

FOLLOW THE CLUES

Skills

Students will:

- + predict the outcome of a story
- + identify clues leading to an outcome
- + draw conclusions based on clues in a story

Purpose

Making and then confirming or revising predictions helps readers to stay fully engaged in a story. As readers develop this skill, they use clues from the story and their own lives to predict how characters will behave and how key problems in the story will be solved. This organizer helps students identify clues in a story that will help them make reasonable predictions.

How to Use the Organizer

Introduce the Follow the Clues organizer by asking how detectives go about solving mysteries. (They look for clues and draw conclusions from the clues.) Discuss how readers also use clues to help them make sense of what they are reading. Encourage students to predict how a story they are currently reading will end or how a major problem in the story will be solved. Suggest that they write their predictions on the door labeled "prediction." As students read, encourage them to record clues that either support or refute their prediction. If necessary, allow students to revise their predictions to reflect the clues they have found in the text.

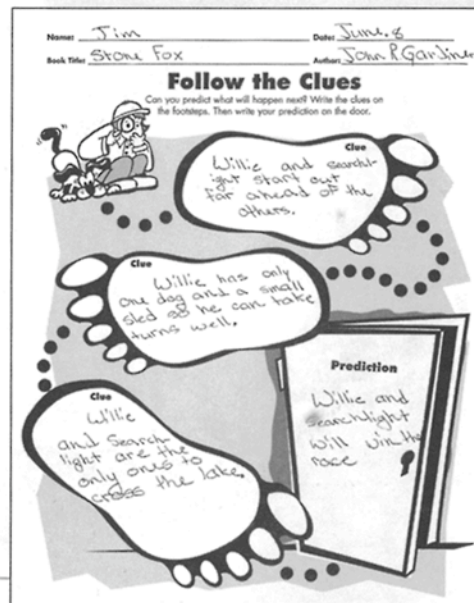
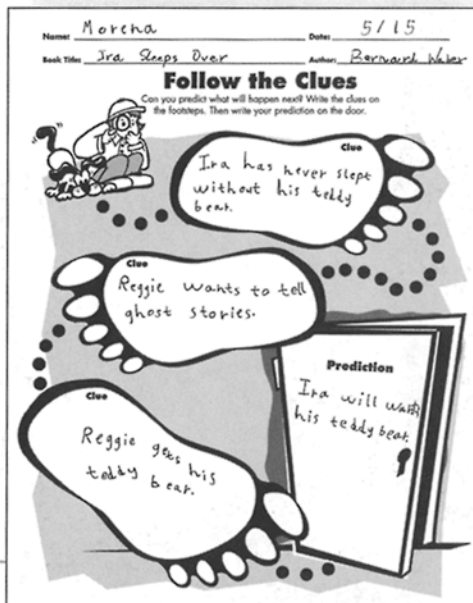
Examples

Primary Grades

While reading *Ira Sleeps Over* aloud, a first-grade teacher asked her students to predict whether or not Ira would want to take his teddy bear on a sleep-over. As she read the story aloud, she asked students to suggest clues from the book that helped them make their predictions.

Intermediate Grades

A fourth grader chose *Stone Fox* as an independent reading book. During reading conferences, the teacher asked him to predict the ending of the story. The student then completed the graphic organizer by filling in clues as he read. After he finished the book, he reviewed the clues and evaluated his prediction with the teacher.

