

# TEACHER'S NOTES & LESSON IDEAS



## Focus on...Reading Comprehension Bumper Kit

The resources in this kit have been selected to provide a multisensory approach to reading comprehension, to support children in concentrating on the meaning and understanding of words and text.

### Curriculum Links

At Primary level the National Curriculum requires pupils to use a range of strategies to make sense of what they read. Pupils should focus on meaning derived from the text, use the organisational features of non-fiction texts, including captions, illustrations, contents, index and chapters, to find information and understand that texts about the same topic may contain different information or present similar information in different ways. Pupils are required to use inference and deduction; look for meaning beyond the literal and make connections between different parts of a text. When reading for information pupils should be taught to: scan texts to find information; skim for gist; obtain specific information; draw on different features of texts, including print, sound and image to obtain meaning; use organisational features and systems to find texts and information; distinguish between fact and opinion and consider an argument critically.

### Suitable for:

- \* Primary Schools
- \* Secondary Schools (SEN)
- \* Parents (Homework Activity)
- \* One to One Tutors
- \* Special Educational Needs Coordinators (SENCOs)

### Stock Code: SB81

- Reading Comprehension Board Games Level 1
- Reading Comprehension Board Games Level 2
- Starter Packs 1 and 2 Comprehension Cards
- Reading Comprehension Cards Sets 1-5
- Comprehension Cubes



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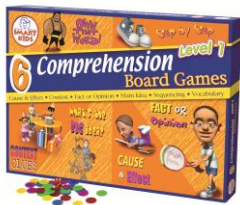
## Lesson Ideas using...

### Reading Comprehension Board Games Level 1

*Ideal for use with pupils aged 7-9 or SEN, this set of 6 board games teaches early comprehension skills, provides explicit instruction in comprehension strategies and offers activities that support understanding. Use as group activity in part of the daily literacy lesson or one to one with a Teacher/ Teaching Assistant for further reading practice and intervention.*

#### 1. Cause & Effect - Small Group 4-6 Players

*Ideal for teaching children how things have a cause and effect, to aid understanding.* Pupils spin the arrow and try to make a correct statement by putting the word the arrow lands on into the blank space on their board square.



#### 2. Context Clues - Small Group 4-6 Players

*Ideal for developing deduction skills from clues given.* Children give a meaning for the red word in the sentence on their space.

#### 3. Fact or Opinion - Small Group 4-6 Players

*Use to determine if something is fact or opinion.* Pupils read the sentence on the space to decide if the statement is fact or opinion. Develops skills such as looking at how text is written and vocabulary.

#### 4. What's the Big Idea? - Small Group 4-6 Players

*Ideal for quickly deducing the topic of an article to find out what it is about.* Pupils read the words on the space which are taken from different articles and they have to decide what they believe to be the main idea and topic of the article

#### 5. Step by Step - Small Group 4-6 Players

*Ideal for sequencing tasks in order.* Spin the spinner to break down the task into the number of steps the arrow points to in order to sequence the task. *A great sequencing game, perfect for those who struggle to break large tasks into smaller steps.*

#### 6. Own That Word - Small Group 4-6 Players

*Ideal for expanding pupil's vocabulary for writing.* Children create a sentence that includes the word on their space to enhance their vocabulary. *A great activity for pupils to apply new vocabulary in an appropriate context.*

### Reading Comprehension Board Games Level 2

*Ideal for use with pupils aged 9-11 or SEN, this set of 6 board games support pupils in becoming fluent readers. They teach a range of reading comprehension*

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strategies and encourage students to reflect on their own understanding and learning. *Use as group activity in part of the daily literacy lesson or one to one with a Teacher/ Teaching Assistant for further reading practice and intervention.*

### 1. Inference - Small Group 4-6 Players

*Ideal for developing thinking and reasoning skills.* Read the blue sentence on the space and answer the red question. The answer is not given directly so pupils must make a reasoned conclusion. *Use to encourage pupils to read between the lines.*

### 2. What Next? - Small Group 4-6 Players

*Ideal for developing deduction and reasoning skills to predict logical outcomes.* Read the story on the space and make a prediction as to what happens next.

