BINGO Reading Responses!

After you finish reading, choose one of the activities below. Be sure to cross out which activity you complete each week. <u>Challenge</u>: Try to get BINGO by going across, down, or diagonal! Good luck!





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1.Summary/Reaction Summarize what you read and describe your thoughts, feelings, and opinions. Use evidence from the story to support your ideas.	2. Diary Entry Pretend you are the character. Write a diary entry describing what happened to you. Include how those events made you feel.	3. Sketch-to-Stretch Create a sketch (drawing) of the problem in the story. Remember to include important characters. Write a caption to describe what is happening.	4. Interview Interview a character from your book and respond to your questions as if you were the character.	5. Make Music Write lyrics to a song to describe the characters, setting, problem, solution, or theme. You can use the tune to a song you know or create your own!
6. Poetry Write a poem to describe the characters, setting, problem, plot, solution, or theme. You can create your own poem, or write in the form of an acrostic, haiku, or diamante.	7. Friendly Letter Write a letter to a friend, character, or author that reflects your thoughts, questions, and feelings about the book you read.	8. Compare and Contrast Show how two characters, settings, plots, and/or books are alike and different. You can create a Venn Diagram, chart, or drawing with labels.	9. Character Description Draw your favorite character and think about what makes him/her special. Put adjectives (describing words) around your character to help your reader understand.	10. Predictor Were you able to predict the ending? If so, write the details the author provided to help you. If not, write details the author could have included to help you make a better prediction.
11. Rewrite If the author came to you and asked you to rewrite the ending, how could the story have ended differently? Write you new ending using details. Also include why your ending is better than the original.	12. Organizer Create your own graphic organizer to organize and write the main events and/or story element from the book you read.	13. Questioner Write 5 questions you have about your book before, during, or after you read. You may have questions for the author or the characters. Be creative!	As you read, think about connections you can make to yourself, another text, or the world. Write about your connections and how they relate to your book. (T-S, T-T, T-W)	15. Making Friends Write about what it might be like to have the main character as your friend. Describe what you would do together and what you might have in common.
16. Game Maker Create a game you could play with a buddy to help you remember 5 new vocabulary words you learned from your book. Or create a game to remember the story elements.	17. Math Number Stories Using the story elements from your book, create 3 number stories. Be sure to answer your number stories too!	18. Theater Create a play or short skit using the story elements from your book to retell the main events.	19. Inference As you read your story, thinking about the conclusions you can draw from the characters, setting, problem and solution.	As you read the story, draw or write what you visualize is occurring. Do this at least 5 times as you read.
21. Author Write a sequel to the story. What might happen next? Be sure to use the same characters, but everything else is up to you!	22. Presenter Create a 5-minute presentation describing your favorite part of the book to the class. You may want to include a visual too!	23. Advertisement Create a magazine advertisement to "sell" your book to future readers. Be sure to include the title and author!	24. New Words Write 5 new words you read in your book. Write what the words mean, how the author used them, and find a synonym for each new word.	25. Create Your Own Activity! (Before you begin, be sure to conference with Miss Kaplan!)