FICTION & POETRY

FOR AGES 6-7

ANDREW JENNINGS WITH ADAM BUSHNELL COMPREHENSION NINNINGS COMPREHENSION

MASTERING COMPREHENSION: Photocopiable Activities to Improve Reading



COMPREHENSION NIN JA FOR AGES 6–7: FICTION & POETRY

ANDREW JENNINGS WITH ADAM BUSHNELL

BLOOMSBURY EDUCATION LONDON OXFORD NEW YORK NEW DELHI SYDNEY

BLOOMSBURY EDUCATION Bloomsbury Publishing Plc 50 Bedford Square, London, WC1 3DP, UK 29 Earlsfort Terrace, Dublin 2, Ireland

BLOOMSBURY, BLOOMSBURY EDUCATION and the Diana logo are trademarks of Bloomsbury Publishing Plc

First published in Great Britain, 2021 by Bloomsbury Publishing Plc

Text copyright © Andrew Jennings and Adam Bushnell, 2021 Ninja illustrations copyright © Andrew Jennings, 2021 Illustrations copyright © Ilias Arahovitis, 2021

Andrew Jennings and Adam Bushnell have asserted their rights under the Copyright, Designs and Patents Act, 1988, to be identified as Authors of this work

Bloomsbury Publishing Plc does not have any control over, or responsibility for, any third-party websites referred to or in this book. All internet addresses given in this book were correct at the time of going to press. The author and publisher regret any inconvenience caused if addresses have changed or sites have ceased to exist, but can accept no responsibility for any such changes

All rights reserved. This book may be photocopied, for use in the educational establishment for which it was purchased, but may not be reproduced in any other form or by any other means - graphic, electronic, or mechanical, including photocopying, recording, taping or information storage or retrieval systems - without prior permission in writing of the publishers

A catalogue record for this book is available from the British Library

ISBN: PB: 978-1-4729-8983-3; ePDF: 978-1-4729-9121-8

2468197531

Text design by Marcus Duck Design

Printed and bound in the UK by Ashford Colour Press



To find out more about our authors and books visit www.bloomsbury.com and sign up for our newsletters

CONTENTS

INTRODUCTION PART 1

1. Go Girl and Captain Know It All by Adam Bushnell

- 2. Goldilocks and the Three Bears by Adam Bushnell
- 3. Jack's Quest by Adam Bushnell
- 4. The Three-Legged Race by Adam Bushnell
- 5. The Washed-Up Bottle by Adam Bushnell
- 6. When the Teacher Quit by Adam Bushnell
- 7. The Great Fire of London by Chris Hole
- 8. The Jungle Disco by Andrew Jennings
- 9. The Farmer and the Snake by Andrew Jennings
- 10. An extract from Planet Omar by Zanib Mian
- 11. An extract from On the Ghost Trail by Chris Powling
- 12. Cartoons by Joshua Seigal

PART 2

- 13. An extract from Rumpelstiltskin by Shonette Bason-\
- 14. Bob the Blobfish by Adam Bushnell
- 15. Fly Girl Saves the Day by Adam Bushnell
- 16. Should I Blame My Brother? by Adam Bushnell
- 17. The Dancing Mimis by Adam Bushnell
- 18. Visitors from the Sky by Adam Bushnell
- 19. An extract from The Story Thief by Andrew Fusek Pet
- 20. My Shadow by Robert Louis Stevenson
- 21. Billy McCool by Aoife Mannix
- 22. Lost Kite by Brian Moses
- 23. An extract from The Time of the Lion by Caroline Pitch
- 24. An extract from Manju's Magic Wishes by Chitra Sour

ANSWERS ACKNOWLEDGEMENTS



		5
		8
	Fiction: Adventure	8
	Fiction: Traditional tale	18
	Fiction: Adventure	28
	Fiction: Contemporary	38
	Fiction: Mystery	48
	Fiction: Humour	58
	Fictional newspaper article	68
	Poetry	78
	Fiction: Fable	88
	Fiction: Extract	98
	Fiction: Extract	108
	Poetry	118
		128
Wood	Fiction: Extract	128
	Fiction: Fantasy	132
	Fiction: Adventure	136
	Fiction: Dilemma	140
	Fiction: Traditional tale	144
	Fiction: Sci-fi	148
ters	Fiction: Extract	152
	Poetry	156
	Poetry	160
	Poetry	164
cher	Fiction: Extract	168
Indar	Fiction: Extract	172
		176
		404



