

Wonder
R.J. Palacio

Part Seven (Miranda) Activity

Create a Kahoot game to share with friends and monitor comprehension

Materials Needed:

- Wonder by RJ Palacio
- Literal, Interpretive, Evaluative, and Universal Questions Handout

Website:

<https://kahoot.com>

TEKS:

7.Fig19C - Reflect on understanding to monitor comprehension (e.g., summarizing and synthesizing; making textual, personal, and world connections; creating sensory images).

7.Fig19B - Ask literal, interpretive, evaluative, and universal questions of text.

Objectives:

Students will monitor their own comprehension by creating a game with questions and answer choices to play with their classmates.

Students will write questions and answer choices that are appropriate to the text.

Vocabulary to know:

Literal Question – Who? What? When? Where? (this type of question can be answered directly)

Interpretive Question - Why? (this type of question requires evidence from the text)

Evaluative Question - What do you think? Should? (this question asks an opinion)

Universal Question - How? (this question asks for change and/or is a question without a concrete answer)

Hook:

- Activate prior knowledge by reviewing parts one-six of Wonder
- Go back to the Character Analysis activity from parts two and six, and have students review what they think of Miranda internally and externally
- Questions:
 - Why do you think Miranda ditched Via at the beginning of the school year?
 - What internal characteristics might show Miranda as a kind or unkind person?

Introduction:

- Allow students to read part seven of the novel (guided reading, shared reading, or independent reading as is applicable to students).
- When students are completed with their part seven reading, do a basic comprehension check to ensure they understand the events of the last part especially in conjunction with parts one-six.

Activity:

- Using the literal, interpretive, evaluative, and universal questions handout, review and discuss the four types of questions given.
- Allow students to come up with their own questions, or do so as a class, to add to the handout
- If they don't already have an account, have students go to kahoot.com and make a free account
- Allow students to make a new Kahoot quiz to play with their peers
- Have students focus on the new text they have read rather than their original Kahoot questions. Encourage students to focus on part 7, or the parts of the story leading up to part 7.
 - How-to: click New "K" on the top left of the screen, click "quiz", fill-out basic information about the kahoot, and then write questions and answer choices. It's important that students click what the correct answer is.

In closing:

- Have students play the kahoots they have made with their peers.
 - In order for the other students to play they will go to kahoot.it and type in the game pin from the student who is running their game. (TIP: the student who is running their game will not play their game, but they will run it from their device on kahoot.com)

Extension Activities:

- Have students find and play other public Wonder kahoots that are online, or make kahoot jumble with parts of the novel and/or vocabulary.
- Have students create a Kahoot survey with a evaluative or universal question and write a response with their findings.