



# Inferring

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# Introduction

When we read, we stretch the limits of the literal text by folding our experience and belief into the literal meanings in the text, creating a new interpretation, an inference.

— Keene & Zimmermann, *Mosaic of Thought* (1997), p. 147

## What is inferring?

Inferring is being able to 'read between the lines', when the author implies something but doesn't exactly state it. To infer, we need to use both the clues in the text (context, illustrations, etc.) and our own prior knowledge. By using the text and our own prior knowledge, we can interpret what we think the author is really trying to say.

We can make inferences at word level too, by using the context of the text and our own prior knowledge to infer the meaning of the word.

Inferring is closely related to predicting.

## How does inferring support reading comprehension?

Students develop deeper understandings of the text when they 'read between the lines' to draw their own conclusions by using prior experience. They create their own unique meaning of the text. As they read, these understandings may be revised as the reader is exposed to new information and confirms or adjusts their thinking.

## Language we use when inferring

- Reading between the lines, I think...
- I would expect that...
- I already know that... so I think...
- In my experience...
- I think the author is really saying...
- My conclusion is... because in the text it says...
- The author's clues were...
- I think what's really going on is...
- I wonder why...
- I wonder if...





# Character clue bag

Students use their imagination to create or collect a selection of items appropriate to a particular character. These are put in a paper bag. Making an inference bag could also be part of a book assignment for independent readers.

**Strategies and skills practised:** inferring, synthesising

**Materials:**

- novel or picture book
- paper bag

**Student grouping:** individuals or buddies then small groups or whole class

**Procedure**

- 1 Students collect or create items that relate to a particular character. Some examples could be:
  - photographs of the place the character comes from
  - items that give clues as to what they like to do: e.g. a movie timetable if they like going to the movies or a pencil and paper if they like to draw
  - a baseball cap if they wear one
  - a magnifying glass – if they have detective tendencies!
- 2 The students then share their inference bag and other students either guess who the character is, or the creator explains why each item is important to the character.

**Variation:** Students could create inference bags for themselves as a way of getting to know each other at the beginning of the year.



*Character clue bag for the character of Jan in The Silver Sword by Ian Serraillier*



# Inference jigsaw

This activity is designed to support younger students to make inferences.

**Strategies and skills practised:** inferring

**Materials:**


- text suitable for inferring, at the instructional level of the students
- Inference jigsaw PM19
- Inference jigsaw PM19 enlarged to A3 size
- text for teacher modelling

**Student grouping:** individuals or buddies

**Procedure**

- 1 **Teacher preparation:** Modelling – Find a quote appropriate for inferring. Write it into the first jigsaw piece of the enlarged A3 Inference jigsaw PM.
- 2 Photocopy one inference jigsaw PM per student or set of buddies.
- 3 **With the class:** Use a ‘think-aloud’ to articulate to students what you have inferred from the text and why.
- 4 Students read the text selection at their instructional level and record their inferences on the Inference jigsaw PM as shown below.

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 **Inference jigsaw** **PM19**

Text Little red riding hood. Your name/s Lauren Date 17/3

In the book it says ...	From what I already know I think it means ...
• <u>Grandma's mouth</u> <u>Dropped Open.</u>	• <u>Grandma was surprised.</u>
• <u>What big</u> <u>ears you have</u> <u>grandma.</u>	• <u>Little red riding</u> <u>hood thinks grandma</u> <u>doesn't look</u> <u>normal.</u>

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# I think . . . T chart

This T chart graphic organiser supports students to make inferences, and to gather evidence from the text to explain why they made them.

**Strategies and skills practised:** inferring, note-taking


**Materials:**

- text at the instructional level of the students (suitable for making inferences)
- I think . . . T chart PM20

**Student grouping:** individuals or buddies then a small group or whole class

**Procedure**

- 1 Students read the text, recording the inferences they make on the I think . . . T chart. They must justify their inference with evidence from the text. Page numbers could also be added to show where information was found to make evidence more explicit. The students write their answers in note form. Full sentences are not necessary.
- 2 After reading they share their inferences and the reasons why they made them with a buddy, in small groups or with the whole class.