184

OTHER NINJA RESOURCES

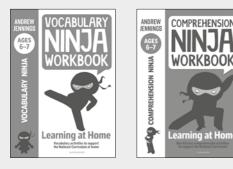
FOR TEACHERS



VOCABULARY NINJA

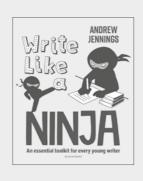
A practical guide containing strategies and photocopiable activities to help transform pupils into vocabulary ninjas. Featuring theory and teaching approaches, as well as key topic vocabulary, etymology and phrases, this book will bring the primary curriculum to life.

FOR CHILDREN



NINJA WORKBOOKS

Vocabulary and comprehension workbooks to support learning at home. Each workbook contains bespoke nonfiction texts and hundreds of questions that are linked to the National Curriculum. Perfect for developing literacy skills and boosting children's confidence in literacy and reading comprehension.



WRITE LIKE A NINJA

A pocket-sized book full of all the grammar, vocabulary and sentence structures that children need in order to improve and develop their writing skills. Fully aligned to the Key Stage 2 National Curriculum, this book is designed to be used independently by pupils both in the classroom and at home.

COMPREHENSION NINJA NON-FICTION

A set of six books for ages 5–11 that provide

strong links to the National Curriculum.

strategies and photocopiable resources to teach

comprehension. Each book presents 24 high-quality

non-fiction texts and photocopiable activities with

FURTHER RESOURCES FOR SCHOOLS, **TEACHERS AND CHILDREN ONLINE**

Head to www.vocabularyninja.co.uk and follow @VocabularyNinja on Twitter for more teaching and learning resources to support the teaching of vocabulary, reading, writing and the wider primary school curriculum.



TNTRODUCTION

The Comprehension Ninia: Fiction & Poetry series has been designed to be an essential resource for teaching reading comprehension skills and building pupil confidence. The books focus on information retrieval, using core comprehension skills that underpin the reading domains set out by the National Curriculum.

Each of the six books in the series contains 24 awesome fiction and poetry texts, followed by comprehension activities. The texts have been curated to feature a range of authors, genres and text types from the world of children's literature and poetry.

Quite often, comprehension activities can bombard pupils with a range of guestion types that they have not yet had time to master – meaning they quickly encounter questions that they find extremely challenging. This series places the emphasis on teachers being able to teach and model each skill, while pupils develop their understanding of each question type individually.

PROGRESSION AND DEVELOPMENT OF SKILLS

The books in the Comprehension Ninja: Fiction & Poetry series grow in difficulty via the complexity and length of the texts. The vocabulary in the book for ages 7-8 is more challenging than the vocabulary in the book for ages 5-6, for example. The length of the reading texts falls in line with statutory assessments at Year 2 and Year 6, growing in increments each year, thus increasing the demands on pupils to accurately retrieve information from larger and more complex texts.

Approximate text length* in the Comprehension Ninja: Fiction & Poetry series:

Ages 5-6:	100-150 words
Ages 6-7:	200-250 words
Ages 7-8:	300-450 words
Ages 8-9:	500-600 words
Ages 9-10:	650-700 words
Ages 10-11:	700-800 words

*Within each age range, the poetry texts can vary from the word count ranges shown above. In these instances, the reduced word count is complemented by more complex vocabulary and sentence structures.

HOW TO USE THIS BOOK

This book contains 24 fiction and poetry texts for you to use in your classroom. Part 1 includes 12 texts that have eight subsequent pages of questions built around different comprehension skills. These texts and questions have been developed so that you can specifically target and teach each individual skill, and then have a plethora of questions for pupils to work on. In maths, you wouldn't jump from division one day into 3D shapes the next. The same must



apply to reading – we should teach each skill and give pupils the opportunity to practise and master the skills before we move on. You now have in your hands 12 texts with eight associated questions to teach each skill - that's a minimum of 96 lessons from Part 1 of the book.

Part 2 includes texts 13 to 24 and these look more like traditional tests. Each text has a corresponding set of questions. Each set of questions requires pupils to use the comprehension skills mastered in Part 1. You could choose to use these texts formatively across the year to inform which skills require further attention, but here lies a fantastic opportunity for pupils to apply their new skills to each question type independently and with confidence.

