

# THE COMPREHENSION STRATEGIES

BOX



SAMPLE BOOKLET



# All you need to teach comprehension strategies!

The *Comprehension strategies box* is a set of six boxes suitable for learners aged 6–11+. Each box contains a set of full-colour, differentiated literacy cards that are designed to provide a comprehensive teaching tool to support the teaching and learning of nine different comprehension strategies.

## Each box contains 162 cards:

- cards for nine different comprehension strategies;
- three different cards with three differentiated reading levels for each strategy, with a different text on the front and back; and
- six copies of each different card suitable for small group work.

## Colour Coding

The cards are colour coded to identify the nine different strategies in the box. The same colours carry across all box levels for easy identification. The coloured sections cover the following comprehension strategies in the following order:



## Differentiation

The first card in each strategy is provided at the easiest reading level. The two different texts on the front and back of the card are at the same suggested Lexile range. These are numbered 1A and 1B in each box.

The second card in each strategy is at a higher level of reading. The two different texts on the front and back of the card are at the same level. These are numbered 2A and 2B in each box.

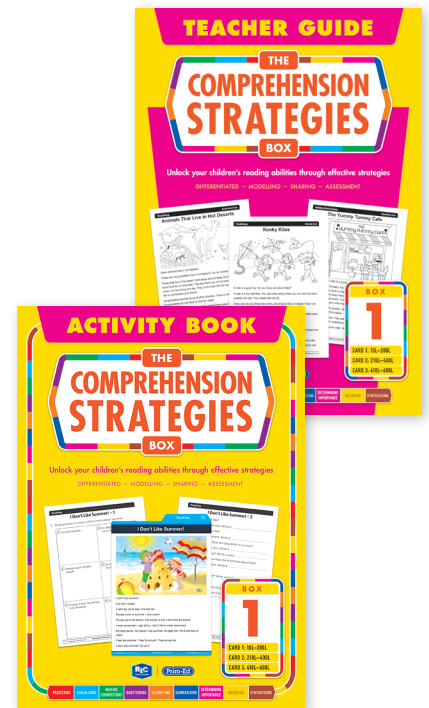
The third card in each box is at the highest level of reading. The two different texts on the front and back of the card are at the same level. These are numbered 3A and 3B in each box.

Suggested Lexile levels are stated on the scope and sequence cards at the front of each box.

## The Texts

The texts utilise high-interest topics to motivate and engage learners. They include both fiction and non-fiction texts within the following genres:

- **Fiction and Poetry**  
science fiction, horror/supernatural, mystery, fable, fairy tale, fantasy, folk tale, adventure, humour, limerick, ballad, play, myth, legend, other narratives including poems
- **Non-fiction**  
report, review, procedure, exposition, explanation, discussion, description, retrieval chart, letter, email, biography, interview, poster



There are no questions on the cards. These are provided in the Teacher guide and in the activity book.

# How to use the *Comprehension strategies box*



## Benefits

- Small group and independent work are easy to implement with six copies of each card — that's 162 cards in total!
- Differentiate easily with three reading levels that are organised by suggested Lexiles.
- Support provided through an extensive Teacher guide and activity book.
- Bonus digital download of full-colour strategy posters for reference.

# How to use the cards

Educators should familiarise themselves with the information in the Teacher guide before using the cards, additional resources and activity book to teach a strategy.

Educators may select any comprehension strategy to teach at any time. However, it should be noted that the strategy of synthesising can be quite difficult and, as a consequence, has been placed at the back of each box.



## Recommended procedure for using the resource

1. The educator first uses the modelling text and teaching notes to introduce and demonstrate a particular comprehension strategy. This is predominantly an oral activity.
2. The educator uses the sharing text and works through this with the class using the teaching notes provided. These will be very similar to the way in which the modelling text was used to ensure the correct steps are used to learn the strategy. Learners may work with each other to practise this strategy together.
3. The educator selects a particular card (1, 2 or 3) depending on the reading level of the learner (and after using the placement tests), and the learner uses the corresponding resource sheets in the activity book to practise using the strategy to comprehend a text. There are two texts on each card, so learners can practise the strategy using more than one text, if the educator desires. It is best to check the activity book before assigning cards, as certain texts require questions to be answered before reading.
4. The educator uses the assessment text in the Teacher guide and the corresponding activity sheets to assess how well the learner has learned the comprehension strategy.

### Note 1:

The suggested Lexile levels for the modelling, sharing and assessment texts are levelled at the middle range for each box level. This is because the educator and/or a peer will be working with learner when using both the modelling and sharing texts to learn and practise the strategy.

### Note 1:

If educators feel learners have grasped the strategy easily and do not need any extra practice, the texts on the cards and corresponding activity pages may be used as a form of assessment.

# About the scope and sequence cards

The first three cards in each box provide a scope and sequence chart of information about the texts. This allows educators to quickly select text genres and strategies for classroom use.

The scope and sequence cards are colour coded to match the text cards in the box.

The strategy to which the text card is linked is given.

The card number is given.

The title of the text and the text genre are given.

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	Things That Fly	Poem	10L–200L	116
Predicting	Card 1B	The Wolf and the Crane	Fable	10L–200L	116
Predicting	Card 2A	A Speedy Surprise	Science fiction	210L–400L	122
Predicting	Card 2B	The Wax Wings	Myth	210L–400L	117
Predicting	Card 3A	How Do Birds Fly?	Explanation	410L–600L	135
Predicting	Card 3B	Make a Rainbow Pull Kite	Procedure	410L–600L	118
Predicting	Modelling Text	The Hot Air Balloon Adventure	Recount	210L–400L	109
Predicting	Sharing Text	Kooky Kites	Information	210L–400L	133
Predicting	Assessment	Winged Willow	Fantasy	210L–400L	161
Visualising	Card 1A	I Don't Like Summer!	Exposition	10L–200L	83
Visualising	Card 1B	Blake	Description/Poem	10L–200L	82
Visualising	Card 2A	The Spider and the Sun	Folk tale	210L–400L	192
Visualising	Card 2B	Hot Sauce	Humour	210L–400L	110
Visualising	Card 3A	Chilli Peppers	Retrieval chart	410L–600L	134
Visualising	Card 3B	Daring Dragon	Book review	410L–600L	119
Visualising	Modelling Text	The Figure in the Fiery Mist	Mystery/Supernatural	210L–400L	118
Visualising	Sharing Text	Melting Marshmallows	Play	210L–400L	194
Visualising	Assessment	Animals That Live in Hot Deserts	Report	210L–400L	182
Making Connections	Card 1A	Tom Thumb	Fairy tale	10L–200L	145
Making Connections	Card 1B	Who Stole the Cookie?	Mystery	10L–200L	129
Making Connections	Card 2A	A Nosy Adventure	Adventure	210L–400L	111
Making Connections	Card 2B	The Legend of the First Armadillos	Legend	210L–400L	135
Making Connections	Card 3A	Interview with Bigfoot	Interview	410L–600L	142
Making Connections	Card 3B	A Really Sick Email	Email	410L–600L	136
Making Connections	Modelling Text	The Yummy Tummy Cafe	Review	210L–400L	122
Making Connections	Sharing Text	The Girl Who Could Not See or Hear	Biography	210L–400L	163
Making Connections	Assessment	The Ballad of Peg-Leg Pete	Ballad	210L–400L	133

The suggested Lexile level is given.

The word count of the text is given.

# Things That Fly

Birds fly. Wings grew.  
 Bats fly. Night is new.  
 Planes fly. They have a crew.  
 Bees fly. They see the dew.  
 Brooms fly. Witches do too.  
 Ducks fly. They quack at you.  
 Seeds fly. Flowers are few.  
 Clouds fly. The sky is grey and blue.  
 Butterflies fly. Caterpillars chew.  
 Balloons fly. What a view!  
 Jets fly. They are fast and true.  
 Flags fly. The wind blew.  
 Rockets fly. Smoke grew.  
 Ghosts fly. They say 'boo!'  
 Pigeons fly. They coo.  
 Kites fly. The string needs glue.  
 Mum is mad. The shoes flew.  
 Why did she throw them? I do not  
 have a clue.  
 Dragons fly. They spit and spew.  
 I like to fly. What do you do?