 **I think . . . T chart** **PM20**

Text The Lion the Witch and the Wardrobe Author C.S. Lewis

Your name/s James Date 4/4

I think . . . (your inference)	because . . . (evidence from the text)
The white witch is thinking Edmund could be useful to her.	• She suddenly starts being nice to him after she had been really mean. • She gave him some Turkish Delight.
Edmund was under the spell of the white witch.	• He <del>was</del> wanted more Turkish Delight. • He was mean to Lucy and the others. • He wanted to go back to see the witch.
The Beavers were kind people and were enemies of the white witch.	• They gave the children food. • They told him the witch turned people to stone. • They made a plan to escape.

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# Character quote

This activity requires students to find a quote in the text and explain what can be inferred about the character by the quote.

**Strategies and skills practised:** inferring

**Materials:**

- narrative text

**Student grouping:** individuals or buddies

**Procedure**

- 1 Model this activity using suitable quotes, and give the students an opportunity to practise using quotes that you provide before asking them to do it independently. Characters from traditional tales are suitable for this task.

**For example:**

**Quote:** "Why don't we ask William to join our club?" said Aniel suddenly.

**Student response:** I think this quote shows that Aniel is quite cunning as he doesn't really like William and he only wants him in the club because he has some walkie-talkies Aniel would like to use.

- 2 Ask the students to find a quote in the story that typifies a particular character.
- 3 Students write down the quote and then their explanation of what it means.

Book: The Bad Beginning

By: Lemong Snicket

quote: "I guess you've found me out" Olaf said simply.

I think this quote shows that Olaf is a sneaky guy and he knows he is sneaky because he said "you've found me out".

Cathy



# Character inference chart

In this activity, students collect a range of information about a character. This information is then used to discuss whether the information they have collected can be found in the text or whether they have inferred it.

**Strategies and skills practised:** inferring, note-taking

**Materials:**

- text at the instructional level of the students
- Character inference chart PM21

**Student grouping:** individuals, then buddies or small group

**Procedure**

- 1 Students read the text selection in its entirety.
- 2 Students then read the text for a second time using the prompts — facts, quotes, actions and getting inside the character's head — on the Character inference chart PM to gather information. Remind the students that they do not have to write full sentences; rather, just jot down appropriate information in note form.
- 3 Students then share the information collected and the inferences they have made with a buddy or in a small group.

The form is titled "Character inference chart" with a small icon of a boy with a lightbulb and the code "PM21". It has fields for "Your name/s" (Pooja) and "Date" (17-08). The chart is divided into four quadrants: "Facts", "Quotes", "Actions", and "Getting inside the character's head". A central box contains the character's name and the text "by Jerry Spinelli". At the bottom, there is a section for "What can you infer about the character?".

Facts – What do you know about the character?	Quotes – What does the character say? Write some brief quotes that help you to understand what the character is like.
girl • moved from Pennsylvania to Arizona • only child • 14 years old • Has a pet rat Cinnamon.	• "lets do it!" • "I named myself Pocket mouse, then Mudpie. Then Hullygully. Then Stargirl!"
Actions – What does the character actually do?	Getting inside the character's head – Write down some of the character's thoughts and feelings.
• plays the ukelele • meditates • writes poetry • rides bike everywhere • helps others • supports people • sits Cinnamon on her shoulder	during fire: • panicking • frightened When Cinnamon went missing devastated angry with herself for leaving him there

What can you infer about the character?

Stargirl is a confident and brave character. She doesn't judge other people and accepts them for who they are.

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# Real estate inferences

Real estate advertisements often include some great examples of inference. Have fun deciphering what the advertisements really mean!