It is important to note that this resource hasn't been designed to be a testing tool but rather a teaching and learning tool. A tool whereby teachers support pupils to access texts and to master core comprehension skills. However, because of the nature of testing in schools, it is important that children see and experience test-type texts and questions - as they will from Part 2.

This is a versatile resource: it's up to you how it is used. As pupils grow in confidence and skill level, they will relish completing these activities.

PRE-READING AND KEY INFORMATION TO IDENTIFY IN THE TEXT

Before they answer questions, teach pupils to pre-read a text and identify key information using a pencil or a highlighter.

Here are some examples of the key information pupils could be encouraged to look out for when they read fiction or poetry.

Who or which? Characters, people, animals, events, and so on.

When? Time periods, including times of the day, days, months, years, and so on.

Where? Locations or changes in location.

What or how? Actions that characters perform, linked to verb phrases.

Vocabulary: Key vocabulary that is relevant to understanding and words that pupils are unfamiliar with.

Dialogue: Conversations between characters.

We want to train pupils to underline or highlight pieces of key information as they read through the text. A good guideline is to underline or highlight three-to-six pieces per paragraph. Key information should be single words or small groups of words, not full sentences. Model this skill to pupils and discuss why you have underlined certain information. As well as physically marking the text, model your thought processes too, showing pupils how you make mental notes about locations, characters, actions, and so on.

KEYWORDS IN THE QUESTION

Once pupils have read the text and underlined key information, they can begin to answer questions about it. We now need to teach pupils to spot keywords or key phrases in a question. These are words or phrases that signpost where to look in the text to find the answer. Take a look at this question:

Why was the dinosaur near to tears?

Pupils should be taught to underline 'near to tears'. They would then need to skim through the text to find the section where the phrase 'near to tears' can be found, then scan that section to find the exact phrase. After this, pupils should be taught to read the sentences or lines before and after the one that contains the key phrase. This will help them find the answer. Pupils might understand that the word 'dinosaur' is not necessarily a helpful keyword, as it is likely to be repeated many times in the text.

Pupils might not understand what the keywords in the question mean. However, they can still answer the question by finding the keyword or key phrase and reading around it.

THE QUESTION TYPES

SKIM AND SCAN

To be a good retriever of information, pupils must be able to locate information quickly. By skimming and scanning a text efficiently and methodically, pupils will have a much higher chance of locating the information they require.

It's crucial to agree a shared language amongst staff as to what skimming and scanning is. You don't want to use the phrase 'skimming and scanning' without everyone, including pupils, being very clear on what this means.

Skimming is a whole-text process. Pupils skim across the text to locate a specific paragraph or area where the required information is likely to be. We won't necessarily find the answer when skimming, but we hope to locate the correct area of the text.

When asking pupils to skim the text to find the correct area, try asking them to remember first whether the information was in the beginning, the middle or the end of the text. These strategies can help guide pupils to the correct area of the text, thus increasing their chances of being successful in answering the question.

Scanning follows skimming. It involves looking at specific sentences with a greater level of scrutiny, possibly looking for a keyword or key phrase.

NINJA

Introduce skimming and scanning with images, timetables, TV schedules, poems, lists, visual instructions and hidden word pictures. Ask pupils to locate specific items, objects and information – give a time limit to increase the fun factor.

🖉 LABEL / DRAW AND LABEL

Labelling asks pupils to look at an image and label parts of the image with words from a word bank.

Draw and label requires pupils to draw an image based on the information they have read and then to add their own labels.

Increase the difficulty of labelling by asking pupils to label more complex images using a short paragraph of text instead of a word bank. Alternatively, use draw and label as part of your literacy lessons.

PIVE Ws AND HOW

These are classic reading comprehension question stems: what, where, who, which, when and how. All of these require pupils to retrieve information from the text to demonstrate their understanding.

Constantly refer back to the pre-reading process and model this skill to pupils, demonstrating how, as a reader, you are constantly identifying the five Ws as you read. Say your thoughts as you read the text aloud, demonstrating

how you make mental notes of the question words and hows as you read. Model to pupils how you can begin to predict what the questions are likely to be.

GFILL IN THE GAP

Pupils are given sentences with missing words. They will need to locate the sentences in the text and identify the missing words. Refer pupils back to their pre-reading and marking of the text, which should increase their retrieval speed.

