

Fast Finishers English
Fiction
Ages 7-8

SCHOLASTIC

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Fast Finishers English
Fiction

Extension activities for home and school.
Great for *Fast Finishers!*

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Fiction
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Mini-passages with
comprehension questions
Perfect for:

Early finishers in class

Extension work

Independent practice

Homework

Preparation for
national tests

Master key comprehension skills in just 10 minutes a day!

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100 motivating mini-passages with questions covering:

- Inference
- Settings
- Characters

...and many more key comprehension skills

Focus topic

Fiction text 53

CONFLICT & RESOLUTION

QR code for online version of the card

Mini-passage

A good idea

"Sorry kids," said Mum. "We can't go to the moon market today. The teleporter's broken."
 "Can't we use the rocket car?" asked Zogo.
 "No, it's having new boosters fitted," said Mum. Star started to sulk. "But I was going to meet my friends there today," she said.
 "You'll have to call them on your cosmiphone and let them know," said Mum. As Star went off to speak to her friends, Zogo had an idea.
 "There is another way we could get there," he said.
 "Really? Whatever's that?" asked Mum.
 "We could walk," said Zogo.
 "Walk?" Mum was surprised.
 "You know, like people did in the olden days," explained Zogo.



KEY QUESTIONS

1. **CONFLICT:** What is the family's problem?
2. **RESOLUTION:** How do they resolve it?
3. **CONFLICT AND RESOLUTION:** Complete this sentence frame: In this story, the conflict is _____ and the resolution is _____.
4. **DETAILS:** What two forms of transport do the family usually use?
5. **S-T-R-E-T-C-H:** How often do you walk to places? Where do you walk to?

Focus topic questions

Bonus question

Details question

Creative-thinking question

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ISBN 978-0702-30852-9



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Vocabulary

Vocabulary is the words written in a story or poem, or the words spoken in speech.

TIP

Not all vocabulary will be familiar. Sometimes, you can work out the meaning of unknown words by using clues in the story or poem. Play detective and search for clues to the mystery words.



Examples

- *Before he went to bed, James **completed** his homework.*

Think about what would make more sense. James is more likely to finish his homework before going to bed rather than start it.

completed = finished

- *Mr Smith gave the children a **thunderous** look.*

Thunder can be scary, so it is likely that Mr Smith is angry.

thunderous = angry

Where are the keys?

“Right! Time to leave,” said Uncle Simon. He reached in his pocket. “Oh, I thought my keys were there,” he said. “I must’ve put them down somewhere.” He went to look on the hall table. No keys.

“We’ll help you look,” said Dad. Dad and Mum and Uncle Simon and Aunt Jean all hunted for the missing keys. But little Romy just sat and played with her toys.

“Romy,” said Mum. “Come and help us look for the keys.” Romy slowly lifted up a cushion on the sofa. Then she sat down again.

“Found them!” said Dad. “How did they end up in the rubbish bin?” Romy looked down. “I didn’t want them to go,” she said. “So I hid them.”



KEY QUESTIONS

- 1. CHARACTER:** Describe Romy’s character in a sentence or two.
- 2. CHARACTER:** How do you think Mum and Dad feel when they find out what Romy has done?
- 3. INFERENCE:** What do you think the keys are for?
- 4. DETAILS:** Where does Romy hide the keys?
- 5. S-T-R-E-T-C-H:** What do you think Mum and Dad will do?

Maisie's pot

"Make sure you throw the clay down really hard," said Joe. "You must get all the air bubbles out." Maisie threw her lump of clay a couple of times but she was eager to get her pot finished. She set to work shaping it with her thumbs. She was the first to finish and gave her pot to Joe to put in the kiln.

"That was quick!" said Joe. All the pots were put in the kiln overnight. Next day, when Joe took them out, all but one of them was perfect. Maisie's pot had broken in the hot oven.

"I thought you had finished quickly," said Joe. "You didn't throw the clay enough so the air bubbles made it explode."



KEY QUESTIONS

- 1. CAUSE:** What caused Maisie to not get all the air bubbles out of the clay?
- 2. EFFECT:** What is the effect of Maisie not getting all the air bubbles out of the clay?
- 3. CAUSE AND EFFECT:**
Complete this sentence frame:
In this story, the cause is _____
and the effect is _____.
- 4. DETAILS:** How does Maisie make her pot?
- 5. S-T-R-E-T-C-H:** What would you make from a lump of clay?

Fast Finishers English: Fiction (Ages 7-8)

INTRODUCTION

As children move through primary school and learn to read independently, they will move from reading words accurately and fluently to understanding the meaning of texts. The power of reading stories is integral to building this 'reading comprehension' - both to entertain and explain their world. That said, many learners are not achieving 'deep comprehension' because they fail to master basic comprehension skills. The National Curriculum in Year 3 requires children to understand what they read by learning essential skills such as:

- checking that the text makes sense to them, discussing their understanding and explaining the meaning of words in context
- asking questions to improve their understanding of a text
- drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence
- predicting what might happen from details stated and implied
- identifying main ideas drawn from more than one paragraph and summarising these
- identifying how language, structure and presentation contribute to meaning.

Fast Finishers Fiction is here to help learners improve these key comprehension skills in just minutes a day! The 100 comprehension cards in this box offer motivating mini-passages with key questions related to:

- Prediction
- Inference
- Character
- Setting
- Theme
- Conflict and resolution
- Cause and effect
- Vocabulary
- Text evidence
- Figurative language

How to use Fast Finishers

These compact cards are designed for instant and flexible use. They are great for independent practice work - slot them in at the end of an English lesson as meaningful extension work or as homework.

SAMPLE ANSWERS

1: Aladdin

1. Aladdin will pick up the lamp and take it to his uncle. (Other answers are possible.)
2. Aladdin's uncle might say, 'Thank you,' or 'Well done!' He may say, 'Where did you find it?'.
3. They look like snakes because they are stretched out on the floor, maybe twisted like snakes.
4. Aladdin takes the old, dented lamp with a pointed spout.
5. Answers will vary.

2: Breakdown

1. The breakdown person arrives.
2. Yes. They will get to their holiday because the repair people will fix the car. (Other answers are possible.)
3. It is a good job they have brought a picnic because they have to wait for the breakdown van and they might need something to eat.
4. They took two days to get ready for their holiday.
5. Answers will vary.

3: Emily's find

1. They will see what else they can find. (Other answers are possible.)
2. Emily will carry on hunting. (Other answers are possible.)

3. Emily enjoys hunting for treasure with her metal detector. She is careful and patient.
4. Emily finds a brooch. It is shaped like a leaf.
5. Answers will vary.

4: Garden mystery

1. I think the creature in the garden is a monkey. (Other answers are possible.)
2. I don't think Isla will see the creature. I think she will try again the next night. (Other answers are possible.)
3. It's possibly bedtime. Isla is falling asleep and her curtains are closed. Noise wakes her up.
4. Isla hears a strange noise like a screech.
5. Answers will vary.

5: Message in a bottle

1. I think Leo will reply to the message. (Other answers are possible.)
2. I don't think Leo will tell anybody. I think he will keep it a secret. (Other answers are possible.)
3. I think it is summer because Leo is on the beach on a calm, sunny day.
4. Leo unscrews the cap and shakes the bottle to get the message out.
5. Answers will vary.