| Vocabulary | The words mean |
| Suggesting what words, | It is a good name because |
| phrases or sentences mean. | This sentence tells you about |
| Retrieval | The story started |
| Choosing relevant evidence | The story ended |
| from the text to answer a | The character was |
| question. | It is important because |
| | The story took place in |
| | You can find |
| | The name of is |
| Inference/ | This sentence tells you |
| Looking beyond the obvious | The character felt because |
| f or what the writer is | They did not like it because |
| showing and not telling you. | They liked it because |
| | I know this because |
| | I think the character felt because |
| | The character thinks because |