Practise this skill by giving pupils a page of their reading book and the same page with multiple words blanked out. Can they fill in the blanks? Prompt pupils to spot keywords in the rest of the sentence in order to locate the full sentences in the original text.





OMULTIPLE CHOICE

These questions require pupils to choose an answer from a selection of four possible answers. Prompt pupils to locate the required information by spotting keywords in the question and locating them in the text, then reading around this information to find the correct answer.

NINJA

Teach pupils to discount illogical answers using what they already know from their pre-read of the text. Also ensure that pupils don't answer questions using their own prior knowledge. Prompt pupils to 'prove it' by finding the exact information in the text.

TRUE OR FALSE

Pupils are given a statement and asked if it is true or false. Younger year groups will begin to learn this skill by answering yes or no, before progressing to true or false.

Ensure pupils are not guessing. Train pupils to spot the keywords in the questions and locate this information in the text. By reading around this information and pre-marking the text, pupils will be able to discover whether the statements are true or false.

PIND AND COPY

These questions require pupils to identify a word when provided with a contextual description rather than a contextless definition. Pupils will need to use keywords to locate the correct area of the text and then find and copy the correct word. For older pupils, questions may direct pupils to a certain part of the text at the beginning of the question, for example, *Look at the verse beginning 'Maggie just froze in amazement'.*

This skill is much more challenging than its name suggests. Teach pupils to follow the instructional part of the question to locate the correct area of the text efficiently. Although counterintuitive, teaching pupils to apply a 'best guess' approach if they are struggling to find the correct word is still a worthwhile strategy and more often than not will produce a correct answer.



123 SEQUENCING

These questions require pupils to sequence information in the order it occurs in the text, from first to last.

Teach pupils to allocate each word or statement (usually no more than five) a symbol – for example, a square, a triangle, a rectangle, a star or a cross. Pupils should then find these statements in the text and mark the corresponding symbol on the text. Once pupils have done this, it is easy to look at the text and see which symbol comes first, second, third and so on. This is a very effective strategy to help pupils sequence information.

READING AND EXPLOITING FICTION AND POETRY TEXTS WITH YOUR PUPILS

The Comprehension Ninja: Fiction & Poetry series offers so much more than information retrieval. The series offers an unrivalled and unique collection of texts and poetry from a range of poets and authors.

So, how else could you use this treasure trove of texts in your classroom or school?

- Use the high-quality texts to develop lessons focusing on other reading domains such as inference, prediction, comparison and explanation.
- Use the texts and question sets to complement your writing units based on the same text. If children have done lots of comprehension activities related to a text, they will have a better overall understanding of the characters, settings and events depicted in the text.
- Use the extracts as ways to hook children into reading new books and genres. If you're using a text that is an extract from a book, have a physical copy of the book available to give to children once they are hooked.
- Rather than reading a whole book, develop writing units based on the short extracts of books or poems so that children gain a greater understanding of a far smaller extract. This is great for interventions or timesensitive writing opportunities.



ADAM BUSHNELL

Go Girl was the fastest superhero in the world. She was so fast that trains couldn't keep up with her.

One day, Captain Know It All arrived in Tech Town. He could read people's minds and even control things with his own mind.

The first place that Captain Know It All went to was the bank, where he moved all of the money into large brown sacks. Then he moved the sacks to his car for a quick getaway. He zoomed away laughing an evil laugh.

"Go Girl!" called the bank manager. "We need you!"

Go Girl heard the call and was there in less than a second.

"What's up?" she asked.

BA

"Captain Know It All has stolen all the money!" cried the bank manager. "We called the police but they are stuck in traffic!"

"I'm on it!" said Go Girl and then she was gone.

Go Girl ran up and down every road searching for Captain Know It All. Finally, she heard his evil laugh and zoomed after him.

"Oh no!" shouted Captain Know It All. "Go Girl!"

He jumped out of his car and tried to run away. But Go Girl ran around him a thousand times, making him so dizzy that he fell over.

Then the police arrived and Captain Know It All was arrested.



FICTION: ADVENTURE



This question is about Go Girl and Captain Know It All.

Use your ninja reading eyes to spot these words in the text. Circle the words when you find them.

