



A Tour Like No Other

(Story / Article / Play)



National Standards (Rdg):

By the end of: Year 8

Readability:

11 - 13 years

A Did I Understand?

(Comprehension Questions)



1. Where did 7000 protesters gather?
2. Why was Nelson Mandela special?
3. How was playing rugby a chance to promote change?
4. Who invited the Springboks to tour?
5. What did Robert Muldoon strongly believe?
6. When did the Springboks arrive in Auckland?
7. Explain what the 1981 Springbok tour was meant to be.

D What's the Question?



(You write the question to the answer given below)

1. John Minto
2. Waitangi, 1984
3. 56 days

E Word Study



Write and/or draw meanings for these words.

1. Abolished
2. Legacy
3. Protesters
4. Resolved

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.



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.

1 1 August

2 16 August

3 15 August

4 29 August



G Odd 1 Out

Which is the odd one out? Remember to justify your answer by saying why you think it is the odd one out.



- B Picture Cues:** Find the answers to these questions using the pictures in the story/article/play.
1. What does the road speed limit sign say?
 2. What page is the cartoon on?
 3. What page is the wire fence on?

C How Many?



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

1. Graphs are on the New Zealand map?
2. Players are on the field on page 5?
3. Planes are there?



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.



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.



Māori Rugby: A Timeline

(Story / Article / Play)



National Standards (Rdg):
By the end of: Year 8

Readability:
12 - 14 years

A Did I Understand?

(Comprehension Questions)



1. Why were Māori excluded in 1949?
2. Which 2 countries apologised?
3. Who was Wirihana?
4. What was won in 1943?
5. When was New Zealand's first game of rugby played?
6. Describe George Nēpia.
7. Using the article on pages 26 and 27, make up your own summary timeline about the history of rugby.



D What's the Question?

(You write the question to the answer given below)

1. 1938
2. 19 years old
3. 150 000 NZers



E Word Study

Write and/or draw meanings for these words.

1. Excluded
2. Inspiring
3. Condoning
4. Timid



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: Synonyms/Antonyms

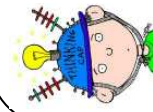
Choose 5 words from the story/play/article and write the following for EACH word chosen. Synonym = a word which has a similar meaning. E.g, Hot = Boiling. Antonym=another word which is the opposite of the word chosen. E.g, Hot = Cold. You may also like to do this as a Pictionary (drawing a picture of 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. What colour were the signs on page 23?
2. Who is holding up the cup?
3. What timeline does page 20 show?



G Odd 1 Out

Which is the odd one out?

Remember to justify your answer by saying why you think it is the odd one out.

1

Eden Park

2

Rotorua

3

Surrey

4

Napier

C How Many?

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



1. Specific dates are shown altogether?
2. Players are in the photo at the top of page 20?
3. Cup images are shown altogether?



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.



Game Over

(Story / Article / Play)



National Standards (Rdg):

Readability:

A Did I Understand?

(Comprehension Questions)



1. How were the police different than before?
2. Who said they may go flattening?
3. What happened at the top of page 16?
4. When did Mum say, "take Hana home"?
5. Where is Soweto?
6. Why did Hana have to tiptoe round the house?
7. Why was 1981 a confusing year?
8. What did Dad do differently on page 17?

D What's the Question?



(You write the question to the answer given below)

1. Heaps of whānau
2. We want our rugby!
3. Confusing year

E Word Study



Write and/or draw meanings for these words.

1. Pitch
2. Riot
3. Baton
4. South Africa



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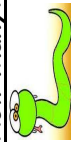
B Picture Cues:

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

1. What NZ city did this story take place in?
2. What did Karl have on his head on page 15?
3. What was the date shown in June?

C How Many?

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



1. Speech bubbles altogether?
2. Wheelchairs are there?
3. Spoons are on the table?



G Odd 1 Out

Which is the odd one out?

Remember to justify your answer by saying why you think it is the odd one out.

- | | | | |
|---|------|---|-----------|
| 1 | Mum | 2 | Springbok |
| 3 | Hana | 4 | Karl |



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.



K Who Am I?

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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.



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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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Rep

(Story / Article / Play)



National Standards (Rdg):

By the end of: Year 8

Readability:
9.5-10.5 yrs

A Did I Understand?

(Comprehension Questions)



1. Who got the Man of the Match award?
2. What did it mean, "little green fish-hooks"?
3. When did the coach call them in?
4. Make up your own "Where" question and answer.
5. Why was Dad happy on page 30?
6. How many minutes were left on the clock at the start of the story?
7. List all of the names of the people mentioned in this story.

D What's the Question?



(You write the question to the answer given below)

1. Drills around the park
2. Super polite now
3. Man of the match



E Word Study

Write and/or draw meanings for these words.

1. Trophy
2. Temper
3. Glistening
4. Fading light



F My Thesaurus: Synonyms/Antonyms

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



G Odd 1 Out Which is the odd one out?

Remember to justify your answer by saying why you think it is the odd one out.

1 Green

2 24 all

3 Manase

4 Reserve



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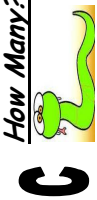
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B Picture Cues: Find the answers to these questions using the pictures in the story/article/play.

1. What are all the items on the picnic table?
2. What main colour is the rugby ball?
3. Where is the whistle?



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

1. People are on the field on the last page?
2. Players are wearing head protectors?
3. Cups are on the picnic table?



Date:



Name:

A - Did I Understand?

1

2

3

4

5

6

7

8

B - Picture Cues

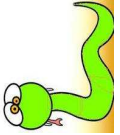


1

2

3

C - How Many?



1

2

3

D - What's the Question?



1

2

3

E - Word Study

1

2

3

4

F - My Thesaurus



Journal Word	Synonym	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 ...