Predicting

## Things That Fly – 1

### Before Reading

1. Look at the picture. Write a sentence to tell what you think the story is about.

.....

.....

.....

2. Read the title. Write a sentence to tell what you think the story is about.

.....

.....

.....

3. What do you already know about flying things?

.....

.....

.....

4. What words do you think are related to flying?

.....

.....

.....

Box 1 samples from the Activity Book.



Predicting

## Things That Fly – 2

### During Reading

5. Read each pair of sentences then stop. Write words to finish the second sentences.

*Birds fly. Wings grew.*

*Bats fly. Night is .....*

*Planes fly. They have a crew.*

*Bees fly. They see the .....*

*Brooms fly. Witches do too.*

*Ducks fly. They .....*

*Seeds fly. Flowers are few.*

*Clouds fly. The sky is grey and .....*

6. Read the sentences. Write the word that is missing.

*Butterflies fly. Caterpillars chew.*

*Balloons ..... What a view!*

### After Reading

7. Read the line.

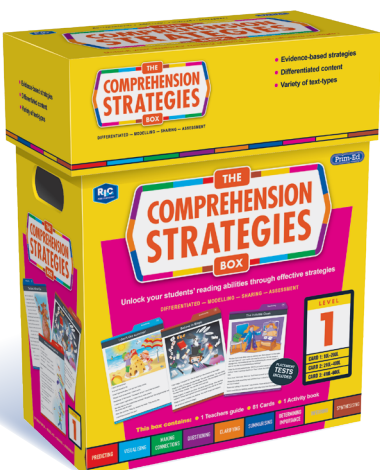
*I like to fly. What do you do?*

Write what you think your best friend will say. How will they answer the question?

.....

.....

.....



**Box 1 Scope and sequence samples**

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	Things That Fly	Poem	10L–200L	116
Predicting	Card 1B	The Wolf and the Crane	Fable	10L–200L	116
Predicting	Card 2A	A Speedy Surprise	Science fiction	210L–400L	122
Predicting	Card 2B	The Wax Wings	Myth	210L–400L	117
Predicting	Card 3A	How Do Birds Fly?	Explanation	410L–600L	135
Predicting	Card 3B	Make a Rainbow Pull Kite	Procedure	410L–600L	118
Predicting	Modelling Text	The Hot Air Balloon Adventure	Recount	210L–400L	109
Predicting	Sharing Text	Kooky Kites	Information	210L–400L	133
Predicting	Assessment	Winged Willow	Fantasy	210L–400L	161
Visualising	Card 1A	I Don't Like Summer!	Exposition	10L–200L	83
Visualising	Card 1B	Blake	Description/Poem	10L–200L	82
Visualising	Card 2A	The Spider and the Sun	Folk tale	210L–400L	192
Visualising	Card 2B	Hot Sauce	Humour	210L–400L	110
Visualising	Card 3A	Chilli Peppers	Retrieval chart	410L–600L	134
Visualising	Card 3B	Daring Dragon	Book review	410L–600L	119
Visualising	Modelling Text	The Figure in the Fiery Mist	Mystery/Supernatural	210L–400L	118
Visualising	Sharing Text				
Visualising	Assessment				
Making Connections	Card 1A				
Making Connections	Card 1B				
Making Connections	Card 2A				
Making Connections	Card 2B				
Making Connections	Card 3A				
Making Connections	Card 3B				
Making Connections	Modelling Text				
Making Connections	Sharing Text				
Making Connections	Assessment				

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Questioning	Card 1A	Twinkle Toes	Recount	10L–200L	147
Questioning	Card 1B	Look After Your Head	Poster	10L–200L	88
Questioning	Card 2A	Armour	Information	210L–400L	93
Questioning	Card 2B	Make a Party Hat	Procedure	210L–400L	100
Questioning	Card 3A	The Invisibility Cloak	Fantasy	410L–600L	146
Questioning	Card 3B	A Germ-free Holiday	Science fiction	410L–600L	119
Questioning	Modelling Text	Puss in Boots	Fairy tale	210L–400L	149
Questioning	Sharing Text	How Shoes are Made	Explanation	210L–400L	117
Questioning	Assessment	The Clothes Line	Description	210L–400L	104
Clarifying	Card 1A	A Scary Sound Story	Horror/Supernatural	10L–200L	110
Clarifying	Card 1B	Nice Noises and Not-so-nice Noises	Retrieval chart	10L–200L	49
Clarifying	Card 2A	How the Dogs Lost Their Voices	Legend	210L–400L	150
Clarifying	Card 2B	Sound	Information	210L–400L	99
Clarifying	Card 3A	The Tortoise and the Geese	Folk tale	410L–600L	143
Clarifying	Card 3B	Ripped at the Seams Review	Review	410L–600L	103
			Fable	210L–400L	142
			Exposition	210L–400L	113
			Poem	210L–400L	141
				10L–200L	122
				10L–200L	114
				210L–400L	138
				210L–400L	128
				410L–600L	116
				410L–600L	152
				210L–400L	141
				210L–400L	136
				210L–400L	136

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Determining Importance	Card 1A	Tomorrow's Takeaway	Science fiction	10L–200L	88
Determining Importance	Card 1B	Popping Popcorn	Explanation	10L–200L	83
Determining Importance	Card 2A	Hot Cheese Snack	Procedure	210L–400L	88
Determining Importance	Card 2B	The Princess and the Pea	Fairy tale	210L–400L	156
Determining Importance	Card 3A	You Are What You Eat	Play	410L–600L	173
Determining Importance	Card 3B	Greedy Gus	Humour/Poem	410L–600L	104
Determining Importance	Modelling Text	Food Talk	Email	210L–400L	147
Determining Importance	Sharing Text	Pasta This ... Pasta That	Description	210L–400L	116
Determining Importance	Assessment	Scary Foods	Poster	210L–400L	124
Inferring	Card 1A	Seeds and Needs	Recount	10L–200L	93
Inferring	Card 1B	Sunflowers	Report	10L–200L	71
Inferring	Card 2A	The Wishing Tree	Book review	210L–400L	128
Inferring	Card 2B	A Plant out of a Pot	Horror	210L–400L	172
Inferring	Card 3A	The Sky-high Tree	Fantasy	410L–600L	153
Inferring	Card 3B	The Legend of the Mulberry Tree	Legend	410L–600L	171
Inferring	Modelling Text	Adventures in the Veggie Patch	Adventure	210L–400L	135
Inferring	Sharing Text	Mr Potato Head	Biography	210L–400L	136
Inferring	Assessment	The Bundle of Sticks	Fable	210L–400L	133
Synthesising	Card 1A	What's Next?	Recount	10L–200L	116
Synthesising	Card 1B	Believe in Magic	Exposition	10L–200L	102
Synthesising	Card 2A	A Magical Place	Letter	210L–400L	112
Synthesising	Card 2B	This is the Spell ...	Humour	210L–400L	112
Synthesising	Card 3A	Magic Me	Poem	410L–600L	132
Synthesising	Card 3B	Magic or Science?	Science experiment	410L–600L	104
Synthesising	Modelling Text	Vanishing Act	Mystery/Poem	210L–400L	99
Synthesising	Sharing Text	The Magic Soup Pot	Fairy tale	210L–400L	167
Synthesising	Assessment	Rupert Replies	Interview	210L–400L	117



## The Nightingale



Once, there was a rich man who caught a nightingale. He wanted to keep it in a cage.

The nightingale spoke to him. 'Please release me! If you do, I'll give you some advice that may prove useful one day.'

So the rich man freed him. The nightingale gave this advice. 'Don't be sorry for what you can't get back. Never trust useless words.'

The rich man listened to the advice. Then he tried to grab the nightingale. The nightingale flew out of reach. Then he said, 'You shouldn't have freed me. I have a big gem hidden beneath my wing. If you'd found it, you would have been very rich.'

The rich man leaped up, trying to catch the nightingale again.

'Now I know you're a greedy and silly man', said the nightingale. 'You were sorry for something that can't be brought back. You believed my useless words. I am just a tiny bird. How could I hide a big gem under my wing?'

The nightingale flew away, free and content.