### 3. Own That Word - Small Group 4-6 Players

Children create a sentence that includes the word on that space to enhance their vocabulary. *Ideal for pupils with EAL, or those who need a greater grasp of how words are used.*

### 4. Context Clues - Small Group 4-6 Players

*Ideal for developing deduction and reasoning skills using available information.* Pupils read the italic word in the sentence. If they do not know what it means children are encouraged to read the whole sentence and replace that word with a word that they do know to help them.

### 5. Smart Kids Times - Small Group 4-6 Players

*Use to practise skimming and scanning non-fiction texts to find key points and information.* Pupils read the non-fiction newspaper articles and answer the question on the space that they land on by

retrieving the information from the newspaper page. *Ideal for assessing pupil's abilities to retrieve information directly from text.*

### 6. Narrative Noun - Small Group 4-6 Players

*Ideal for understanding structure and features of narrative texts.* Pupils answer the question about a poem or story on the board space giving a reason for their answer.

### Starter Packs 1 and 2 Comprehension Cards

*Ideal for use with Key Stage 1 pupils or SEN,* these sets of comprehension cards offer a first step from teacher directed questions to reading written questions. The cards in each set are colour-coded into 3 traffic light levels to support differentiation and contain a Teacher's Guide containing an index and answer card. The index enables teachers to quickly locate a relevant topic or



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theme to target and the answer cards are a great time saving resource and can even be used by pupils to self-assess their own answers. The questions are based on when, where, what, who, why and how, gathering valuable information on pupils ability to retrieve information from the text. Each card has a write and wipe surface to be used with dry-wipe marker pens, enabling them to be used over and over again.



### 1. Key Stage 1 SATs Practice

During Key Stage One SATs pupils are required to read a selection of passages of text and answer questions based

on what they have read. Use the Starter Packs as essential practice as pupils become familiar with reading a short unknown text and answering key questions. *Ideal for applying text retrieval skills.*

### 2. Guided Reading – Independent Activity

These cards provide superb reading and comprehension practice for pupils to carry out independently. Allocate a card to each pupil, working without teacher support, during a guided reading session to complete. The Activity/Extension included at the end of each set of questions will keep pupils engaged and provide valuable assessment information.

### 3. Homework

Distribute the cards as a reading comprehension homework activity.

#### Reading Comprehension Cards Sets 1-5

*Ideal for Key Stage 2 pupils and SEN for use independently or one to one with a SENCo or*

*tutor as additional comprehension practice.*

- ⇒ *Set 1 Attainment Levels 1, 2, 3, Targeted Year Group 3*
- ⇒ *Set 2 Attainment Levels 2, 3, Targeted Year Group 4*
- ⇒ *Set 3 Attainment Levels 3, 4, Targeted Year Group 5*
- ⇒ *Set 4 Attainment Levels 4, 5, Targeted Year Group 6*
- ⇒ *Set 5 Attainment Levels 4,5, Targeted Year Group 7*

Use to target key areas of comprehension across fiction and non-fiction texts. The Teacher's Guide includes a table of contents making it easy to locate specific cards for practice and also includes a record tracking template to record key assessments and progress. Each card contains a selection of multiple choice questions and also comes complete with an answer sheet, encouraging pupils to carry out the activities

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independently and self-assess their answers.

### 1. Cards for Assessment

The comprehension questions focus on: main idea, cause and effect, sequencing, predicting outcomes, making inferences, context clues and drawing conclusions. Covering a vast area of comprehension, these cards are *ideal for providing a great assessment tool to enable teachers to quickly see which areas of comprehension pupils find more difficult and consequently require further practice.*

### 2. Homework Activity

Distribute the cards as a reading comprehension homework activity.

### 3. Extension Activity – Independent Learning

Use cards as an extension activity during reading

sessions. Pupils can access the cards independently and apply their text retrieval skills. Pupils can also self-assess or peer-assess their answers using the answer sheet.

### Reading Comprehension Cubes

Use the cubes for shared discussion as part of a guided reading session. *Ideal for use with pupils aged 6 + or SEN.*

### 1. Before Reading Activity

Pupils use the red cubes before reading the text to make predictions about the

story or text type. E.g. Is the story fiction or non-fiction?

### 2. During Reading Activity

Pupils use the blue cubes during reading. E.g. Which character can you relate to so far? Why? Find and define an unfamiliar word.

### 3. After Reading Activity

Pupils use the green cubes after reading to discuss the overall story and ascertain pupils' understanding and feelings towards the story. E.g. What is the main idea of the story? How are you

