



READING RESPONSES

using

Gardner's Multiple Intelligences

A collection of 48 individually numbered and colour coded activities associated with reading, focusing on the following 8 intelligences as identified by Howard Gardner:

- Verbal Linguistic
- Logical Mathematical
- Bodily Kinaesthetic
- Naturalistic
- Visual / Spatial
- Interpersonal
- Intrapersonal
- Musical / Rhythmic



Choose the activities you feel are appropriate in classroom time and incorporate the others into your homework routines.

Keep track of your reading program via the number printed in the top left hand corner of each card.

Be sure to provide your students with a Multiple Intelligence Test to identify their preferred methods of learning.



Instructions

You will find 6 activity cards on each sheet.

Print, laminate and then cut each card out ready to use in the classroom. Store them all securely in a zip lock bag.

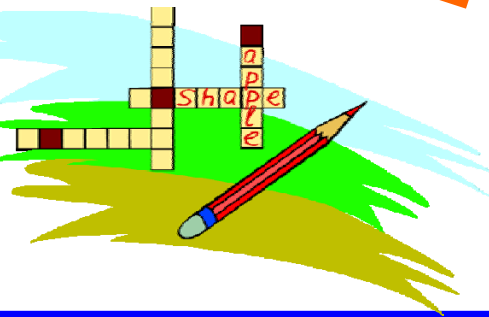
You might even like to photocopy an activity to add to this week's homework. These are also a great idea for parents who request additional work for their children.

Make sure you have all the required tools available before assigning an activity to your students.

These are a brilliant activity which will motivate your students to learn.

1 Create a Crossword

Create a crossword based on the story.



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2 Spelling List

Create a spelling list based on the story.



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3 Wordsearch Wizard

Create a wordsearch based on the story.

c	a	t	l	j
g	y	h	d	h
p	r	a	o	s
r	s	j	g	t
h	u	p	u	x



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4 TELL US A STORY

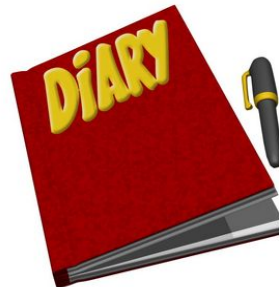
Retell the story in your own words.



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5 DEAR DIARY

Write a diary for the main character including all major events.



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6 A lovely letter

Write a letter to one of the characters in the story.

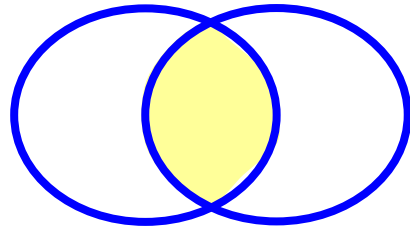


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A little bit different

Use a Venn Diagram to show the similarities and differences between two characters.



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Fact Finding

Draw up a table of facts about each of the characters.

Red Riding Hood	Big Bad Wolf
She is a girl Goes to visit her grandma Walks through the forest Takes a present	He is a Wolf Wants to eat Red Riding Hood Pretends to be Grandma

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Prediction

Predict what might happen in a sequel to this story.

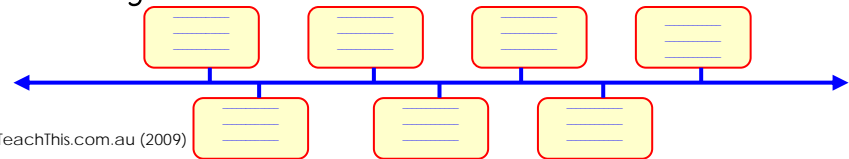


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Timeline

Create a timeline from the story to show the major events.



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The good and the bad

Outline 3 good and 3 bad points for each character.



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Take them away

What if one main character was removed from the story?
How would it change the events that took place?



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Setting the scene

How did the setting affect the story?



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Climate Study

Research the climates in the area the story took place.



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Snapshot

Find photographs of some of the natural elements described in the story.



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ALTERNATIVE SETTING

Can you think of another environment suited to the story? Explain why.



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Describing Words

Find and list words used in the story to describe the environment.

Describing Words

wet
damp
windy
cold
sunny
cloudy
hot
leafy
cosy
muggy
humid

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Environmental issues

How did the characters interact with the environment?



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Amazing Mimes

Mime a section of the story and have others guess it.

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Acting up

Act out a play to show a major event in the story.

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ROLE PLAY

Role-play the behaviour of one of the characters in the story.

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Dramatic Diorama

Make a diorama of one of the scenes in the story.