Questioning

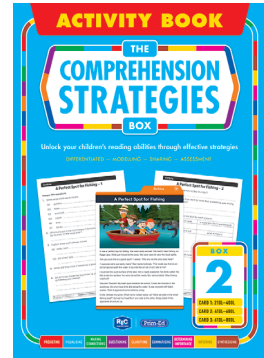
## The Nightingale – 2

6. Why do you think the rich man wanted to keep the nightingale?  
.....  
.....
7. What two pieces of advice did the nightingale give the rich man?  
• .....  
.....  
• .....  
.....
8. What did the nightingale say?  
.....
9. Why did the rich man try to free it?  
.....  
.....

After Reading

10. Do you think the rich man was foolish?  
Yes or no? Explain your answer.  
.....  
.....
11. What do you think about the story?  
.....  
.....

Box 2 samples from the Activity Book.



Questioning

## The Nightingale – 1

Before Reading

1. The answer is 'There is a man and a bird in a garden.'  
Write a question about the picture that matches the answer.  
Use **What** or **Who** and **?**  
.....  
.....

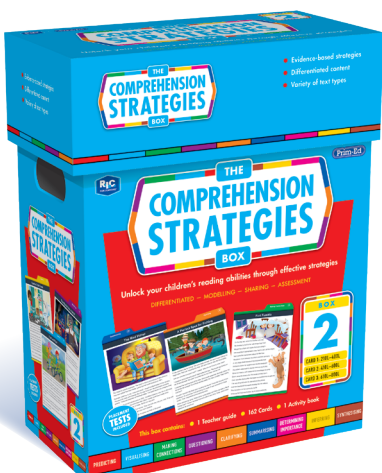
2. The answer is 'The title tells me the text is about a nightingale.'  
Write a question that matches the answer.  
Use **What** and **?**  
.....  
.....

3. Why do you think the text is called *The Nightingale*?  
.....  
.....

During Reading

4. What does the word 'release' mean?  
.....  
.....

5. Write another hard word in the text.  
Write a question about it.  
.....  
.....



**Box 2 Scope and sequence samples**

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	The North Wind and the Sun	Fable	210L–400L	140
Predicting	Card 1B	Mooncakes	Description	210L–400L	106
Predicting	Card 2A	The Weather Machine	Science fiction	410L–600L	142
Predicting	Card 2B	Recycled Wind Chimes	Procedure	410L–600L	134
Predicting	Card 3A	Persephone and the Pomegranate Seeds	Myth	610L–800L	176
Predicting	Card 3B	Cloud Clusters	Information	610L–800L	113
Predicting	Modelling Text	The Four Dragons	Folk tale/Poem	410L–600L	154
Predicting	Sharing Text	Nella's New Umbrella	Poem	410L–600L	165
Predicting	Assessment	Battle Scars	Mystery	410L–600L	155
Visualising	Card 1A	The Wrong Train!	Horror	210L–400L	126
Visualising	Card 1B	The Golden Goose	Fairy tale	210L–400L	165
Visualising	Card 2A	Bang 'Em! Crash 'Em!	Adventure/ Recount	410L–600L	145
Visualising	Card 2B	Moving Limericks	Limericks	410L–600L	131
Visualising	Card 3A	Push and Pant	Exposition	610L–800L	154
Visualising	Card 3B	The Fastest Creatures in the World	Report	610L–800L	180
Visualising	Modelling Text	Segway™ or No Way?	Recount	410L–600L	166
Visualising	Sharing Text				
Visualising	Assessment				

Making Connections	Card 1A
Making Connections	Card 1B
Making Connections	Card 2A
Making Connections	Card 2B
Making Connections	Card 3A
Making Connections	Card 3B
Making Connections	Modelling Text
Making Connections	Sharing Text
Making Connections	Assessment

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Questioning	Card 1A	The Mysterious Animal	Science fiction	210L–400L	156
Questioning	Card 1B	Where Have They Gone?	Mystery	210L–400L	108
Questioning	Card 2A	The Nightingale	Folk tale	410L–600L	172
Questioning	Card 2B	Ballad of a Terrified Termite	Ballad	410L–600L	106
Questioning	Card 3A	The Legend of the Selkie	Legend	610L–800L	176
Questioning	Card 3B	The Ugliest Discovery!	Information— newspaper article	610L–800L	165
Questioning	Modelling Text	Make an Animal	Procedure	410L–600L	150
Questioning	Sharing Text	A Peculiar Pet	Description	410L–600L	150
Questioning	Assessment	The Best Builder	Email	410L–600L	186
Clarifying	Card 1A	Watery Bodies	Report	210L–400L	147
Clarifying	Card 1B	A Perfect Spot for Fishing	Horror	210L–400L	177
Clarifying	Card 2A	Forests Beneath the Sea	Explanation	410L–600L	163
Clarifying	Card 2B	The Water Nixie	Fairy tale	410L–600L	196
Clarifying	Card 3A	The Most Amazing Prehistoric Marine Animal	Exposition	610L–800L	147
Clarifying	Card 3B	Underwater Adventure	Adventure/ Recount	610L–800L	182

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Determining Importance	Card 1A	The Cursed Team	Mystery	210L–400L	187
Determining Importance	Card 1B	Catch the Dragon's Tail	Procedure	210L–400L	131
Determining Importance	Card 2A	The Hare and the Hedgehog	Fairy tale	410L–600L	155
Determining Importance	Card 2B	Ten of the Best	Information	410L–600L	178
Determining Importance	Card 3A	Marvellous Mascot	Humour	610L–800L	203
Determining Importance	Card 3B	Martial Arts Forms	Retrieval chart	610L–800L	124
Determining Importance	Modelling Text	The Wrestler Princess	Play	410L–600L	180
Determining Importance	Sharing Text	Be a Good Sport!	Poster	410L–600L	137
Determining Importance	Assessment	Mr Roundhead's Diary	Diary	410L–600L	179
Inferring	Card 1A	Haunted Little House	Horror/ Supernatural	210L–400L	182
Inferring	Card 1B	The Gadget That Changed the World	Report	210L–400L	176
Inferring	Card 2A	Tine's Magic Gadget	Fantasy	410L–600L	154
Inferring	Card 2B	Go! Go! Gadget!	Interview	410L–600L	174
Inferring	Card 3A	The Ballad of the Nutcracker	Ballad	610L–800L	113
Inferring	Card 3B	Straight out of <i>Star Wars</i> ™	Explanation	610L–800L	194
Inferring	Modelling Text	The Magic Coffee Mill	Folk tale	410L–600L	203
Inferring	Sharing Text	Curly Whirly	Exposition	410L–600L	171
Inferring	Assessment	A Very Strange Being	Poem	410L–600L	166
Synthesising	Card 1A	It's A Strange, Strange, Strange, Strange World	Information	210L–400L	143
Synthesising	Card 1B	An Odd Campsite	Adventure	210L–400L	166
Synthesising	Card 2A	Not Shocking at All!	Explanation	410L–600L	199
Synthesising	Card 2B	A Strange Apparition	Myth/Poem	410L–600L	178
Synthesising	Card 3A	Fireworks in the Kitchen	Procedure	610L–800L	136
Synthesising	Card 3B	Next-door Natter	Humour	610L–800L	159
Synthesising	Modelling Text	A Strange Monster and a New Custom	Legend	410L–600L	201
Synthesising	Sharing Text	Spectacular	Email	410L–600L	200
Synthesising	Assessment	Biography of Bunyip	Biography	410L–600L	168

Box 4 sample card.

Making Connections

2A

# The Jolly Trolley

There once was a large metal shopping trolley.  
 It wiggled and wobbled and acted most oddly.  
 It moved this way and that with a mind of its own.  
 It cruised the aisles making creaks and groans.  
 There once was a large metal shopping trolley.  
 It acted like a clown at the circus—very jolly.  
 It moved through the sections collecting its bounty  
 Mowing down shoppers like a galloping Mountie.  
 There once was a large metal shopping trolley  
 Full of fruit and vegetables including cauli.  
 It jiggled them around like jelly in a bowl  
 Leaving bruises and parts instead of wholes.  
 There once was a large metal shopping trolley  
 That held food and bags and an umbrella for Molly.  
 It spun its wheels like a revolving top  
 And, when it became tired, came to a stop.  
 Its borrower was happy because this escape  
 was at an end.  
 What can I make with squashed fruit  
 and vegetables—a smoothie blend?  
 Perhaps next time this trolley will behave  
 As its supposed to and not like a naughty knave!