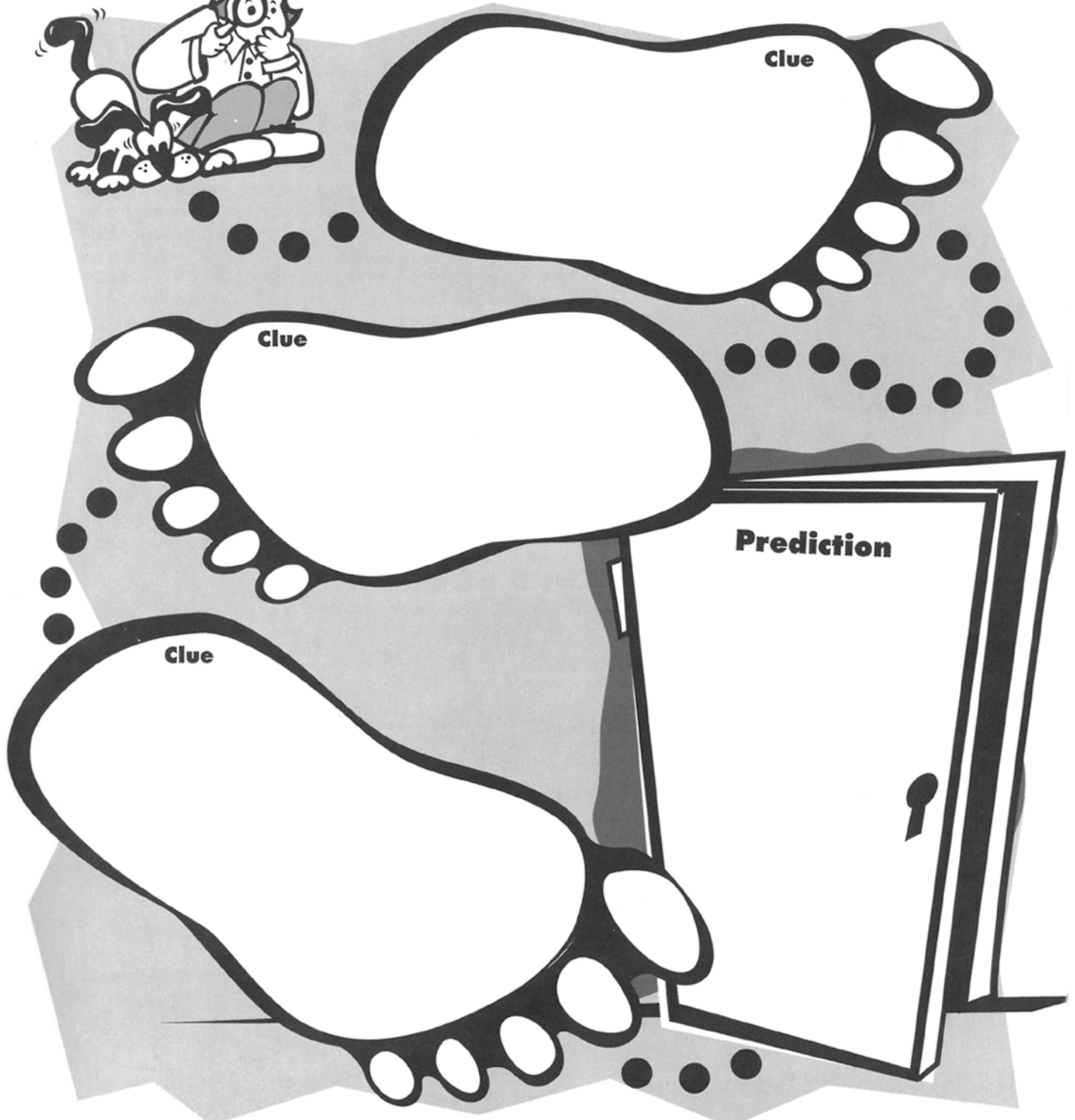


Name: _____ Date: _____

Book Title: _____ Author: _____

Follow the Clues

Can you predict what will happen next? Write the clues on the footsteps. Then write your prediction on the door.

A large graphic organizer for a reading activity. It features three large footprints arranged in a path from top to bottom. Each footprint is labeled 'Clue' in the upper left corner. The path of footprints leads to a door on the right side of the page, which is labeled 'Prediction' in the upper left corner. The door has a keyhole. The entire graphic is set against a grey background with a dotted line path following the footprints.