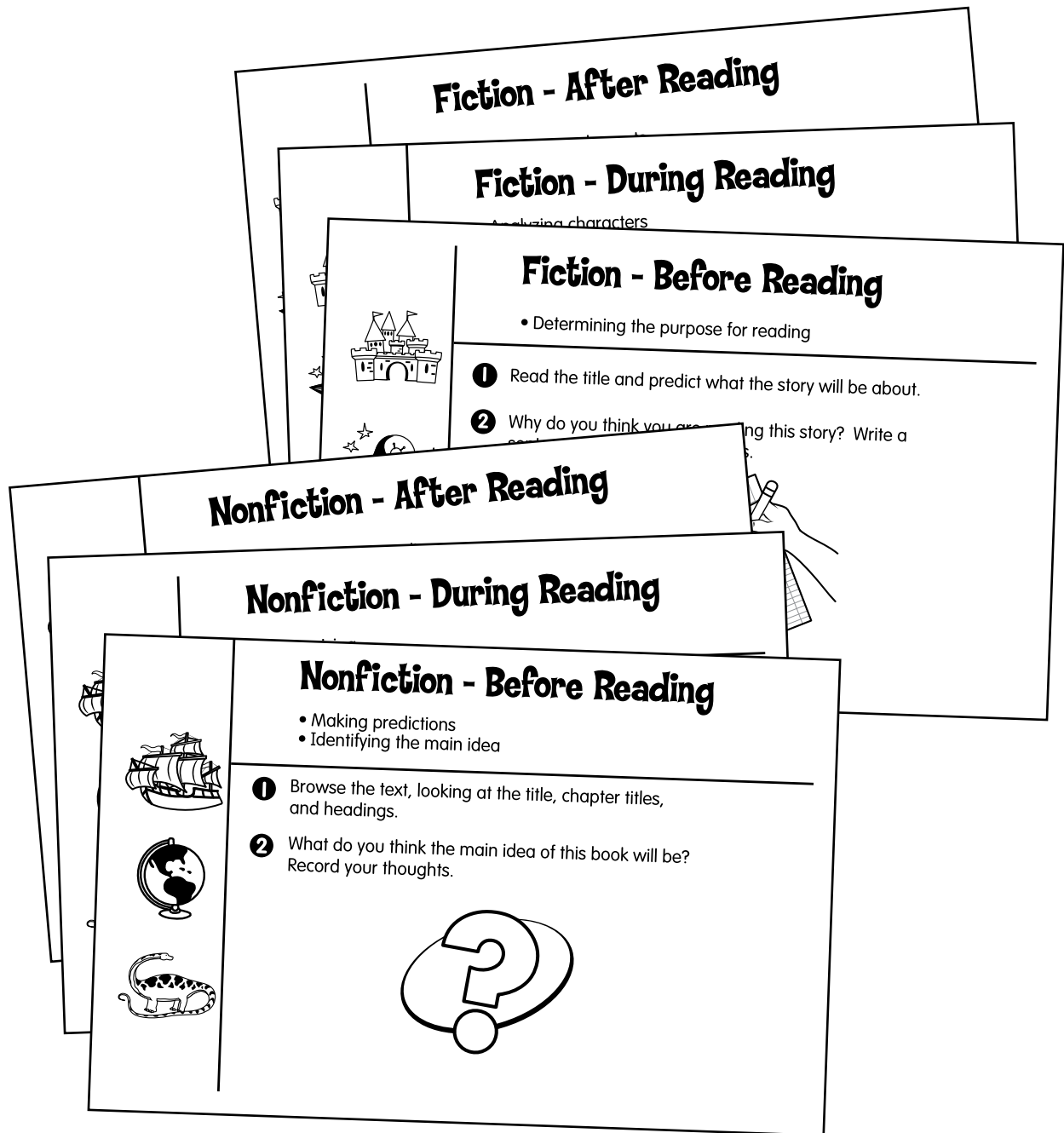


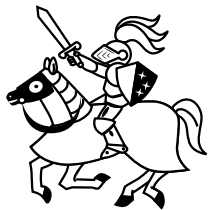
# Before, During & After Reading Prompts

**Directions:** Pair these handy reading prompts with your classroom fiction or nonfiction reading selections, and you'll have a great tool for engaging readers in your classroom—every day!

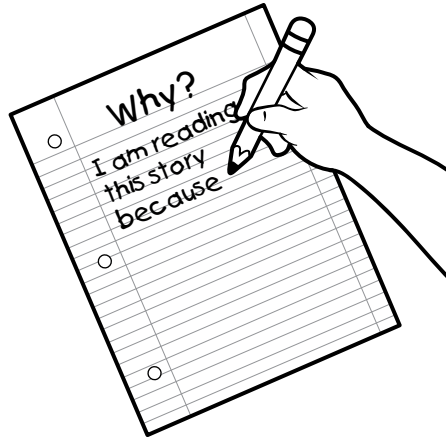


# Fiction - Before Reading

- Determining the purpose for reading



- 1** Read the title and predict what the story will be about.
- 2** Why do you think you are reading this story? Write a sentence to explain the reasons.

