



Fish for Dinner

(Story / Article / Play)



National Standards (Rdg):
By the end of: Year 4

Readability:
9.5 - 10.5 yrs

A Did I Understand?

(Comprehension Questions)



1. How many characters are there altogether?
2. Describe the scene where this took place.
3. Who lifted the lid off the pot?
4. Who got \$2.00 change?
5. Why did the fishers dance and clap?
6. Why did the fishers give the fish buyer their catch?
7. How much was the hot fish soup?
8. Why did the fishers line up on page 6?



D What's the Question?

(You write the question to the answer given below)

1. Fresh fish
2. Huge waves
3. Black clouds



E Word Study

Write and/or draw meanings for these words.

1. Ladle
2. Change (\$)
3. Line up
4. Decision



I Chunking Try to find 5 words from the journal that you can "Chunk" or split, so one word makes two words. E.g, Sometimes = some + times.



J Syllables Write down 2 words from the journal that has 1 syllable, 2 words that have 2 syllables, and 2 words with more than 2 syllables, E.g, sometimes= some /times, Situation=sit/u/a/tion etc.



K Who Am I?

Choose any one of the characters in the journal and do a mini profile on them. This needs to include as much information about that character that you found in the journal.



L All Mixed Up

Using a sentence from the journal, make up your own mixed up/jumbled sentence where someone has to try to put the sentence in order so it makes sense. Remember to include the answer as well.



F My Thesaurus: Similes / Antonyms

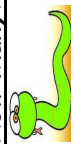
Choose 5 words from the story/play/article and write the following for EACH word chosen. Simile = another word which has a similar meaning. E.g, Hot = Boiling. Antonym=another word which is the opposite of the word chosen. E.g, Run = Walk. You may also like to do this as a Pictionary (drawing a picture of the similar/opposite meaning of the word).



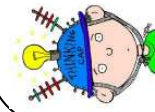
B Picture Cues: Find the answers to these questions using the pictures in the story/article/play.

1. Where was the seagull?
2. What colour is the lobster/crayfish?
3. What 2 pages is the boat on?

C How Many? How many of the following are in the story/article/play?



1. People with black hair?
2. Orange gumboots?
3. Pots?



G Odd 1 Out Which is the odd one out which was not in or related to the story/article/play? Justify your answer (say why).

1

waves

2

clouds

3

togs

4

storm



H Theme Words Decide on a theme from the story/article/play you are reading (such as fishing). Then write down as many words from your story/article/play which are related to the theme.



M What Am I?

Choose any inanimate object (such as a chair etc- something that is not alive), and using descriptive language, try and make it come alive in a way where others have to try and guess what it is. Remember to include the answer. You may also like to illustrate your object.



N Activities:

Choose one of the below (or your teacher will tell you which one to do) in relation to the story/article/play. A few possibilities include: Mini Pictionary/Dictionary, Cartoon Drawing or similar, Junior Big Book, Redesign the Journal Cover Page, Model / Puppet / Mobile / Craft etc, Wordfind / Crossword, Teacher Choice, Your Choice, Mini Booklet, Oral Retell/ storytelling to the class, Sketch/diagram, Poster, Song, Title Page, Make up your own Journal/Reading Contract, Make up a Question and Answer type quiz, Audio Book, Presentation, Advert/TV Review, Mini Fact File.



A Bilibili for Mother's Day

(Story / Article / Play)



A Did I Understand?

(Comprehension Questions)



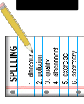
1. What is a 'bilibili'?
2. Describe where Aravoudi is located.
3. List the names of all the people in the article.
4. How do the yellow stems float better?
5. Describe Emosi.
6. Who hates getting wet?
7. What were all the things everyone did for Sala?
8. List all the things they use bamboo for.



D What's the Question?

(You write the question to the answer given below)

1. Day break
2. To keep his balance
3. Bark fibres



E Word Study

Write and/or draw meanings for these words.

1. Reef
2. Slid
3. Sap
4. Harvest



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B Picture Cues:

Find the answers to these questions using the pictures in the story/article/play.

1. What colours were Viliame's T-shirts?
2. What page is the swing on?
3. What does the top photo on page 15 show?

C

How Many? How many of the following are in the story/article/play?

1. Swings?
2. Spades?
3. Bamboo poles on page 14?



G Odd 1 Out

Which is the odd one out which was not in or related to the story/article/play? Justify your answer (say why).

