

Reading Questions

Before reading

- What do you think this book will be about?
- What features do you expect to see in this sort of text?
- Can you think of any other stories that start like this? How do they end? Do you think this will end the same way?
- Write three questions you would like to find the answer to in this text.

During reading

- Which words has the author used to make you feel happy / angry / worried / frightened / nervous?
- How / where can we find out the meaning of this word?
- Where / when is the story set?
- Who is / are the main character(s) in the story?
- What do you think is happening here?
- Who is telling us the story?

After reading

- Is there a good / bad character? Who is it? How can you tell?
- Is there a dilemma in this story? What is it? How is it resolved?
- Which is your favourite / worst / funniest / scariest part of the story? Why?
- Which information did you find the most interesting? Why?
- How / where does the story start?
- How does the story end?
- Can you think of a different title for this story?
- Use 20 words to sum up this story.
- Make a poster to show the order things happened in.
- Is there anything you've just read which reminds you of something that has happened to you, or someone you know? Why? How?

Useful Websites

Phonics Play - free Phonics games

<https://www.phonicsplay.co.uk>

Username - march20

Password - home

Top Marks - free Maths games

<https://www.topmarks.co.uk>

Browse by subject - 'Maths' and age group - 'Key Stage 1'

Mr Thorne's Phonics - Phonics support for correct pronunciation

<https://www.youtube.com/user/breakthruChris>

Oxford Owl - over 250 free eBooks

<https://www.oxfordowl.co.uk/for-home/find-a-book/library-page/>

KS1 Bitesize - online English resources

<https://www.bbc.co.uk/bitesize/subjects/zgkw2hv>

KS1 Bitesize - online Maths resources

<https://www.bbc.co.uk/bitesize/subjects/zjxhfg8>

Memory Games

The Suitcase Game

In a group, players go around in turn and say what they are putting in the suitcase. Each player has to say all the other items as well as their own new one. If you get it wrong, you're out! To keep things fresh, decide on a theme of the objects - it doesn't always have to be travel-based.

The Tray Game

Place 12 items on a tray and ask your child to look at it for 20 seconds. Cover the tray with a cloth and give your child 30 seconds to write down everything they can remember. For a variety of this game, ask your child to leave the room. Remove one or several items from the tray and have them guess what has changed.

Brain Yoga

Take your left hand, make a fist, and extend your thumb; holding this, do the same with your right, only extend your little pinky. Now change them so it's left pinky and right thumb. The co-ordination involved will strengthen neural connections, which will help develop the memory!

The Concentration Game

Get a deck of cards and lay out all 52 cards in four rows of 13 (you can include the jokers in six rows of nine cards each, if you prefer). Players take turns choosing two cards, placing them face up. If they are of the same suit or colour (for example, six of diamonds and six of hearts) that player wins the pair and plays again. If the cards are not of the same suit or colour, the player has to return the cards face down and play passes to the player on the left. The game ends when a player picks the last pair. The winner is the person with the most pairs.