**Strategies and skills practised:** inferring

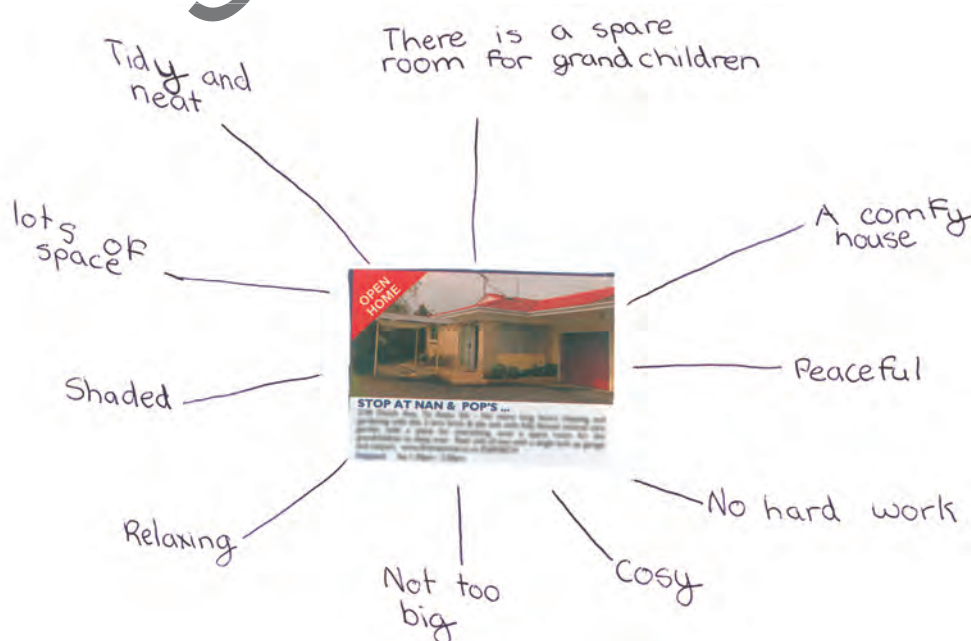
**Materials:**

- examples of real estate advertisements that use inference (for modelling)
- a selection of real estate pages from magazines or newspapers
- chart paper
- markers
- scissors
- glue sticks
- pencils

**Student grouping:** individuals or buddies

**Procedure**

- 1 Use examples of real estate advertisements to show how advertisers use inference to influence prospective buyers. Discuss what statements such as 'handyman's dream', 'lifestyle starter' or 'entertainers' delight' really mean? Explore the idea of a 'positive spin'.
- 2 Individually or working with a buddy, students take a page of real estate advertisements and find examples of inferring.
- 3 They then cut them out and glue them onto chart paper and explain what the advertisement is inferring.
- 4 As an extension, students could choose one picture of a house and make up their own advertiser's slogan that uses inference. This could then be made into a class real estate page.





# Sociogram

A sociogram is a graphic organiser that investigates the relationships between people. It may be used to focus on what can be inferred about characters. Sociograms are suitable for both narrative and factual text.