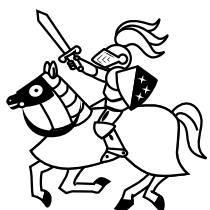


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# Fiction - During Reading

- Analyzing characters
- Questioning



- 1** Imagine that you are a reporter interviewing a character from the story.
- 2** List three questions you would ask. Write down how you think the character would answer.

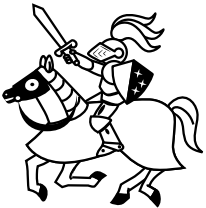


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# Fiction - After Reading

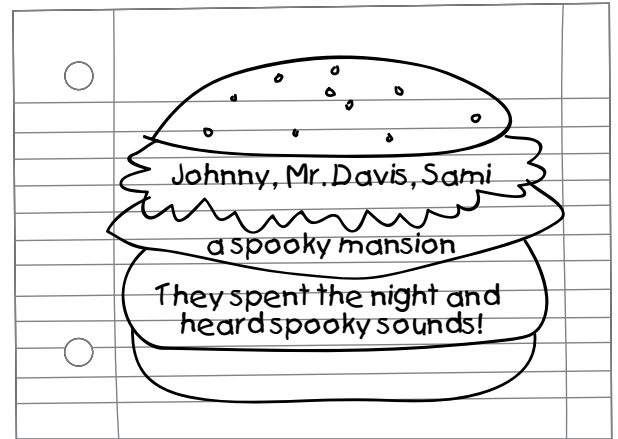
- Identifying story elements



**1** Draw a sandwich like the one shown. (Leave enough room to write on each layer.)

**2** On the lettuce, list the main characters from the story. On the cheese, write the setting. On the meat, write an event.

**3** If you have time, color the sandwich.

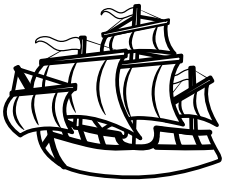


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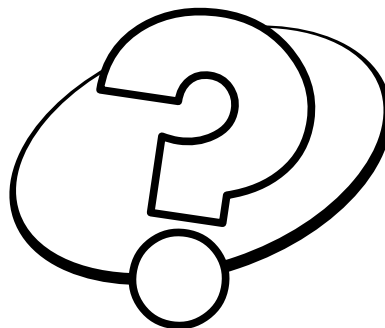
# Nonfiction - Before Reading

- Making predictions
- Identifying the main idea



**1** Browse the text, looking at the title, chapter titles, and headings.

**2** What do you think the main idea of this book will be? Record your thoughts.

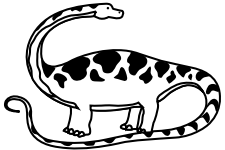
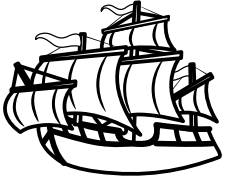


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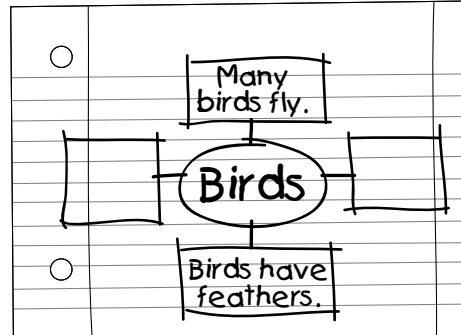
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# Nonfiction - During Reading

- Categorizing



**1** After reading a section of the text, write the topic in the center of a piece of paper. Circle the topic.



**2** Make a chart like the one shown at right.

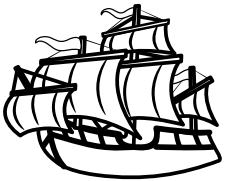
**3** In each box, write an important piece of information about the topic. Then list two or three details that go along with it.

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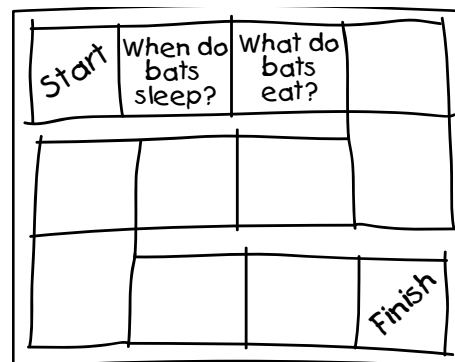
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# Nonfiction - After Reading

- Checking for understanding



**1** Create a board game to test your knowledge of the book!



**2** On a sheet of paper, draw boxes as shown at right.

**3** Write a question about the text in each box.

**4** Find a partner to play the game with you. Use two objects as game pieces. Roll a die to move your pieces along the board.

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