Contents

The author and series editor						
Forev	Foreword Commence of the Comme					
Introd	Introduction					
How	to use this book	e development and re book. Chelmsford: E	d me in the cy High Sc	helpe Coun	11	
Activity		Level	Time (Minutes)	Sample texts		
Section	on A: Pre-reading					
A1	Anticipation through chapter titles					
A1.1	What happens?	Elementary to Advanced	20–30	Hijacked Rich Man – Poor Man	16	
A1.2	Spot the genre	Intermediate to Advanced	20–30		17	
A1.3	By any other name	Elementary to Advanced	20–30	Hijacked	17	
A1.4	I name this book	Elementary to Advanced	15–25	Don't Tell Me What To Do	18	
A1.5	Once upon a title	Elementary to Advanced	20–25	Piper of Hamelin	19	
A1.6	Plot thickening	Intermediate to Advanced	25–30	Tales Piper	19	
A1.7	What's in a name?	Intermediate to Advanced	30–45		20	
A2	Anticipation of plot					
A2.1	Read all about it	Intermediate to Advanced	50–60	The Thirty-Nine Steps	20	
A2.2	It's all in the stars	Intermediate to Advanced	60	Hijacked	23	
A2.3	Take a letter	Elementary to Advanced	60	Space Affair	25	
A2.4	Documentaries	Intermediate to Advanced	60	Animal Farm	27	
A2.5	Cover story	Intermediate to Advanced	60	Animal Farm	30	

A2.6	Picture hypothesis	Elementary to Advanced	45–60	Rich Man – Poor Man	34
A3	Thematic anticipation				
A3.1	A picture equals a thousand words	Elementary to Advanced	45	Tales from the Arabian Nights	36
A3.2	Thematic montage	Elementary to Advanced	60		38
A4	Character anticipation				
A4.1	If the face fits	Intermediate to Advanced	60	Animal Farm	39
A4.2	Dear Marj	Elementary to Advanced	60	The Stranger	42
A4.3	Patchwork	Intermediate to Advanced	45–60	The Doll's House	44
A5	Setting anticipation				
A5.1	Know your place!	Elementary to Advanced	45–60	The Stranger	48
A6	Background information				
A6.1	Writer's world	Upper Intermediate to Advanced	120	Silas Marner	51
A7	Vocabulary				
A7.1	Word box	Elementary to Advanced	45–60	Poseidon Adventure The Courtship of Susan Bell	54
Section	on B: While reading	Elementary to	90		115
B1	Working with plot				
B1.1	Whatever next	Intermediate to Advanced	30–40	Silas Marner	60
B1.2	What was it about?	Elementary to Advanced	20–30	Sunnyvista City	62
B1.3	Chapter and verse	Elementary to Advanced	20	Animal Farm Scottish Adventure	63
B1.4	Story map	Elementary to Advanced	30–40	Around the World in Eighty Days	64
B1.5	Chain summary	Elementary to Advanced	5–10		66
B1.6	Write what wasn't written	Intermediate to Advanced	45–60	The Man Who Could Work Miracles	66
B1.7	Story consequences	Elementary to Advanced	30	The Man Who Could Work Miracles	67

B2	Working with character				
B2.1	Wanted	Elementary to Advanced	60	Piper of Hamelin	68
B2.2	Character graphs	Elementary to Advanced	50–60		70
B2.3	Give the evidence	Elementary to Advanced	30–45	The Man Who Could Work Miracles	71
B3	Working with summaries				PA
B3.1	Get it wrong	Elementary to Advanced	20–30	Silas Marner	73
B3.2	Ordering puzzle	Elementary to Intermediate	20–30	The Doll's House	74
B3.3	Acrostic comprehension	Elementary to Advanced	20–30	X-ing a Paragraph	76
B4	Working on interpretation				AS
B4.1	Scoop	Elementary to Advanced	60–90	Animal Farm	77
B4.2	Playmaking	Intermediate to Advanced	60	Silas Marner	80
B4.3	Dear diary	Intermediate to Advanced	25	Around the World in Eighty Days	82
B4.4	Pyramid discussion	Intermediate to Advanced	50–60	Hijacked	83
B 5	Working on listening				I.VA
B5.1	Listen and write	Elementary to Advanced	20–30	Rip Van Winkle	84
Section	on C: After reading	Advanced		Working with plot	BI
C1	Looking back at character				1.18
C1.1	Matching	Elementary to Advanced	10–15	The Man Who Could Work Miracles	90
C1.2	Pelmanism	Elementary to Advanced	30		90
C1.3	Character bingo	Intermediate to Advanced	30		91
C1.4	Who am I?	Elementary to Advanced	30		91
C1.5	Name dropping	Elementary to Advanced	20–30	Space Affair Taxow tady stinW	92
C1.6	Character posters	Elementary to Advanced	60	Outstanding Short Stories	92
C1.7	Character clusters	Elementary to Advanced	10–15	Outstanding Short Stories	94

C1.8	Card games	Elementary to Advanced	30–40	Animal Farm	95
C2	Interpreting character				
C2.1	Grid reference	Elementary to Advanced	20–30	Animal Farm The Courtship of Susan Bell	98
C2.2	Balloon debates	Intermediate to Advanced	30		101
C2.3	Zodiac	Intermediate to Advanced	40–50		101
C2.4	Pick a pocket	Intermediate to Advanced	50–60		103
C2.5	Character zoo	Elementary to Advanced	50		104
C3	Summarizing plot				
C3.1	Board games	Elementary to Advanced	60×2	The Courtship of Susan Bell The Thirty-Nine	105
	Alan Mal			Steps Lord Emsworth and the Girl Friend	
C3.2	Documentary summaries	Intermediate to Advanced	60	The Thirty-Nine Steps	110
C3.3	Pictogram summaries	Intermediate to Advanced	45–60	X-ing a Paragraph	113
C3.4	Reading by proxy	Intermediate to Advanced	15		115
C3.5	Picture gallery	Elementary to Advanced	90		115
C4	Interpretive extensions and projects				
C4.1	By any other name	Intermediate to Advanced	60		117
C4.2	Project work	Elementary to Advanced	60 × 3	Poseidon Adventure Hijacked	118
C4.3	Now and then	Elementary to Advanced	45–60	Piper of Hamelin Animal Farm	118
C4.4	Silent film	Elementary to Advanced	60 × 4		119
C4.5	Puppets	Intermediate to Advanced	60 × 4		120

C5	Reviewing and recommending				
C5.1	Read this!	Intermediate to Advanced	60–120		121
C5.2	Will/Did I enjoy it?	Intermediate to Advanced	45–60		122
Section	on D: Changing frame	rmediate 10:v150	vbA	Kark madely moons	2.20
Frame	ed discussion		Silas Marner	127	
Using other possible frames Framed summaries				Poseidon Adventure Hijacked Silas Marner	128 129 131
				Lord Mountdrago Silas Marner	
Frame	ed report writing				
Section	on E: Scheme of work	C v Dà oi voetono	Flore	Lord Mountdrago	134
Appe	Appendix				
Reco	Recommended further reading				