**Strategies and skills practised:** inferring

**Materials:**

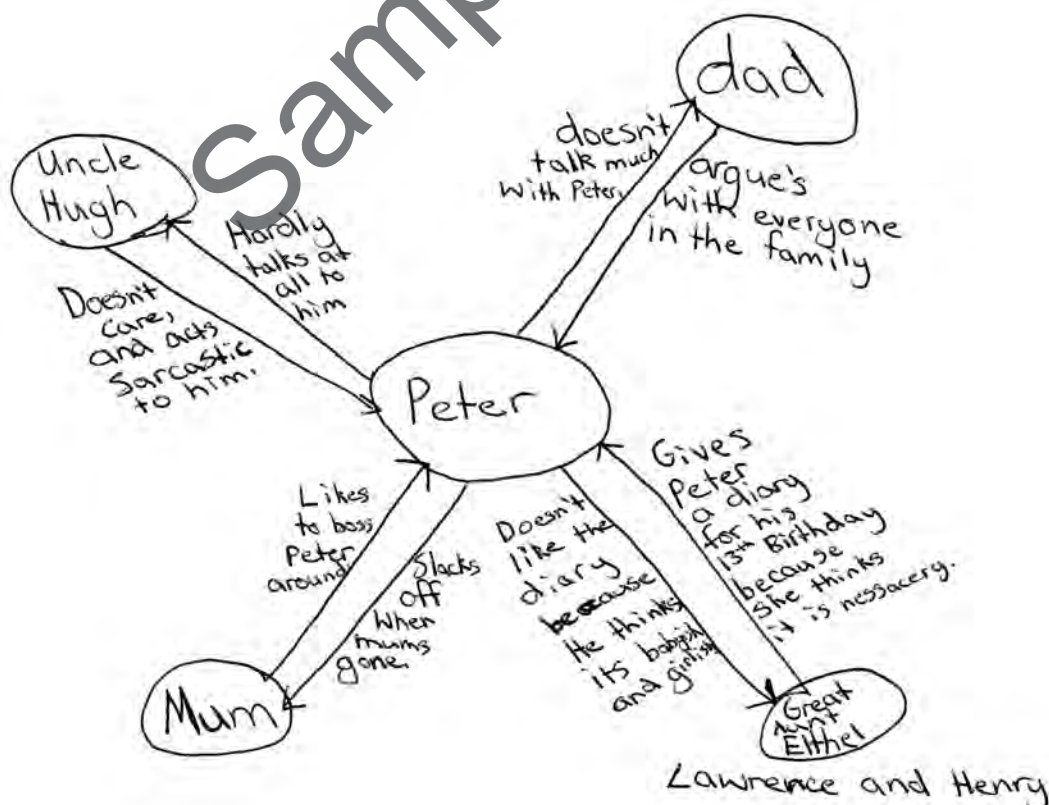
- text to summarise
- paper
- pencils

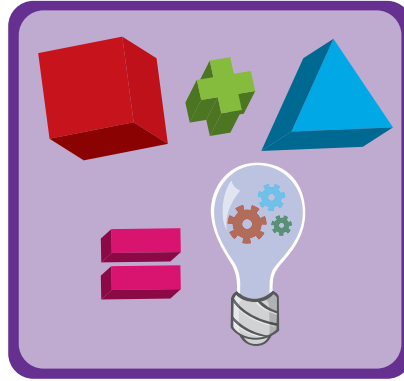
**Student grouping:** individuals or buddies

**Procedure**

- 1 After the students have read the text, ask them to think about the different characters or people in the text.
- 2 Students then record the characters or people in circles and draw arrows to show the relationships they have with one another. This can be as simple as mother, friend, teacher, etc., or more complex relationships where inferred information is used.

Sociogram for Journey to Tangi wai





# Synthesising

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Other activities that use the synthesising strategy

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# Introduction

A reader who is expanding meaning by synthesising is bringing together information derived from the text with background knowledge to develop a whole that is greater than the parts. The understandings that arise from synthesising are new.

— Fountas & Pinnell, *Guiding Readers and Writers Grade 3–6* (2001), p. 319

At its best, synthesising involves merging new information with existing knowledge to create an original idea, see a new perspective, or form a new line of thinking to achieve insight.

— Harvey & Goudvis, *Strategies That Work* (2000), p. 143

## What is synthesising?

Synthesising is when students combine their own prior knowledge with new ideas or information to create new complete thoughts, ideas, opinions or perspectives. This is the highest and most complex form of comprehension.

Responses and interpretations to the text that show synthesis can be oral, written, dramatic or artistic.

Synthesising can often result in a product. For example, after studying gardening by reading books, watching an online video and interviewing a gardener, students could plan and create a school garden.

## How does synthesising support reading comprehension?

Synthesising supports reading comprehension because it requires students to combine their prior knowledge with new knowledge and put it into their own words. This creates ownership of the thinking. This can be a powerful experience that makes it more likely the student will remember the information and transfer it to new situations, which will help to further reinforce their new thinking.

## Language we use when synthesising

- Has my thinking changed after reading this text?
- How can I use what I have read to create my own ideas?
- Reading this text has made me think. My new understanding is that \_\_\_\_\_.
- How else could I use this information \_\_\_\_\_?
- Can the connections I made reading this text help me to create a generalisation about information in this text?
- Can the connections I made reading this text help me to gain a new perspective on \_\_\_\_\_?

