

Year 3-6 discussion prompts for stories

Word reading

- Find an example in the text of a prefix. How has it changed the meaning of the word?
- Find an unusual word in the text and compare it with one you know. How does this help you understand the meaning?
- Choose 5 words from the text which have either a prefix or a suffix and extract the root. Is it a real word? Find other words with the same root.
- Find words in the text which end with a suffix. Investigate what happened to the root when the suffix was added.
- Find 3 words in the text where you are not sure of the meaning and read around them. Does the context help you work out the meaning?
- Use a dictionary to find the meaning of 3 words from the text then use them in new sentences.
- Identify words containing a soft c or a soft g. What is the letter that comes after? Is there a pattern?
- Find a word with 3 or more syllables. Break it down then invent a spelling strategy.

Setting and characters

- What has happened in the story so far?
- Find words or phrases that tell you about the setting.
- Choose a character and say how they felt/ what they said/ what they did is response to events. How do you know?
- What does ... tell you about how a character is feeling.
- Drawing on clues about the main character, does his/ her response to an event make sense to you? Explain why.
- How did the main character's actions affect the outcome of the story?
- Did your opinion of any characters changes as the story progressed?
- Has the author used dialogue to reveal clues about characters? How does this help?
- Find words and phrases that advance the plot.
- What did you discover about the main character from how other characters responded to her/ him?

Point of view

- Whose 'voice' is the story written in? How could you show this in the way you read aloud?
- Choose an event from the story and rewrite it from a different character's viewpoint.
- '*Garden Gossip*' with a partner about the behaviour of a character.
- Relate the text to something that has happened in your own life. How does this make it easier to empathise with the characters?
- Imagine you are a character in the story and write a diary entry for today's events. Read aloud and see if your audience can identify the character.
- Work with a partner. Role play two characters from the story and have a conversation.
- Think about a character in the story who has done the right/ wrong thing. Explain why you think they should be rewarded/ punished.

Vocabulary

- Use a thesaurus to find synonyms for 3 words from the text then replace them in the text. What effect does this have?
- Identify favourite words and phrases and say why you like them.
- Work in a group. Select effective words from the text and make a word wall to share with the class.
- Use the first three letters of a word to check its meaning in a dictionary.
- Choose 2 words from the text and explain their meanings.
- Choose one word from the text and find the dictionary definition. Invent two more definitions then play 'Call my Bluff' with the rest of your group.
- Use a thesaurus to find 3 synonyms for a word. Share with your group. Can they identify the original?

Prediction and summary

- Choose a main event in the story to discuss.
- Draw a timeline to sequence the events in the story.
- Retell a section of the story in your own words, engaging your listener through eye contact, expression and gesture.
- Discuss the theme of the story, e.g. good over evil, weak and strong characters, mean and generous, rich and poor.
- Predict what will happen next using tentative language, e.g. I wondered whether ... I think it might ... etc.
- Recommend this story to another reader. What words will you use to persuade them to read it?
- Can you find any adverbials that show the passing of time? Make a list.
- Choose a sentence from the text and rewrite it in the wrong order. Can a friend re-order it so it makes sense?