1

nodes

2

sap

3

trunk

4

bamboo



H Theme Words

Decide on a theme from the story/article/play you are reading (such as fishing). Then write down as many words from your story/article/play which are related to the theme.



M What Am I?

Choose any inanimate object (such as a chair etc- something that is not alive), and using descriptive language, try and make it come alive in a way where others have to try and guess what it is. Remember to include the answer. You may also like to illustrate your object.



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Te Taonga Nui a Tāne

(Story / Article / Play)



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9 - 10 yrs

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(Comprehension Questions)



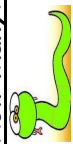
1. What made their heart beat faster?
2. How many loggers were flown in?
3. How long did the ranger say the tree had been blown down for?
4. What was offered on page 21?
5. What did they cook up to eat?
6. What was the screeching in the morning?
7. Explain what miro berries are useful for.
8. Where was the timber stored?



B Picture Cues: Find the answers to these questions using the pictures in the story/article/play.

1. What two colours are the boys' socks?
2. What colour is the bed?
3. Where are the gumboots sitting?

C



How Many? How many of the following are in the story/article/play?

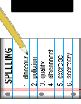
1. People wearing sunglasses on their head?
2. Vehicles are there altogether?
3. People are there on page 25?



D What's the Question?

(You write the question to the answer given below)

1. Thick moss and ferns
2. Slabs of timber
3. Mangatowai



E Word Study

Write and/or draw meanings for these words.

1. Karani
2. Ancient
3. Trudge wearily
4. Kererū



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G Odd 1 Out

Which is the odd one out which was not in or related to the story/article/play? Justify your answer (say why).

1

kākā

2

ferns

3

kiwi

4

kererū



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Old Sandshoe

(Story / Article / Play)



National Standards (Rdg):
By the end of: Year 4

Readability:
8.5 - 9.5 yrs

A Did I Understand?

(Comprehension Questions)



1. Who is Sandshoe?
2. Draw your own map which shows the road they use to travel to get to Pa's house.
3. What did Pa yell on page 27?
4. What was special about Sundays?
5. Why didn't Sandshoe need training?
6. What did Sandshoe love doing on page 29?
7. What have hydrangeas got to do with this story?
8. Why was Sandshoe a good name for the dog?



D What's the Question?

(You write the question to the answer given below)

1. "Git down"
2. Over the bridge
3. "It's John"



E Word Study

Write and/or draw meanings for these words.

1. Hydrangea
2. Intersection
3. Slobber
4. Compost bin



Chunking Try to find 5 words from the journal that you can "Chunk" or split, so one word makes two words. E.g. Sometimes = some + times.



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B Picture Cues:

Find the answers to these questions using the pictures in the story/article/play.

1. What page is the black compost bin on?
2. What colour is the bone?
3. What does the sign by the door say?



G Odd 1 Out

Which is the odd one out which was not in or related to the story/article/play? Justify your answer (say why).

1 gumboot

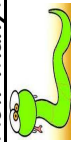
2 sneaker

3 Fred

4 John

C How Many?

How many of the following are in the story/article/play?



1. Letterboxes?
2. People with yellow hair?
3. Purple flowers on page 29?



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Date:

A - Did I Understand?

1

2

3

4

5

6

7

8

B - Picture Cues

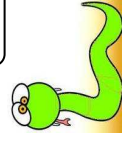


1

2

3

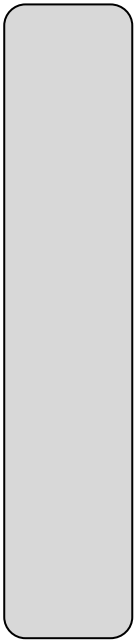
C - How Many?



1

2

3



Name:



D - What's the Question?

1

2

3

E - Word Study

1

2

3

4

F - My Thesaurus



Journal Word	Simile	Antonym
1 <input type="text"/>	<input type="text"/>	<input type="text"/>
2 <input type="text"/>	<input type="text"/>	<input type="text"/>
3 <input type="text"/>	<input type="text"/>	<input type="text"/>
4 <input type="text"/>	<input type="text"/>	<input type="text"/>
5 <input type="text"/>	<input type="text"/>	<input type="text"/>

if doing a Pictionary, do this on card/paper

I - Chunking



J - Syllables



L - All Mixed Up



G - Odd One Out

The odd one out is:

because...

H - Theme Words: My Theme is ...