## Teacher questions

- What would happen if \_\_\_\_\_?
- Can you see a possible solution to \_\_\_\_\_?
- What would be an alternative to \_\_\_\_\_?
- How would you deal with \_\_\_\_\_?

... and challenges

- Design a machine that would \_\_\_\_\_.
- Develop a proposal to \_\_\_\_\_.
- Build a scale model \_\_\_\_\_.
- Create a new product \_\_\_\_\_.
- Suggest new and unusual uses for \_\_\_\_\_.



Synthesising support material

### Synthesising

Synthesising is putting together information from the text with your own prior knowledge to develop new ideas and understandings. It can mean using your new knowledge to create something like a model or a plan.

My thinking has changed since I read this story. I used to think people in wheelchairs could go pretty much all of the places I can. Now I realise that is nowhere near the truth. After reading about Meg, I now understand some of the difficulties people with disabilities face when trying to get around in public places.

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Synthesising strategy starter chart SM41

### Synthesising

Synthesising mini poster SM42

### GREAT THINKING!

Awarded to \_\_\_\_\_  
for \_\_\_\_\_  
by \_\_\_\_\_  
on \_\_\_\_\_

Synthesising certificate SM43





# Point of view chart

Point of view charts help students to understand that people can look at the same issue from different perspectives.

**Strategies and skills practised:** identifying different points of view in a story by finding specific examples or evidence from the text


## Materials:

- suitable text at instructional level of students
- Point of view chart PM40

**Student grouping:** individuals then small groups

## Procedure

- 1 Students read the text through in its entirety.
- 2 Have the students compile a list of factors that could influence a person's viewpoint, e.g. age, gender, cultural group, religion, etc. Have them discuss how people's viewpoints change. What makes people change their viewpoint? Have you ever changed your viewpoint?
- 3 Students read the text again. During the second reading, they note the different viewpoints of people in the text.
- 4 When they have completed the point of view chart, students share their charts in small groups.

 **Point of view chart** **PM40**

Text: Parents told not to let their kids become video slaves

Your name/s: Alyssa Date: 14.1

<p><u>Dr. Mary Cameron</u></p> <p>...thinks a long time on video games does nothing for children's well being. • can be seen by parents as a baby sitting tool • ok in small doses teaches cognitive skills and perceptual skills</p>	<p><u>Ash Stevens</u></p> <p>• thinks video games are a good way to let your imagination run wild. • thinks video games are a good way to escape reality.</p>
<p><u>Your viewpoint</u></p> <p>• video games are fun but they can get addictive • kids can play them but not all the time.</p>	<p><u>What would your parents say?</u></p> <p>• don't play too long and have a break and go outside • read a lot of books too</p>

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# Synthesis eggs

This graphic organiser provides a framework to support students through the process of synthesising.

**Strategies and skills practised:** activating prior knowledge, synthesising

**Materials:**

- text suitable for synthesising at students' instructional level
- Synthesising eggs PM41


**Student grouping:** individuals then small groups

**Procedure**

- 1 Before reading the text, students record their prior knowledge in the first egg shape.
- 2 During and after reading they record new information in the second egg shape.
- 3 After doing this, they combine their prior knowledge and the new information they have learnt and record their new understandings in the third egg shape.
- 4 Students share their synthesis eggs in a small group.

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 **Synthesis eggs – watch a new idea hatch!** **PM41**

Text Exoskeletons Your name Shakeel Date 05-07

**prior knowledge**  
what I already know

- about skeletons
- made of bones
- bones are hard

**new information**  
what I read in the text

- exoskeletons are on the outside of the body
- used for protection
- like a coat of armour
- mainly insects or sea life have exoskeletons

**synthesis**  
my new understanding is

- An exoskeleton is a hard shell on big or small creatures that have no bones.
- Its purpose is to protect the creature from being harmed by bigger creatures.

