MISS ARMSTRONG

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If my free resources, posts and book reviews have helped you in some small way, it would be lovely if you could support me and my baby Adaline, by buying us a book to read together, or a small gift card to go towards some nappies. Please don't feel like you have to though!

VOCABULARY BINGO

After reading the text, choose from the options below. Cross out each activity as you complete it.

Pick a word from the text you are reading and collect synonyms for the word. Rank the synonyms in order from weakest to strongest. Discuss why certain words were ranked where they were and how using a different word in the text instead would change the meaning.	Find 5 ambitious adjectives in the text. Using your knowledge of context clues, write what you think they mean and then write their definition underneath.	Find words or phrases used to describe a character in your text. Visualise the character and draw a picture of them. Annotate your picture with words or phrases from the text and write the page number next to each quotation.
Choose an interesting sentence from the text and write it in your jotter. Remove a verb from the sentence and make a list of possible other verbs that would suit the sentence. Then, choose your favourite verb.	Using a thesaurus, find synonyms to help you write a short description of one of the characters. Remember to include BATHS (background, appearance, thoughts, habits and speech/sound) when describing the character.	Using a thesaurus, find synonyms to help you write a short description of the setting in this chapter. Remember to include WWW.SC (where, when, weather, senses and how the character effects the setting.)
Find 5 interesting words in the text. Write 5 complex sentences using these words.	Find 5 interesting adjectives in the text and find a synonym and antonym for each word.	Complete a vocabulary ninja task.
Partner task. Roll the dice vocabulary game. Choose a word from the text. Roll the dice and both of you must complete the task. First to complete it gains a point.	*Partner task.* Zone of relevance. Both of you must write 3 words that are very relevant to the text, 3 words that are somewhat relevant to the text and 3 words that are not relevant to the text. See if you can sort each other's words.	*Partner task.* Choose an interesting word from the text. Write some clues about the word. See if your partner can guess the word.

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INFERENCE BINGO

After reading the text, choose from the options below. Remember A.P.E. Cross out each activity as you complete it.

Infer how the character is feeling. Find 2 pieces of evidence in the text that suggest this.	Look at the characters actions in the text. What does this tell you about the character?	Find an example of speech or thoughts in the text. How is the character speaking and what are they saying? What can you infer about the character from this?
Rewrite part of the text from another character's perspective in a first-person account (e.g. diary/letter) to infer the feelings of other characters.	Write an interview with a character. Choose what questions to ask and write how you think the character would respond.	*Partner task.* Hot seating. One person acts in roll as the character. They are questioned by the group about his or her background, thoughts, feelings, habits and motivations.
Create a feelings graph for a character. Plot 5 points on the graph and explain how the character was feeling at each point. Remember to give evidence from the text to explain why you think this.	Create your own inference questions about the text using the questions stems to help.	Answer the inference questions based on the text. Remember to structure your answers using A.P.E.
What can you infer about the setting? When do you think it is set? How do you know? What type of atmosphere is it? What do the sounds tell you about the setting?	Choose a character in the text. Would you be friends with them? Explain why or why not using evidence from the text.	*Partner task.* Write 3 'agree or disagree' statements about the characters, setting or plot. Remember the answers must not be directly in the text. Swap statements with a partner and discuss using evidence from the text.

Miss Armstrong

EXPLANATION BINGO

After reading the text, choose from the options below. Remember A.P.E. Cross out each activity as you complete it.

What is the main theme of the text? Use evidence to support your answer.	How has the mood of the text or character changed since the start of the book/chapter? Explain using evidence of the text.	Find an example of figurative language (personification, metaphor, simile, hyperbole, alliteration or onomatopoeia) used in the chapter and write it in your jotter. Explain why the author used it and the effect it has on the reader.
Write down your favourite sentence from the chapter. Explain why it is your favourite sentence.	Would you recommend this book? Why or why not? Use evidence from the text to support your answers. Is it like any other book you have read?	Use a Venn diagram to compare 2 characters in the book or a character from the book with another character you have read. Use evidence from the text.
Complete an analysis grid. What is the genre and purpose of the text? What effect has it on the reader? How does the author achieve these effects? Find evidence of the author's language choices.	Illustrate this chapter. Explain why you have chosen your illustrations. or Design an alternative front cover for the book based on what you have read so far. Explain why you have designed it that way.	Explain the relationship between 2 or more characters. How has the character's relationship with another character changed since the start of the book?
Describe the story setting using an example of figurative language (personification, metaphor, simile, hyperbole, alliteration or onomatopoeia). Explain why you chose to use this.	Explain a character's problem. Give the character some advice to help them solve it.	How does the author engage the reader in this chapter? Explain using evidence from the text. *Miss Armstrong*

PREDICTION BINGO

After reading the text, choose from the options below. Remember A.P.E. Cross out each activity as you complete it.

Write the next part of the story using evidence from the text to support your predictions	Write a prediction of what happened before the story started based off what you have read	What will happen to the setting? Will it improve/worsen? Will the setting change completely? Draw a picture of what the new setting may look like
Write a conversation/event that may occur between two characters	Genie from a lamp. Where you are at in the story right now, a genie emerges and can grant each character a wish. What would the wish be? Why?	Predict the future for a character after the text finishes
Predict what will happen in the next chapter.	Create your own prediction questions before, during and after reading the chapter. Use the question stems to help.	Read the last page of the next chapter and predict what happens in between.
Predict what happens in the next chapter using the 5 words on the board.	1Queries and theories. Write you're your queries – questions that you after reading. Write down your theories – predictions about what they think is going to happen	. *Partner task.* Create a prediction puzzle. Put your prediction in the middle and add parts of the puzzle around it. Use template.

Miss Armstrong

SUMMARISING BINGO

After reading the text, choose from the options below. Cross out each activity as you complete it.

Use an emotions graph to plot how a character's feelings change throughout the chapter.	Write 5 sentence strips about the chapter and mix them up. Number them 1 – 5. Can your Swap with a partner and order the events in the story chronologically?	Give the chapter a name. If they already have one, give them an alternative one. Explain why you chose this name.
Summarise the chapter in 20 words.	Summarise what you have read today in one sentence (main idea of the text). Now summarise what you have read today in one word.	Rank events in the chapter from least important to most important. Explain why.
Create a comic strip to summarise the chapter. Include speech bubbles to show what the characters said.	Write a short paragraph summarising the chapter.	Imagine you are turning this book into a film, which parts/events could you cut out of the final script? Which parts would definitely have to be in the film? Why?
Draw the character or the scene using your visualising skills. Annotate your picture with evidence from the text.	*Partner task.* Write out a 2-minute script to act out what you have read.	. Summarise a character in 3 words. Explain why you chose these 3 words.

RETRIEVAL BINGO

After reading the text, choose from the options below. Cross out each activity as you complete it.

Create a true or false quiz for a partner with answers.	*Group task*. Skim and Scan game. One person chooses a word and gives the rest of the group the page number it is on. Call out the word and the first person to find it wins a point. The first to 6 points wins,	Retrieve 3 pieces of evidence from the text that describes a character. or Retrieve 3 pieces of evidence from the text that describes a setting
Write your own retrieval questions for a friend. Use the questions stems to help.	Answer retrieval questions based on the text.	Use the description of a character to draw a wanted poster of them
Create a multiple-choice quiz. Remember to include 1 correct answer	Spill it. Write down everything you can remember about the chapter in 4 minutes.	This is the answer. What is the question? *Miss Armstrong*