

<p>1. Draw a picture of a setting from your book and label with noun phrases. e.g. a winding path 1 point</p>	<p>2. Pick 10 of your favourite adjectives and then put them into alphabetical order. 2 points</p>	<p>3. Make a list to say what you like about the book and one to say what you dislike about the book. 2 points</p>	<p>4. Collect words and phrases from your books that show you how characters feel. 1 point</p>
<p>5. Write a list of 10 questions you would like to ask a character from the story. 3 points</p>	<p>6. Make a cartoon strip showing part of the story with speech bubbles to show what the characters say. 2 points</p>	<p>7. Pick a page from inside your book to re-create. Think about layout so that it is clear for the reader. Can you label any features you include? 2 points</p>	<p>8. Find 3 words you can read and make them using magnetic letters. Put those words into 3 sentences. 2 points</p>
<p>9. Design a poster to advertise the book using boastful adjectives. Tell the buyers why they should buy the book. 3 points</p>	<p>10. Make a puppet for a character in your story and use it to act out the story. What things might your character say? 2 points</p>	<p>11. Make a map showing where the story took place including adjectives to describe the setting. Similes might be awarded bonus points. 2 points</p>	<p>12. Before the last few pages of the book draw a picture with a sentence to show and explain what you predict happens. Once finished, read on to check. 1 point.</p>
<p>13. Design 10 quiz questions with answers that readers of the same book should be able to answer. 2 points</p>	<p>14. Make a word search using new words you learnt whilst reading the book. Can you write out a definition to say what they mean? 2 points</p>	<p>15. Draw two characters from your book. Write what they might say to each other in the bubbles. 3 points</p>	<p>16. Write a lost or wanted poster for a person or object in the story. 3 points</p>
<p>17. Write your own blurb for the story that could be included on the back of the book. 3 points</p>	<p>18. Draw a picture of your favourite character and add labels to show what he looks like. 2 points</p>	<p>19. Create a new front cover for your reading book. Include a picture, the title, author and illustrator. Can you label any features you include? 2 points</p>	<p>20. Write a short letter to the author telling them at least 3 of your favourite things about the book. 3 points</p>

Word Reading and understanding

Retrieval

Inference & Prediction

Text Organisation and Language

Response

Don't forget to include the book title, author name and number of activity that you have picked at the top of each entry in your journal. *E.g. Zoo by Anthony Browne Activity 1*



Reading feeds pupils' imaginations and opens up a treasure-house of wonder and joy for curious young minds.