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Puppet Show

Design a hand or shadow puppet play to retell the story.

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Director's Cut

Act out a scene to show what happened to each character after the story ended.

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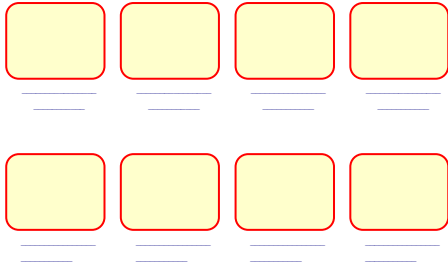


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STORYBOARD

Create a storyboard
of the main events.



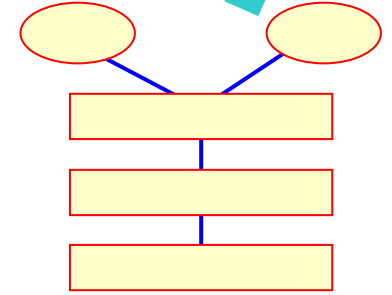
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Map it Out

Draw a story map to
show the setting for the
story.



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A new jacket

Create a more appropriate
book cover for the story.



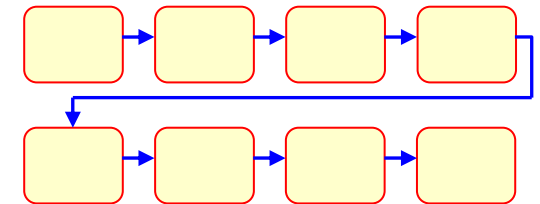
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a flowing effect

Create a visual flowchart to
represent
a storyline.



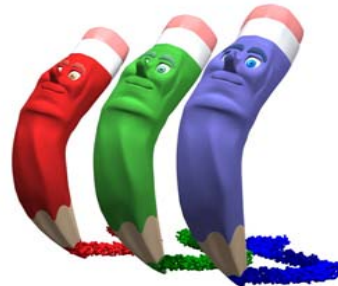
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DRAW US A STORY

Illustrate the main ideas
in the story.



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Picture this

Make a picture book
representing the main ideas in
the story.



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Fact Fun

Tell a partner 5 facts you know about each character in the story.



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AND THE STORY GOES...

Use a team presentation to show you understand the main points in the story.



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Question Time

Pretend you are one of the characters in the story. Have your class or group interview you.



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Future Features

Discuss how the story would have changed if it was set 20 years in the future.



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My favourite part

In a small group, share a reading of your favourite part.



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More to the story

Work in pairs to create a different ending to the story by writing the next chapter.



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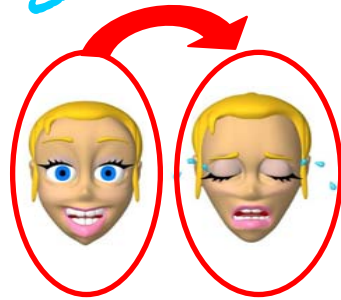
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Feelings

Explain how the story made you feel and why. Did your feelings change throughout the story?

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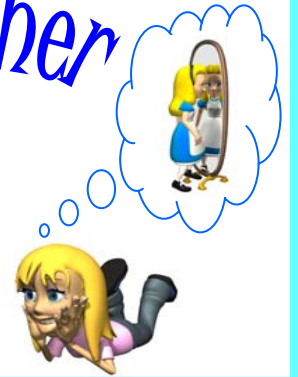


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Birds of a feather

In what ways was the main character similar to yourself?

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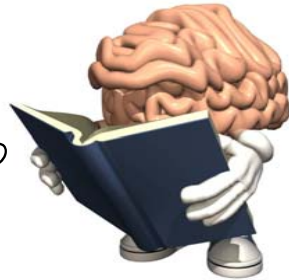


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YOUR OPINION COUNTS

What did you enjoy or not enjoy about the story? Did you find anything interesting?

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Top 5 questions

If you met the main character, what 5 questions would you be most likely to ask?

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Similar experiences

Summarise how your own experiences relate to the story.

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pluses and minuses

Imagine you are one of the characters in the story. Write 5 of your strengths and 5 weaknesses.

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Sounds Abound

Add sounds effects to each part of the story.



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SOUNDTRACK

Select a piece of music to accompany the story.



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Singing Sensation

Write and perform a song to summarise the main events in the story.



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Accompany me

Create a musical accompaniment for the story.



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Music Factory

Create original sounds to use as backing for the story.



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CHANT

Develop chants to represent each character.



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