

# Asking Questions

Asking questions and searching for answers-before, during and after reading.

- I wonder
- I was confused when...
- Why...
- ? Do I understand what I'm > reading...
- 2 Huh?

## Determining Important Ideas

I know what the main ideas are and what the author considered important.







The author wants me to know...

## Inferring

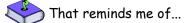
Drawing conclusions, making predictions, evaluating, judging & reflecting on my reading.

- I'm guessing that...
- I predict...
- It would be better if ...
- If I were the main character...
- The theme of the story is...

## Making Connections

Using what I know to understand the text.





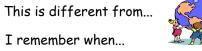


It made me think of...



I read another book





## Repairing Comprehension 2



I use "fix-up" strategies when I come to a word I don't know or a part I don't understand to help myself understand what I am reading.

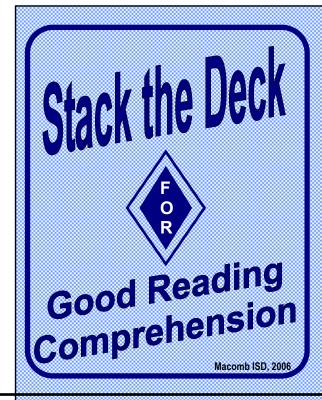
- I tried these decoding strategies...
- T make sure what I read makes sense
- T tried these comprehension strategies...
- 🚺 I know when I don't understand what I read.

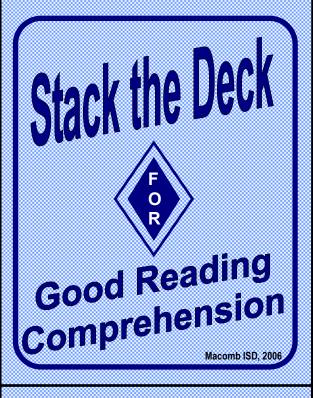
### Synthesizing

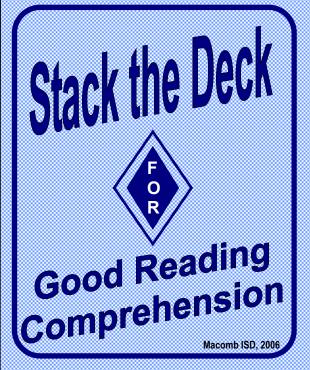


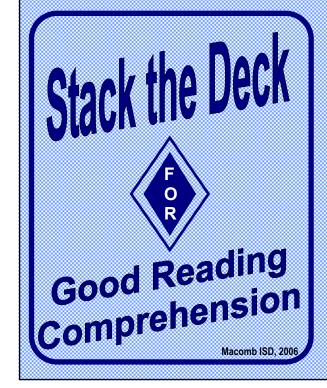
I combine new ideas with what I already know to get something new and different.

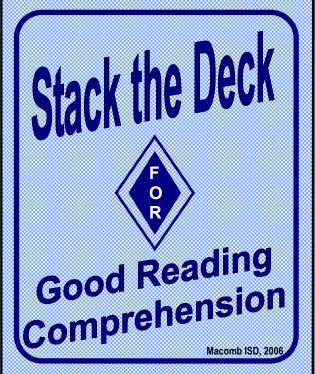
- 🔛 I can apply this new understanding...
- I have learned that...
- 🥍 This gives me an idea...
- 🔀 I can summarize the author's underlying theme and/or reason for writing.

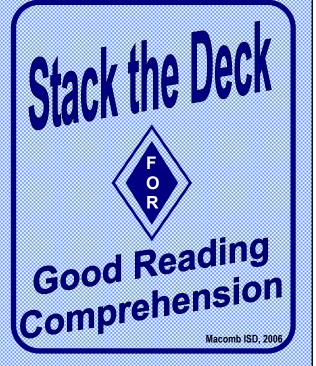












### Visualizing







Creating a picture in my mind.
Using all of my senses to connect to the text, characters, events, and/or ideas.



In my mind I could see...



I could smell, hear, or taste...



I could picture ...

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# **Stack the Deck for Good Reading Comprehension**

Dr. Elaine Weber

### What you need to Play the Game

- Two Decks of Seven Cards
- A text selection
- Two Students

#### How to Play the Game

Students sit facing one another. Students hold their cards spread out in their hands so only they see the strategies. They take turns drawing a card from one another's hand. When a card is drawn, the student reads the strategy described on the drawn card and then demonstrates that strategy using the text selection. (example: student draws "visualize"; he/she finds a place in the text where visualize can be demonstrated: "I'm a tall willow tree swaying in the breeze." If the student either can't find a place to visualize or doesn't know how to visualize, no point is awarded. Points are given only for correctly demonstrated strategies. After the demonstration the card is turned upside down on the desk or table and the other student draws a card and demonstrates the strategy. Play continues until all the cards are used. The student with the most points wins.

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