**Making Connections**

**The Jolly Trolley – 2**

**Text to Text**

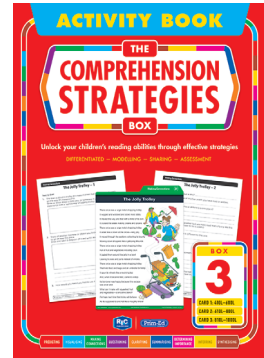
4. (a) What kind of text is this? .....
- (b) Write the name of another poem you have read or written.  
.....  
.....
- (c) How is it the same or different to this poem?  
.....  
.....  
.....

5. (a) Write the title of another one. (It does not have to be the same as the one you just read.)  
.....  
.....
- (b) Write how the text is different to the one you just read.  
.....  
.....

**Text to World**

6. Complete the sentence.  
This text reminds me of something I was ...  
.....  
.....  
.....
7. Find two clues in the text that help you understand the text in the real world. Copy the text.  
.....  
.....

Box 3 samples from the Activity Book.



**Making Connections**

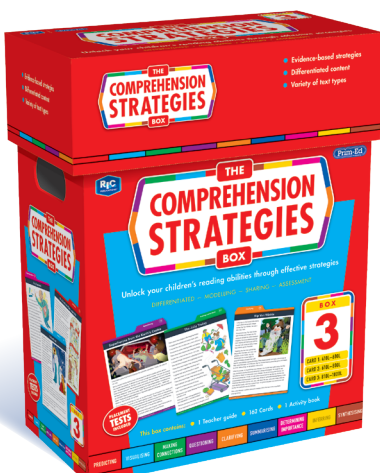
**The Jolly Trolley – 1**

**Text to Self**

1. The text is about a trolley in a supermarket that is wobbly and won't go the way it's supposed to. Write or draw about a time you, or someone in your family, had an experience with a 'wandering' shopping trolley.

2. Think of another machine or object you know that sometimes seems to go all over the place. Draw and label a diagram of it and write about how it acts oddly.

3. How would you feel if you had to use a shopping trolley like this one?  
.....  
.....



**Box 3 Scope and sequence sample cards**

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	Food Fight!	Information—newspaper article	410L–600L	200
Predicting	Card 1B	Unique and Different	Diary entry	410L–600L	218
Predicting	Card 2A	Celebration Cake Recipe	Procedure	610L–800L	182
Predicting	Card 2B	Unmasked	Horror/Supernatural	610L–800L	224
Predicting	Card 3A	Lights High and Low	Descriptive poem	810L–1000L	121
Predicting	Card 3B	St Valentine's Day Legends	Legend	810L–1000L	216
Predicting	Modelling Text	Gifts to Celebrate	Fairy tale	610L–800L	231
Predicting	Sharing Text	Unusual Celebrations Around the World	Retrieval chart	610L–800L	132
Predicting	Assessment	Open Doorway	Play	610L–800L	243
Visualising	Card 1A	Father Frost	Folk tale	410L–600L	233
Visualising	Card 1B	Sleep, Move or Change	Report	410L–600L	205
Visualising	Card 2A	The Bear and the Bees	Fable	610L–800L	190
Visualising	Card 2B	Winter Wonderland	Exposition	610L–800L	196
Visualising	Card 3A	One Giant Leap	Adventure	810L–1000L	219
Visualising	Card 3B	Seasonal Dressing	Email	810L–1000L	232
Visualising	Modelling Text	Planet Wintertide	Science fiction	610L–800L	223
Visualising	Sharing Text				
Visualising	Assessment				

Making Connections	Card 1A				
Making Connections	Card 1B				
Making Connections	Card 2A				
Making Connections	Card 2B				
Making Connections	Card 3A				
Making Connections	Card 3B				
Making Connections	Modelling Text				
Making Connections	Sharing Text				
Making Connections	Assessment				

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Questioning	Card 1A	Superheroes from the Earth's Centre	Science fiction	410L–600L	230
Questioning	Card 1B	The Birth of the Superhero	Information	410L–600L	201
Questioning	Card 2A	The Soldier and Five with Superpowers	Fairy tale	610L–800L	322
Questioning	Card 2B	Wonder Woman™ vs Captain Marvel™	Discussion	610L–800L	248
Questioning	Card 3A	Superheroes of Long Ago	Myth	810L–1000L	244
Questioning	Card 3B	Comic-Con™	Information	810L–1000L	225
Questioning	Modelling Text	A Real-life Superhero	Letter	610L–800L	228
Questioning	Sharing Text	In Your Dreams	Recount	610L–800L	222
Questioning	Assessment	Make a SuperDog Costume	Procedure	610L–800L	241
Clarifying	Card 1A	The Hairy Toe	Horror/Supernatural	410L–600L	236
Clarifying	Card 1B	Hair and There	Explanation	410L–600L	232
Clarifying	Card 2A	Hairy Canary	Humorous poem	610L–800L	192
Clarifying	Card 2B	A Natural Covering	Report	610L–800L	227
Clarifying	Card 3A	Rip Van Winkle	Folk tale	810L–1000L	268
Clarifying	Card 3B	Hairy Monster Discoverer	Biography	810L–1000L	221

**Scope and Sequence**

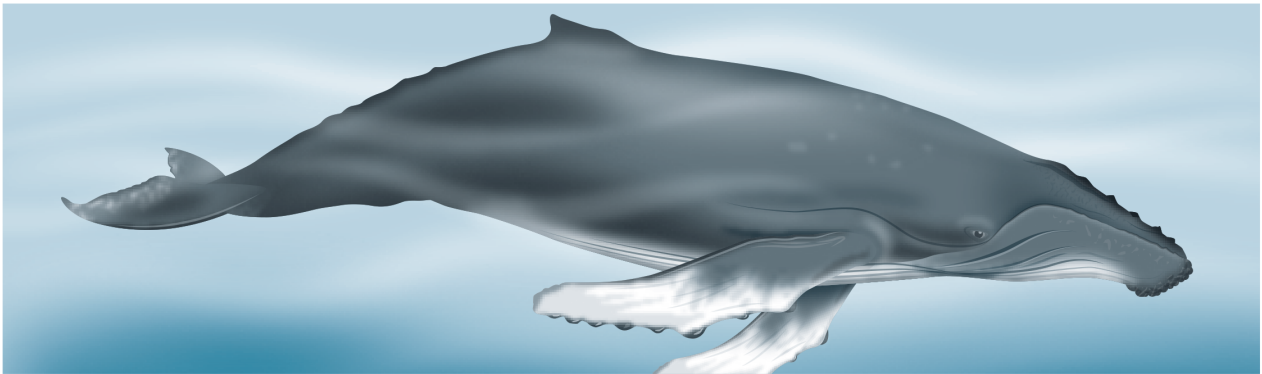
Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Determining Importance	Card 1A	Tiny Treasures	Fantasy/Poem	410L–600L	221
Determining Importance	Card 1B	Make a Money or Treasure Box	Procedure	410L–600L	243
Determining Importance	Card 2A	Funny Money	Science fiction	610L–800L	252
Determining Importance	Card 2B	The History of Money	Information	610L–800L	230
Determining Importance	Card 3A	King Midas and his Golden Touch	Ballad	810L–1000L	266
Determining Importance	Card 3B	Money Can't Buy Everything	Emails	810L–1000L	245
Determining Importance	Modelling Text	Wang the Peddler	Legend	610L–800L	273
Determining Importance	Sharing Text	Automated Teller Machine Machine	Explanation	610L–800L	239
Determining Importance	Assessment	The Terrible Terramundi	Horror/Supernatural	610L–800L	314
Inferring	Card 1A	The Photo Album	Mystery/Recount	410L–600L	272
Inferring	Card 1B	Plants from the Past	Retrieval chart	410L–600L	173
Inferring	Card 2A	A Creation Story from the Past	Folk tale/Poem	610L–800L	171
Inferring	Card 2B	Hysterical History	Book review	610L–800L	213
Inferring	Card 3A	Hair Today, Gone Tomorrow	Humour/Recount	810L–1000L	305
Inferring	Card 3B	An Amazing Woman from the Past	Biography	810L–1000L	237
Inferring	Modelling Text	Another Branch on the Tree	Play	610L–800L	253
Inferring	Sharing Text	A Blast from the Past	Exposition	610L–800L	273
Inferring	Assessment	It Seems Just Like Yesterday	Poem	610L–800L	183
Synthesising	Card 1A	The Eagle and the Beetle	Fable	410L–600L	261
Synthesising	Card 1B	Mosaics	Report	410L–600L	263
Synthesising	Card 2A	The Three Sisters	Myth	610L–800L	307
Synthesising	Card 2B	Straight from a Pyramid Maker	Interview	610L–800L	271
Synthesising	Card 3A	Ye Olde Hat Shop	Fantasy	810L–1000L	289
Synthesising	Card 3B	Make a Healthy Sweet Tart	Procedure	810L–1000L	197
Synthesising	Modelling Text	Why the Sky is so High	Folk tale	610L–800L	325
Synthesising	Sharing Text	Crafty Trends	Retrieval chart	610L–800L	228
Synthesising	Assessment	Spindle, Shuttle and Needle	Ballad	610L–800L	209

Box 4 sample card.

