

# Hook in readers!



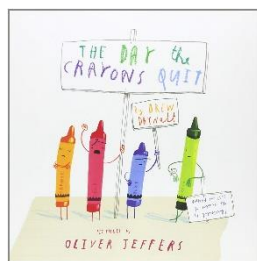
## Tweet Two!

Children are to give a prediction of the plot in less than 140 characters.



## Say the Wordle!

Create Wordles into shapes that will help children to make predictions with information about characters or relationships.

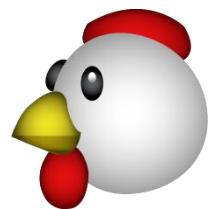


## Emoji riddle

Show children emoji riddles, one emoji at a time and they make verbal predictions. When all are revealed, children write a justified prediction.

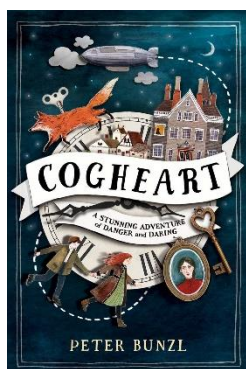
## What do we have here?

Create characters or props from a book to provoke excitement, questions and predictions.



## Get creative

Introduce a term or concept from the book and get children to physically make what they think this character or object might look like.



## 'Mechanimal'



### Face the front!

Show children the front cover and allow them to ask questions or predictions on the plot or characters they can see.

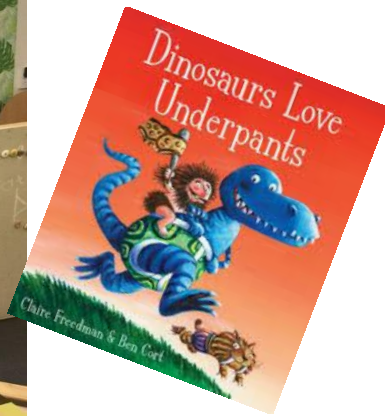
### Set the scene!

Dress the classroom up to provoke questions, curiosity and inquisitiveness.



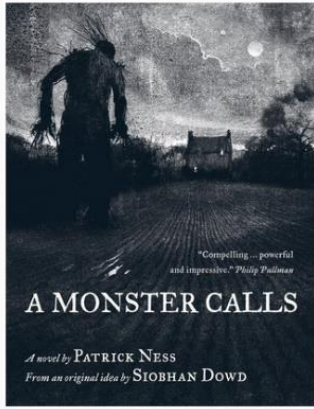
### It's all about the title!

Just give children the title of the story, they can make predictions from this.



### Blurb is best!

Show children snippets from the blurb to make predictions about characters or plots.



*The monster showed up after midnight. As they do.*

*But it isn't the monster Conor's been expecting. He's been expecting the one from his nightmare, the one he's had nearly every night since his mother started her treatments, the one with the darkness and the wind and the screaming...*

*This monster is something different, though. Something ancient, something wild. And it wants the most dangerous thing of all from Conor.*

*It wants the truth.*

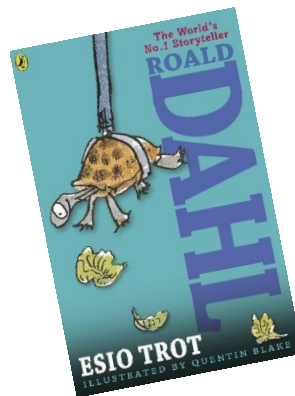
*"Compelling... powerful and impressive." Phyllis Kaituma*

**A MONSTER CALLS**

*A novel by* **PATRICK NESS**  
*From an original idea by* **SIOBHAN DOWD**

### Real experiences

Where possible provide children with real experiences that are meaningful and will naturally hook them into the book.



### Catch phrase

Play catch phrase with the children. Cover the front cover and slowly reveal it as they make predictions.



### Sound effects

Play sounds or music that relates or gives clues to the story to provoke predictions and discussion.



### Silhouette mysteries

Show children silhouettes of characters and they can predict from the blurb what they will do or what they will be like.

