Sequence of Events

When you read, look for the **order** in which things happen.

- **Events** are actions, steps or things that happen.

- The **sequence** is the order of the events.

- **Signal words** give clues about the sequence of events.

Examples: **first, second, next, then, now, later, after** and **finally**.

Character

Every story tells us about someone. A story can have one, two or more **characters.**

- A **character** is WHO the story is about.

- A character can be a person, an animal or a thing.

- Read for details that tell about each **character.**

- Read for details that tell about different **characters** so you can tell them apart.

Fact & Opinion

When you read, try to spot and separate facts from opinions.

- A **fact** is a statement you can prove. Facts are true.

- An **opinion** tells what someone believes or feels. Opinions vary because people have different beliefs or feelings.

- **Signal words** give clues that help you tell facts from opinions.

Examples for facts: **proof, know** and **found out**.

Examples for opinions: **believe, wish, like, agree, disagree, think, love** and **feel**.

Setting/Mood

The **setting** of a story tells where and when the story takes place. The setting can help create the **mood** or feeling of the story.

- Read for details that tell where a story takes place.

It can be a **real** place.

It can be a **make-believe** place.

- Read for details that tell when the story takes place.

It might be set in the **present** (now).

It might be set in the **past** (long ago).

It might be set in the **future** (years from now).

- Think about how the setting helps you feel the mood of the story.

Problem & Solution

Stories often present a challenging situation to engage readers and then offer one or more forms of resolution.

- A **problem** is a form of trouble or difficulty that has to be worked out or solved.

- A **solution** is the way the problem gets solved to make things better.

- **Signal words** are clues to a problem and its solutions.

  Examples for problems: *question, challenge, dilemma, puzzle, mystery, need* and *trouble*.

  Examples for solutions: *answer, help, idea, plan, solved, improved, fixed, remedy* and *saved*.

Summarise

Think about how to retell the key ideas of a passage in your own words. Leave out unimportant details and get to the point.

- The **topic** is the focus of the passage – what it is mainly about.

- **Important details** add more information about the topic.

- A **summary** is a brief statement of the topic using its most essential details. A good summary is short, clear and recalls what is most important.

Context Clues

Authors may use words you may not know. But nearby words or sentences can offer clues about the meaning of an unknown word.

- **Context** refers to all the words and sentences around an unknown word.

- **Context clues** are hints that can help you work out a word's meaning. As you read, search for related words, such as synonyms, antonyms, explanations or examples in nearby text. Link these clues to the unknown word to understand it.

Problem & Solution

This kind of writing presents a challenging situation to engage readers, then offers one or more forms of resolution.

- A **problem** is a difficulty or setback situation that needs fixing.

- A **solution** is a way to deal with the problem to make things better.

- **Signal words** are clues that indicate a problem and its solutions.

  Examples for problems: *question, challenge, dilemma, issue, puzzle, need* and *trouble*.

  Examples for solutions: *answer, result, one reason, solve, improve, fix, remedy, respond* and *led to*.

Point of View

Knowing *who* is telling a story gives you its **point of view**. What you learn in the story comes through that point of view. Authors usually use one of two points of view.

- **First-person** point of view has a character *in* the story telling it. In first-person stories, readers learn about events from that character's point of view. Look for words like *I*, *me* and *we*.

- **Third-person** point of view has someone *outside* the story telling it. That person is the **narrator**. In third-person stories, readers learn the thoughts, actions and feelings of many characters. Look for words like *he*, *she* and *they*.

Cause & Effect

A text may discuss the relationship between something that happens and any outcomes that follow from it.

- A **cause** is an event, condition, reason or situation that makes something happen.

- An **effect** is the result of that particular event, condition, reason or situation.

- **Signal words** are clues that help link a cause with its effects. Examples include *due to*, *as a result*, *since*, *therefore*, *because of*, *so*, *for this reason*, *consequently*, *so that*, *in order to* and *leads to*.