Summarising

3A

## The Song of the Humpback Whale



In 1967, whale biologist, Roger Payne, submerged a microphone in the ocean. He had the suspicion that whales were having conversations under water. Much to his delight, he discovered the haunting songs of the humpback whale! He recorded these sounds on an album under the name *Songs of the Humpback Whale* and it is still the best-selling nature record of all time.

Since then, much research has been done on the songs of the humpback whale. Both males and females produce sounds, varying from grunts, groans and moans, but only the males deliver complex melodies. The reason for their singing has not yet been established, but it seems that their songs are only sung close to the breeding grounds. Some theories suggest that these humpbacks use their songs to assess their rivals' size and fitness. Humpbacks from the same region tend to sing the same song, only with slight adaptations, so they will also be able to identify if the other whale is a threat or not. It is also very possible that the males use their singing talents to impress the females.

Interestingly, the humpbacks change their tune every few years. Research studies have found that a song starts out as a simple tune and then evolves in complexity until it grows too complex or the whales simply get bored of it. A group of whales then pick a new tune and off it goes again.

These songs can last up to 20 minutes and can be heard from almost 32 kilometres away. It appears that the males stop singing when there are ships or other activity close by. Research has shown that the singing stops until after 30 minutes of the ship passing by.

There is still so much to learn about these songs from the humpback whales. Whilst researchers and scientists scratch their heads to solve the mysteries surrounding the songs of the humpback whales, the songsters of the sea continue their vocal acrobatics underwater.

**Summarising**

**The Song of the Humpback Whale – 2**

6. Complete the table by summarising the second-last paragraph.

20 minutes	32 kilometres	30 minutes

7. What is one difference between the two regions in the text?

.....  
 .....

8. How will a humpback whale be different in the same region? Tick the correct box.

All the whales from the same region sing the same song.

The whale will sing the same song in the same region.

It doesn't matter what region a whale is from.

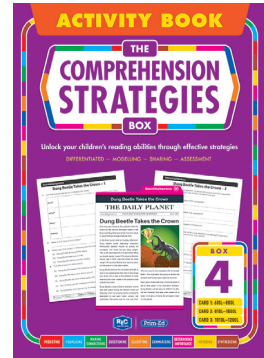
9. Why did Roger Payne submerge his boat in the water?

.....  
 .....

Rewrite this in your own words.

.....  
 .....

Box 4 samples from the Activity Book.



**Summarising**

**The Song of the Humpback Whale – 1**

1. Write a sentence or two to tell who or what the text is about.

.....  
 .....

2. List three possible reasons why the humpback whales sing.

- .....
- .....
- .....

3. Which two sentences in the first paragraph are the most important? Copy them below.

.....  
 .....

4. Read and tick the sentences that are important to the text.

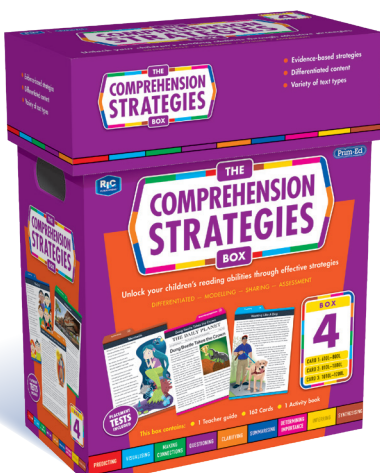
*These songs can last up to 20 minutes and can be heard from almost 32 kilometres away.*

*Both males and females produce sounds, varying from grunts, groans and moans, but only the males deliver complex melodies.*

*Whilst researchers and scientists scratch their heads to solve the mysteries surrounding the songs of the humpback whales, the songsters of the sea continue their vocal acrobatics underwater.*

5. Write a sentence to tell why the whales change their tune every once in a while.

.....  
 .....





Box 4 Scope and sequence sample cards

Scope and Sequence

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	Worry in the Paddock	Poem	610L–800L	200
Predicting	Card 1B	Ben Hall, Gentleman Bushranger	Recount	610L–800L	279
Predicting	Card 2A	Edible Polymer	Procedure	810L–1000L	254
Predicting	Card 2B	The Bee and the Orange Blossom Tree	Fairy tale reimagined	810L–1000L	396
Predicting	Card 3A	When I Grow Up ...	Diary	1010L–1200L	364
Predicting	Card 3B	Steak, Beef or Cow?	Information	1010L–1200L	315
Predicting	Modelling Text	Shah Darius I of Persia	Historical	810L–1000L	293
Predicting	Sharing Text	Grandfather's Surprise	Narrative	810L–1000L	269
Predicting	Assessment	Run, Don't Walk from 'The Blob'	Horror	810L–1000L	282
Visualising	Card 1A	Dirty Jobs	TV review	610L–800L	286
Visualising	Card 1B	Ancient Roman Occupations	Information	610L–800L	320
Visualising	Card 2A	Working Like A Dog	Information	810L–1000L	288
Visualising	Card 2B	Wacky Workers Wanted	Job advertisements	810L–1000L	329
Visualising	Card 3A	The 'Hello' Girls	Narrative	1010L–1200L	320
Visualising	Card 3B	Choosing a Career	Feature article	1010L–1200L	309
Visualising	Modelling Text	Jobs in Space – The Story of Neil Armstrong	Biography	810L–1000L	288
Visualising	Sharing Text				
Visualising	Assessment				
Making Connections	Card 1A				
Making Connections	Card 1B				
Making Connections	Card 2A				
Making Connections	Card 2B				
Making Connections	Card 3A				
Making Connections	Card 3B				
Making Connections	Modelling Text				
Making Connections	Sharing Text				
Making Connections	Assessment				

Scope and Sequence

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Questioning	Card 1A	Twinkle Toes	Recount	10L–200L	147
Questioning	Card 1B	Look After Your Head	Poster	10L–200L	88
Questioning	Card 2A	Armour	Information	210L–400L	93
Questioning	Card 2B	Make a Party Hat	Procedure	210L–400L	100
Questioning	Card 3A	The Invisibility Cloak	Fantasy	410L–600L	146
Questioning	Card 3B	A Germ-free Holiday	Science fiction	410L–600L	119
Questioning	Modelling Text	Puss in Boots	Fairy tale	210L–400L	149
Questioning	Sharing Text	How Shoes are Made	Explanation	210L–400L	117
Questioning	Assessment	The Clothes Line	Description	210L–400L	104
Clarifying	Card 1A	A Scary Sound Story	Horror/Supernatural	10L–200L	110
Clarifying	Card 1B	Nice Noises and Not-so-nice Noises	Retrieval chart	10L–200L	49
Clarifying	Card 2A	How the Dogs Lost Their Voices	Legend	210L–400L	150
Clarifying	Card 2B	Sound	Information	210L–400L	99
Clarifying	Card 3A	The Tortoise and the Geese	Folk tale	410L–600L	143
Clarifying	Card 3B	Ripped at the Seams Review	Review	410L–600L	103
			Fable	210L–400L	142
			Position	210L–400L	113
			Poem	210L–400L	141
				10L–200L	122
				10L–200L	114
				210L–400L	138
				210L–400L	128
				410L–600L	116
				410L–600L	152
				210L–400L	141
				210L–400L	136
				210L–400L	136

