

Wonder
R.J. Palacio

Part Three (Summer) 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-two of Wonder
- Go back to the Character Analysis activity from part 2, and have students review what they think of Summer internally and externally
- Make class predictions as to what Summer might write about in part three

Introduction:

- Allow students to read part three of the novel (guided reading, shared reading, or independent reading as is applicable to students).

- When students are completed with their part three reading, do a basic comprehension check to ensure they understand the events of the last part especially in conjunction with parts one-two.

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
 - 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.

-Have students create a Kahoot survey with a evaluative or universal question and write a response with their findings.