1 GO GIRL AND CAPTAIN KNOW IT ALL

C LABEL AN IMAGE

Look at the image below. Label the image with words from the word bank.





Word bank

police officer	sack	money
handcuffs	uniform	boot





Draw the statements in the boxes.

Add your own labels to your drawings.

She was so fast that trains couldn't keep up with her.	Captain Know It All had stolen all the money.
The police were stuck in traffic.	He jumped out of his car and tried to run away.

1 GO GIRL AND CAPTAIN KNOW IT ALL

O FIVE Ws AND HOW

	wer the questions below. Look back a correct answer.
1	Who was the fastest superhero?
2	What type of vehicle couldn't keep up v
3	Which town did Captain Know It All arr
4	What could Captain Know It All control
5	Where did Captain Know It All go first?
б	What did Captain Know It All put in larg
7	What vehicle did Captain Know It All us
8	Who called for Go Girl?
9	How long did it take for Go Girl to arrive
10	Who was stuck in a traffic jam?
11	Where did Go Girl search for Captain Kr
12	How many times did Go Girl run around





at Go Girl and Captain Know It All to find

p with Go Girl?
irrive in?
ol?
t?
arge brown sacks?
use for his getaway?
ive?
Know It All?
nd Captain Know It All?





1 GO GIRL AND CAPTAIN KNOW IT ALL

OMULTIPLE CHOICE

Circle the correct answer to the following questions. 1 Go Girl was the fastest superhero in the... town city 2 What could Captain Know It All do with his mind? move things lift things What was Captain Know It All's laugh like? 3 evil mean Where were the police stuck? 4 in road works at red lights 5 How many times did Go Girl run around Captain Know It All? one hundred ten 6 Why did Captain Know It All fall over? he was silly he was dizzy 7 At the end of the story, what happened to Captain Know It All? he was arrested he was fined

FILL IN THE GAP USING A WORD BANK

Read each sentence and choose the correct word to fill in each gap. Look back at Go Girl and Captain Know It All to find the correct answer.

1	He could	people's minds and even control things with his		
	own mind.			
	control	stop	read	steal
2	•	at Captain Know It All w I all of the money into la		,
	shops	bank	police station	train station
3	Go Girl ran up an Know It All.	nd down every	search	ing for Captain
	street	town	village	road
4	But Go Girl ran a	round him a thousand t that he fell over		
	sick	dizzy	unbalanced	wobbly
FILL IN THE GAP Look back at <i>Go Girl and Captain Know It All</i> .				
Skim to find the correct area or paragraph of the text. Then scan to locate the correct sentence. Fill in the gap with the missing word.				
5 Go Girl was the superhero in the world.				
6	"Captain Know It bank manager.	All has	all the money	y!" cried the
7	7 Then the police arrived and Captain Know It All was			









TRUE OR FALSE

Read the sentences. Put a tick in the correct box to show which sentences are true and which are false.

True

True

True

True

False

False

False

False

Go Girl stole the money from the bank.

Black sacks were used to put the money in.

Go Girl searched up and down every road.

Captain Know It All escaped from the police in the end.

FIND AND COPY

Read the sentence below. Find and copy a word that tells us that Go Girl was looking for Captain Know It All.

Go Girl ran up and down every road searching for Captain Know It All.

2 Read the sentence below. Find and copy a word that shows that Captain Know It All was feeling unsteady.

But Go Girl ran around him a thousand times, making him so dizzy that he fell over.

Read the sentence below. Find and copy a word that shows what happened to 3 Captain Know It All at the end.

Then the police arrived and Captain Know It All was arrested.

1 GO GIRL AND CAPTAIN KNOW IT ALL

123 SEQUENCING

text Go Girl and Captain Know It All.

superhero

Tech Town

Captain Know It All

2 Write the numbers 1 to 3 to show the order this information appears in the text Go Girl and Captain Know It All.

stuck in traffic

Captain Know It All was arrested

large brown sacks

Look at the sentences below. Write the numbers 1 to 4 to show the order the words occur in the sentences.

and even control things with his own mind.

Captain	people's	control	Tech Town

4 an evil laugh.

evil	zoomed	car	sacks



Write the numbers 1 to 3 to show the order this information appears in the

3 One day, Captain Know It All arrived in Tech Town. He could read people's minds

Then he moved the sacks to his car for a quick getaway. He zoomed away laughing