Scope and Sequence

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Determining Importance	Card 1A	Tomorrow's Takeaway	Science fiction	10L–200L	88
Determining Importance	Card 1B	Popping Popcorn	Explanation	10L–200L	83
Determining Importance	Card 2A	Hot Cheese Snack	Procedure	210L–400L	88
Determining Importance	Card 2B	The Princess and the Pea	Fairy tale	210L–400L	156
Determining Importance	Card 3A	You Are What You Eat	Play	410L–600L	173
Determining Importance	Card 3B	Greedy Gus	Humour/Poem	410L–600L	104
Determining Importance	Modelling Text	Food Talk	Email	210L–400L	147
Determining Importance	Sharing Text	Pasta This ... Pasta That	Description	210L–400L	116
Determining Importance	Assessment	Scary Foods	Poster	210L–400L	124
Inferring	Card 1A	Seeds and Needs	Recount	10L–200L	93
Inferring	Card 1B	Sunflowers	Report	10L–200L	71
Inferring	Card 2A	The Wishing Tree	Book review	210L–400L	128
Inferring	Card 2B	A Plant out of a Pot	Horror	210L–400L	172
Inferring	Card 3A	The Sky-high Tree	Fantasy	410L–600L	153
Inferring	Card 3B	The Legend of the Mulberry Tree	Legend	410L–600L	171
Inferring	Modelling Text	Adventures in the Veggie Patch	Adventure	210L–400L	135
Inferring	Sharing Text	Mr Potato Head	Biography	210L–400L	136
Inferring	Assessment	The Bundle of Sticks	Fable	210L–400L	133
Synthesising	Card 1A	What's Next?	Recount	10L–200L	116
Synthesising	Card 1B	Believe in Magic	Exposition	10L–200L	102
Synthesising	Card 2A	A Magical Place	Letter	210L–400L	112
Synthesising	Card 2B	This is the Spell ...	Humour	210L–400L	112
Synthesising	Card 3A	Magic Me	Poem	410L–600L	132
Synthesising	Card 3B	Magic or Science?	Science experiment	410L–600L	104
Synthesising	Modelling Text	Vanishing Act	Mystery/Poem	210L–400L	99
Synthesising	Sharing Text	The Magic Soup Pot	Fairy tale	210L–400L	167
Synthesising	Assessment	Rupert Replies	Interview	210L–400L	117

## A New Life in New York

I was nine years old when my family moved to New York from our country town in Busselton, Western Australia. The two places were opposites to say the least. Our old house was nestled nicely across from the ocean front, with the pinky-golden sun setting nightly over the water. Each night it was like looking at a perfectly framed painting through our large floor-to-ceiling windows at the front of our house. The fresh air would blow through the house and into my bedroom as I lay in bed at night. It would gently brush over my face and lull me to sleep.



Then we arrived in New York and were greeted with a temperature of  $-4^{\circ}\text{C}$ . My parents had rented a three-bedroom apartment in Midtown on the 12th floor. The surrounding streets were filled with the sounds of blaring sirens, honking cars and people shouting and laughing. The air felt heavy and grimy, filled with smells wafting from hot dog stands and pizza parlours. Steam seemed to rise from beneath the ground, like a hundred little chimneys. I had never seen or experienced anything like it.

I felt so out of place, like I had arrived on a totally different planet to the one I was used to. New York was like its own little world. I thought that the people were so different. Everyone was in a rush in New York—they spoke fast and they moved fast. I was so unsure of who I was in this new city.

I remember the first time I met my best friend Casey. She lives in the same apartment building as my family and I, except she is on the 14th floor. She approached me in the foyer of the building as I was leaving for my first day of school. Her hair was bright red and straight as an arrow, with a heavy fringe and half tied up like a volcano spewing lava on top of her head. I thought she was so cool, and couldn't believe she was walking up to me. The way she spoke was as straight as her hair. 'You aren't wearing that to school, are you?' I had my best UGG® boots on with leggings and a jumper so I didn't see what the problem was. Before I knew it, she was putting a pair of black shoes on me that she had whipped out of her backpack, and wrapped a stylish scarf around my neck. She still fixes my outfits to this day, although I am a more experienced New Yorker now. I no longer feel like an alien, and this once-strange world has become my own.

Visualising

A New Life in New York – 2

3. To help readers visualise what is happening in the text, writers use descriptive words such as adjectives or adverbs.
  - (a) Copy text clues (words or phrases) from the text that help you visualise each object, character, setting or action.
  - (b) Draw what you visualise for each text clue.

Casey's hair	The steam on the streets
.....	.....
.....	.....

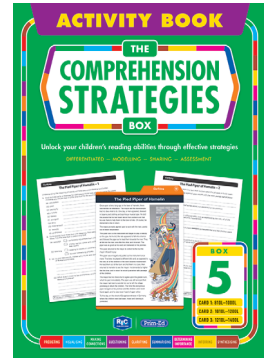
- (c) Write some descriptive words you are visualising about New York

.....

.....

4. Draw a before and after picture of

Box 5 samples from the Activity Book.



Visualising

A New Life in New York – 1

Visualising involves making mental images of events or descriptions in the text as we read. The words, phrases and sentences written by the author help us visualise. Visualising is like creating images on a blank movie screen.

1. What do you already know about New York that can help you make a picture in your head? Write some ideas.

.....

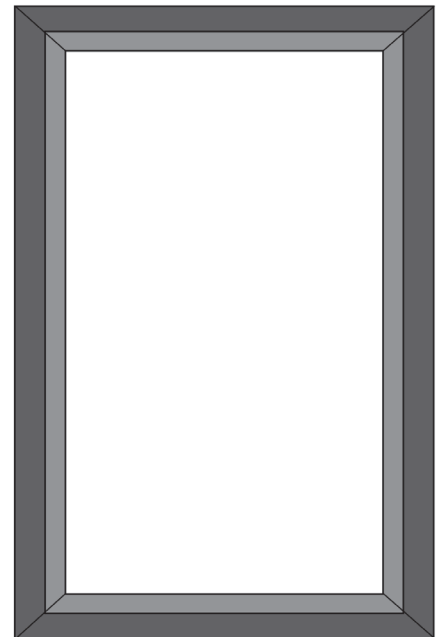
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.....

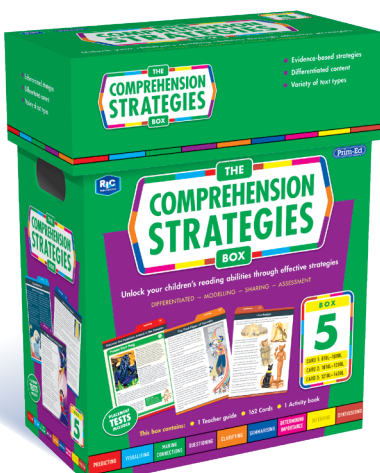
2. Draw a picture of the narrator looking out of the window in Busselton, compared to the view from the apartment building in New York. Base your illustration on any knowledge you already had about New York and the images you visualised when you read the recount.



View from Busselton house



View from New York apartment



**Box 5 Scope and sequence sample cards**

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	Real Life Tarzana	Internet news	810L–1000L	369
Predicting	Card 1B	Discover the Deadliest Animal in the Amazon	Report	810L–1000L	354
Predicting	Card 2A	Today's Revolutionary Discovery	Journal entry	1010L–1200L	316
Predicting	Card 2B	Rumble in the Urban Jungle	Narrative	1010L–1200L	486
Predicting	Card 3A	Exotic Feather Order	Email	1210L–1400L	308
Predicting	Card 3B	The Beating Chest	Fantasy	1210L–1400L	475
Predicting	Modelling Text	Ode to a Lion	Poem	1010L–1200L	169
Predicting	Sharing Text	The Sneaky Sloth	Fable	1010L–1200L	537
Predicting	Assessment	Moving Towards the Light—Testing Phototropism in Plants	Procedure	1010L–1200L	424
Visualising	Card 1A	A Whole New World	Science fiction	810L–1000L	403
Visualising	Card 1B	A New Life in New York	Recount	810L–1000L	442
Visualising	Card 2A	How a Star is Made	Information	1010L–1200L	367
Visualising	Card 2B	Space Adventure	Advertising poster	1010L–1200L	281
Visualising	Card 3A	<i>Men In Black: International</i>	Movie review	1210L–1400L	382
Visualising	Card 3B	Ancient Sites Explained	Information	1210L–1400L	377
Visualising	Modelling Text	The Father of Modern Science—Galileo Galilei	Biography	1010L–1200L	395
Visualising	Sharing Text				
Visualising	Assessment				

