

COMPREHENSION BOOSTERS

Strong readers visualize story events, predict what might happen next, and draw conclusions based on what they've read. They also use their own experiences to understand stories. Try the following activities to build comprehension skills that can help your child become a better reader.



DRAW A CONCLUSION

In this guessing game, your youngster will use your hints to draw conclusions. Have her read a book such as *An Egg Is Quiet* by Anna Aston. Then, secretly pick a character or an object (say a sea turtle egg) from the book, and give your youngster a hint ("I'm thinking of one of the eggs") and see if she can tell which one you chose by asking yes-or-no questions. Examples: "Does it have spots?" "Is it a bird egg?" She can use the pictures or words in the book to think of answers. When she figures out your secret, let her choose one for you to guess.



MAKE AN INFERENCE

Here's a fun way to give your youngster practice figuring out something that isn't said directly. It will help him when he needs to read "between the lines." Tell him you're pretending to be a book character who is talking on the phone. You might pick Nate from *Nate the Great* (Marjorie Weinman Sharmat). It's his job to listen and then tell you what the other person could have been saying. For example, you could say, "Hi, Rosamond.... Oh, no! Have you looked under the bed?... Try setting out a bowl of milk. If that doesn't work, call me back." Your child might infer that Rosamond's cat is missing and she wants Nate to help her find it. Then, trade roles and let him "talk" on the phone while you infer what his conversation is about.

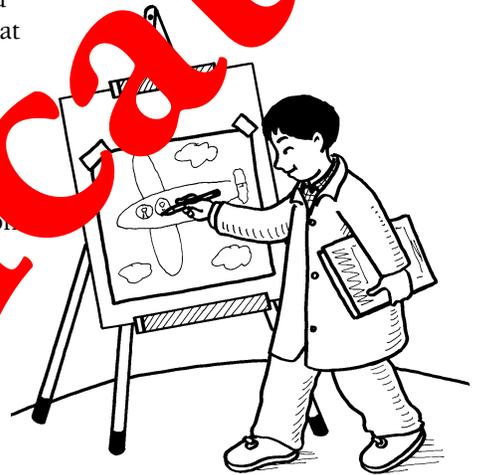
PREDICT WHAT HAPPENS

The goal of this game is to make predictions while reading. Have your youngster write, "Aha!" on a plastic bottle cap. She turns reading from a book that she isn't familiar with. When

she thinks she knows what will happen next, she shouts "Aha!" and makes a prediction. If you're reading *Click, Clack, Moo: Cows That Type* (Doreen Cronin), she might say, "Aha! I think Farmer Brown will be mad when he reads the letters from the cows." Next, she passes the cap to you, and it's your turn to predict. After each pass, read to find out if the prediction was correct. Keep reading, predicting, and passing the bottle cap until the story ends.

SHARE A CONNECTION

When your child reads something that reminds him of his life, he can use his personal knowledge to understand the book better. Encourage him to make connections with activities together. If he had a birthday party, he could draw pictures of something the book reminded you of. For example, if you read *The Flyer Flew!* (Lee Sullivan Hill), your youngster might draw himself flying in an airplane to his grandmother's house. When you're both finished, share your drawings and explain your connections to the book.



continued