

# 15 things you can do with a story

## Before You Read

### 1. **Story Predictions**

Based on the book's title and brief summary, ask your child to infer what the book is about and what they think will happen to the main character(s).

### 2. **Word Sort**

Before reading the book to you child, select a few words that may be difficult for them to understand or would give them an idea of what the story is about. Practise using the new vocabulary together.

### 3. **Look at the Cover Art**

Spend time reviewing and looking at the picture art in the story before you read. While looking at the pictures, task them to share their own thoughts about what is happening in the pictures and what they think will happen in the book.

### 4. **Questions**

Compose a list of questions that will be answered while reading the story (such as the main character's last name, hobbies, pets etc.). While reading the story, ask your child to think about the answers to the questions. Once the story has been completed, review the questions and answers and if the question isn't answered, can they make up an answer?

## After You Read

### 5. **Summarise in 2 lines**

After your child has read a book, ask your children to summarize the book in a sentence or two on paper the size of business cards.

### 6. **Make a Map**

Create a map of the book's settings.

### 7. **Write a Book Preview**

Write about the most interesting parts of the books to encourage family and friends to read it.

### 8. **Character Analysis**

Ask your children what the main characters are like and how similar and different they are to other characters.

### 9. **What Happens Next?**

Discuss with your children what could happen to the characters next.

## **Story and Word Games**

### **10. Unfortunately.... Fortunately**

Start game by giving a short beginning. e.g. *Once upon a time there was a king who liked eating doughnuts.* Next person now responds by saying "Unfortunately" e.g. *Unfortunately, there were no doughnuts left.* Next person comes back with "Fortunately" e.g. *Fortunately, the baker made some more.* Keep going until no one can manage anymore!

### **11. Read and Draw**

Find a short passage from a story that either describes a person, place or event. Read aloud and ask your child to draw what they see.

### **12. What next?**

Read the opening from a story and ask your child to "imagine" what might happen next - tell you or draw.

### **13. Lists...**

Together create a list of animals. Make up a sentence about each one. Put in certain criteria, eg; use a simile, use an adjective, use an adverb etc..

The brown dog jumped up and down. The cat was as black as coal. The tiger roared loudly.

### **14. More lists...**

This is a good game to play in the car or on a walk. Ask your child to think of all the different ways they could cross a river. Brainstorm together. All answers are acceptable the more imaginative the better! eg. on a boat, on top of alligators, on stilts, riding on the backs of dolphins etc...

The longer you play the more imaginative their ideas become.

### **15. Kim's Game**

Have 10 everyday objects on a tray. Ask the children to look at them for a minute, cover the objects up. Which ones can they remember? Look again. Cover up. Ask your child to write a list of the objects. This time create a story about the objects to link them together. Retell the story. You will be amazed how imaginative their story becomes!

eg. Objects - pen, toy kangaroo, fork, button, biscuit.

Might become:

One day a huge pen was walking down the road when it bumped into a very bouncy kangaroo. Inside the kangaroo's pouch was a fork. To stop it falling out he had a button sewn onto his pouch which was shaped like a biscuit. *No writing necessary can all be verbal.*