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Questioning	Card 1A	How to Construct the Fastest Paper Plane	Procedure	810L–1000L	263
Questioning	Card 1B	Da Vinci's Futuristic Flying Machines	Explanation	810L–1000L	295
Questioning	Card 2A	The Marvellous Flying Trapeze	Poem	1010L–1200L	279
Questioning	Card 2B	Born to Fly	Fairy tale	1010L–1200L	485
Questioning	Card 3A	The Men and Women of the Skies	Podcast transcript	1210L–1400L	468
Questioning	Card 3B	The Fascinating Flying Fish	Blog Post	1210L–1400L	373
Questioning	Modelling Text	2030 World Championship Model Aircraft Competition	Flyer	1010L–1200L	267
Questioning	Sharing Text	Dragonfly—The Sky Hunter	Information board	1010L–1200L	291
Questioning	Assessment	The Best Way to Tour the Grand Canyon	Travel article	1010L–1200L	365
Clarifying	Card 1A	Music and Your Brain	Infographic	810L–1000L	232
Clarifying	Card 1B	The Pied Piper of Hamelin	Legend	810L–1000L	323
Clarifying	Card 2A	Molto Metal—A Show Like No Other!	Concert review	1010L–1200L	429
Clarifying	Card 2B	The Story of the Ukulele	Magazine article	1010L–1200L	328
Clarifying	Card 3A	From the Streets to the Studio	Biography	1210L–1400L	324
Clarifying	Card 3B	The Opera Ghost	Gothic tale	1210L–1400L	523

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Determining Importance	Card 1A	World Champion Surfing Dogs	Blog	810L–1000L	370
Determining Importance	Card 1B	Quidditch 101	Interview	810L–1000L	546
Determining Importance	Card 2A	Ninja Warrior Champion	Acrostic poem	1010L–1200L	326
Determining Importance	Card 2B	Speedracer Twins	Adventure	1010L–1200L	513
Determining Importance	Card 3A	Million Dollar Camels	Report	1210L–1400L	477
Determining Importance	Card 3B	Priority Package	Recount	1210L–1400L	548
Determining Importance	Modelling Text	A Month at Roller Derby Boot Camp	Recount	1010L–1200L	549
Determining Importance	Sharing Text	The Annual Dry Regatta	News report	1010L–1200L	365
Determining Importance	Assessment	The Legend of the Haka	Email	1010L–1200L	398
Inferring	Card 1A	Make Your Own Ancient Alarm Clock	Procedure	810L–1000L	410
Inferring	Card 1B	Our Life Source	Explanation	810L–1000L	333
Inferring	Card 2A	A Legend From Magical Croatia	Legend	1010L–1200L	360
Inferring	Card 2B	Planning Ancient Plumbing	Interview	1010L–1200L	402
Inferring	Card 3A	Superstorm	Narrative	1210L–1400L	417
Inferring	Card 3B	A Modern-day Ocean Guardian	Book review	1210L–1400L	403
Inferring	Modelling Text	Captain Waylon's Water Serpent World	Advertisement	1010L–1200L	303
Inferring	Sharing Text	Visit the Pink Jewels of Australia	Travel brochure	1010L–1200L	446
Inferring	Assessment	Cage Diving with Great Whites	Recount	1010L–1200L	489
Synthesising	Card 1A	I Am Nedjem	Poem	810L–1000L	209
Synthesising	Card 1B	Why Dogs Chase Cats – A Chinese Folk Tale	Folk tale	810L–1000L	508
Synthesising	Card 2A	Confine Your Cat!	Advertisement	1010L–1200L	344
Synthesising	Card 2B	Australian Big Cats?	Mystery	1010L–1200L	455
Synthesising	Card 3A	Unusual Cat Breeds	Information	1210L–1400L	436
Synthesising	Card 3B	Cats the Musical	Review	1210L–1400L	452
Synthesising	Modelling Text	Cat Superstitions	Description	1010L–1200L	450
Synthesising	Sharing Text	Cat Burglar	Suspense	1010L–1200L	474
Synthesising	Assessment	All About Purring	Explanation	1010L–1200L	401

# Nemesis

Agent Nemesis boarded the bustling train, quickly located a vacant compartment, slid the bronze door closed, then perched on the threadbare seat, feeling overwhelmed and apprehensive ... although she was well-trained, this was her first independent mission, and it involved meeting with the ultra-experienced, highly-regarded Agent Hephaestus. Nemesis's final training session as a recruit had been intense, learning unusual forms of martial arts, including aikido, and had concluded yesterday with a stern warning about the hazards of poisoned paper: if you even just skimmed it with your fingertips, your final view before slumping into oblivion would be your vibrant crimson skin ... this espionage game was terrifyingly ruthless!



Nemesis quivered and mentally revised the description of super-agent Hephaestus given by the agency—fair-haired, with a newspaper-wrapped bouquet of midnight black arum lilies. As she was pondering this, the door squealed open, revealing a blonde female carrying lilies, who murmured the predetermined cryptic statement ('Nekhbet was the goddess of vultures and oversaw the oldest oracle in Ancient Egypt') just as a second figure strode in: a slender man with a flaxen mohawk, also carrying an armful of lilies. Without delay, he too uttered the same secret sentence.

The pair glowered at each other as Nemesis's heart palpitated uncontrollably ... which one was the imposter? She battled to regain her composure and abruptly remembered something—a second phrase the master spy had given her to use during this mission if a situation like this occurred ... whichever agent responded instantaneously to it was likely to be Hephaestus. So Nemesis stammered that she felt dehydrated, and wondered if either of them had something to drink.

Without hesitation, the woman nimbly plunged her hand into her oversized leather knapsack and tossed a labelled plastic bottle containing a vivid liquid to Nemesis, who neatly caught it just as the male spectacularly leapt into impressive and decisive superspy action, frantically and energetically endeavouring to propel the bottle away with a forcible spin kick ... before he was expertly and adeptly restrained in a proficient taekwondo joint lock by the first agent.

The man shrieked, struggling ineffectually against his masterful opponent, screaming in agony and yelling that Nemesis was an absolute imbecile to have touched the bottle label. Nemesis was confounded, then realisation dawned ... with sickening fear and trepidation flooding her veins, she turned over her palms, which were horribly reminiscent of the colour of overripe cranberries.

**Determining Importance**

**Nemesis – 2**

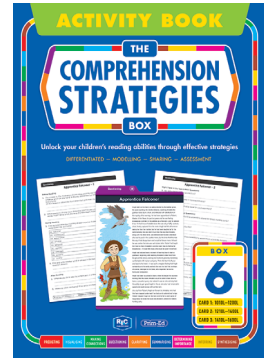
5. Cross out the information below that is NOT the most important in the text. After each one, briefly explain the reason for your decision.
  - (a) Nemesis's hands were bright red at the end of the story.  
.....
  - (b) The male agent screamed in agony.  
.....
  - (c) Both agents who entered the compartment matched the description of Hephaestus.  
.....
  - (d) If you touched poison paper, your skin would turn a vibrant crimson colour.  
.....
  - (e) The bottle was made of plastic.  
.....
  - (f) The secret sentence was about.....

6. What other unimportant but interesting information have you included in the story? Write some ideas below.  
.....  
.....

7. Were there other pieces of important information seen in this story? Write some ideas below.  
.....  
.....

8. Write one or two sentences to tell us what is the most important information about the 'villain' in the story.  
.....  
.....

Box 6 samples from the Activity Book.

