## What do good readers do when they read?

- 1. What is it called when you read a story and try to figure out what the underlying message of the story is? **ELACC6RL1** 
  - a. Inference c. Predict
  - b. Visualize d. None of the above
- 2. As someone reads, it is good to think about "What will happen next" in the story. This is called......**ELACC6L6** 
  - a. Prepare c. Connect
  - b. Predict d. Inference
- 3. Previewing a book helps you know if you will want to read the book or not. All of the following include <u>previewing a book</u> except which one? **ELACC6L6** 
  - a. Looking at the front and back cover
  - b. Reading the first few pages
  - c. Reading half of the book
  - d. None of the above
- After a story has been read, we need to ask ourselves, "Did I like this story?" Would I recommend reading this book to others?" Judging whether you like a story or not is called......ELACC6L6
  - a. Connect c. Question
  - b. Evaluate d. Predict
- 5. It is good to ask questions in your head as you read. **ELACC6L6** 
  - a. True b. False
- 6. During a class discussion a student said, "Oh, I have had something similar happen to me that happened to the character in the story." This student was

\_\_\_\_\_to the story. ELACC6L6

- a. Connecting c. Explaining
- b. Discussing d. None of the above

- 7. Picturing the characters, setting and events of a story in your mind makes the story come to life! This is known as...... **ELACC6L6** 
  - a. Visualize c. Predicting
  - b. Action d. Evaluating
- 8. A fluent reader does which of the following while reading? ELACC6SL4
  - a. Reads fast c. Reads at a slow pace
  - b. Pauses at punctuation d. Skips words he or she doesn't know
- 9. It is not a good idea to change your tone of voice while reading because it can distract the reader. **ELACC6SL4** 
  - a. True b. False
- 10. The author of a story creates a \_\_\_\_\_\_ for reading. For example, it may be to entertain, inform, persuade, express feelings, etc. This is called....
  ELACC6L6/ELACC6RL2
  - a. Plan c. Intention
  - b. Purpose d. Assignment