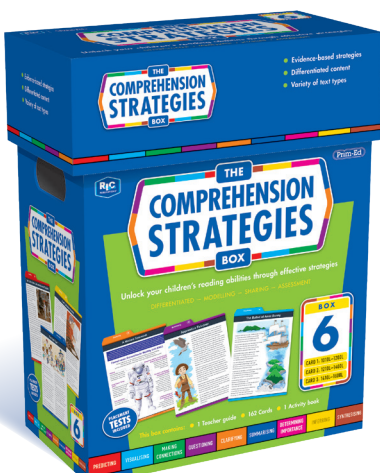


**Determining Importance**

**Nemesis – 1**

1. Use a dictionary or other resources to find out and write a meaning for the word nemesis and a sentence about the goddess Nemesis.  
.....  
.....
2. What did you already know about the word nemesis or the name Nemesis? Write some ideas below.  
.....  
.....
3. Underline the sentence or sentence fragments from the story that give the most important information about what the text is about.
  - (a) *... although she was well-trained, this was her first independent mission, and it involved meeting with the ultra-experienced, highly-regarded Agent Hephaestus.*
  - (b) *... slid the bronze door closed, then perched on the threadbare seat ...*
  - (c) *... and had concluded yesterday with a stern warning about the hazards of poisoned paper: if you even just skimmed it with your fingertips, your final view before slumping into oblivion would be your vibrant crimson skin ... this espionage game was terrifyingly ruthless!*
  - (d) *The pair glowered at each other as Nemesis's heart palpitated uncontrollably ... which one was the imposter?*
4. In the table below, write key information about the two agents Nemesis encountered. Describe their physical state as well as aspects of their character and behaviour. You can use words from the text along with your own.

Agent 1	Agent 2



**Box 6 Scope and sequence sample cards**

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Predicting	Card 1A	The Carriage Clock	Poem	1010L–1200L	233
Predicting	Card 1B	Time Traveller Party	Email	1010L–1200L	354
Predicting	Card 2A	Go Back In Time ... Make Your Own Archimedes' Screw	Procedure	1210L–1400L	393
Predicting	Card 2B	Doctor Who—TV Time Lord	Information	1210L–1400L	367
Predicting	Card 3A	Tick Tock—Medieval Movie Dazzles and Delights	Review	1410L–1600L	398
Predicting	Card 3B	The Dark Rainbow	Horror	1410L–1600L	453
Predicting	Modelling Text	Urashima Taro, the Fisherman	Folk tale	1210L–1400L	431
Predicting	Sharing Text	The Strange Tale of Rudolph Fentz	Explanation	1210L–1400L	422
Predicting	Assessment	Charlie and the Time Machine	Science fiction	1210L–1400L	354
Visualising	Card 1A	Titanic Survivor Account	Recount	1010L–1200L	462
Visualising	Card 1B	The Ballad of Anne Bonny	Ballad	1010L–1200L	275
Visualising	Card 2A	Delphine the Mermaid	Fantasy	1210L–1400L	386
Visualising	Card 2B	Robert Ballard	Biography	1210L–1400L	407
Visualising	Card 3A	Sea Reptiles of the Cretaceous	Information	1410L–1600L	300
Visualising	Card 3B	The Kraken	Narrative	1410L–1600L	449
Visualising	Modelling Text				
Visualising	Sharing Text				
Visualising	Assessment				

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Questioning	Card 1A	Rainbow Crow	Myth	1010L–1200L	380
Questioning	Card 1B	Cassowary?	Poem	1010L–1200L	269
Questioning	Card 2A	Helping Wild Birds	Poster	1210L–1400L	322
Questioning	Card 2B	The Sad Story of the Dodo	Information	1210L–1400L	405
Questioning	Card 3A	How Do Birds Fly?	Explanation	1410L–1600L	373
Questioning	Card 3B	Apprentice Falconer	Historical fiction	1410L–1600L	355
Questioning	Modelling Text	Demon Ducks—The Movie: Atrocious and Misleading	Review	1210L–1400L	366
Questioning	Sharing Text	Phoenix and Friend	Humour	1210L–1400L	370
Questioning	Assessment	Bird Intelligence	Speech	1210L–1400L	417
Clarifying	Card 1A	Alien Station	Science fiction	1010L–1200L	459
Clarifying	Card 1B	Black Holes	Information	1010L–1200L	401
Clarifying	Card 2A	Apollo 13	Recount	1210L–1400L	454
Clarifying	Card 2B	Caroline Herschel	Historical fiction	1210L–1400L	478
Clarifying	Card 3A	A Modern Spacesuit	Diagram	1410L–1600L	328
Clarifying	Card 3B	A History of UFOs	Report	1410L–1600L	419
Clarifying	Modelling Text	Neil Armstrong	Biography	1210L–1400L	455

**Scope and Sequence**

Strategy	Card Number	Title	Genre	Suggested Lexile Level	Word Count
Determining Importance	Card 1A	Incredible Pet Journeys	Interview	1010L–1200L	400
Determining Importance	Card 1B	New York Travel Diary	Diary	1010L–1200L	510
Determining Importance	Card 2A	Nellie Bly	Report	1210L–1400L	402
Determining Importance	Card 2B	Around the World in 80 Days	Review	1210L–1400L	499
Determining Importance	Card 3A	Nemesis	Suspense	1410L–1600L	399
Determining Importance	Card 3B	Travel Inventions	Information	1410L–1600L	308
Determining Importance	Modelling Text	Yangtze River and Zhangjiajie National Park Tour	Itinerary	1210L–1400L	337
Determining Importance	Sharing Text	The Hotel	Adventure	1210L–1400L	441
Determining Importance	Assessment	Stone Soup	Folk tale	1210L–1400L	454
Inferring	Card 1A	Hansen and Greta	Fantasy	1010L–1200L	409
Inferring	Card 1B	Wondercook!	Humour	1010L–1200L	469
Inferring	Card 2A	Fun Food Origins	Report	1210L–1400L	467
Inferring	Card 2B	Masterpiece	Suspense	1210L–1400L	363
Inferring	Card 3A	Food Bank Plea	Email	1410L–1600L	397
Inferring	Card 3B	Just Call Me Charlie!	Recount	1410L–1600L	411
Inferring	Modelling Text	Nicolas Appert: Father of Canning	Biography	1210L–1400L	468
Inferring	Sharing Text	The Starfruit Tree	Folk tale	1210L–1400L	492
Inferring	Assessment	Medika Community Garden	Brochure	1210L–1400L	372
Synthesising	Card 1A	Xenocles	Poem	1010L–1200L	336
Synthesising	Card 1B	Jupiter and the Bee	Myth	1010L–1200L	406
Synthesising	Card 2A	The Mummy's Curse	Diary	1210L–1400L	517
Synthesising	Card 2B	The Lost City of Jewels	Adventure	1210L–1400L	558
Synthesising	Card 3A	Qin Shi Huang	Biography	1410L–1600L	463
Synthesising	Card 3B	Mungo Lady and Mungo Man	Report	1410L–1600L	449
Synthesising	Modelling Text	The Return of Namzu	Humour	1210L–1400L	336
Synthesising	Sharing Text	Building the Pyramids	Explanation	1210L–1400L	429
Synthesising	Assessment	I am an Incan Child	Description	1210L–1400L	549

# THE COMPREHENSION STRATEGIES BOX

All you need to teach comprehension strategies!

The *Comprehension strategies box* is a set of six boxes suitable for learners aged 6–11+. Each box contains a set of full-colour, differentiated literacy cards designed to support the teaching and learning of nine different comprehension strategies. These well-researched and proven strategies - predicting, visualising, making connections, questioning, clarifying, summarising, determining importance, inferring and synthesising - are compiled to help educators unlock their learners' reading abilities.



## Which box is right for you?

To support you finding the most suitable level for your classroom, we have levelling charts for common grading systems, including suggested Lexile levels and suggested reading ages.

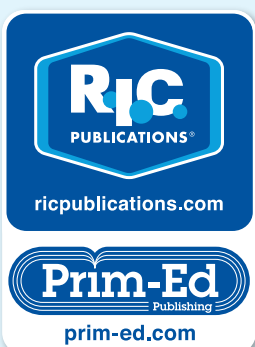
Box	Lexile levels	Approximate reading ages*
1	10L-600L	5.0-6.4
2	210L-800L	6.4-8.0
3	410L-1000L	8.0-9.4
4	610L-1200L	9.4-11.0
5	810L-1400L	11.0-12.4
6	1010L-1600L	12.4-14.0

\*median ages listed

- The comprehension strategies box 1 Code: 8494
- The comprehension strategies box 2 Code: 8495
- The comprehension strategies box 3 Code: 8496
- The comprehension strategies box 4 Code: 8497
- The comprehension strategies box 5 Code: 8498
- The comprehension strategies box 6 Code: 8499

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