Congratulations on your purchase of this Really Good Literacy Center-in-a-Bag™ Making Inferences, an engaging activity that strengthens your students’ critical thinking and inference skills.

Objective
Use textual cues to make inferences while reading text.

Common Core State Standards
Refer to details and examples in a text when differentiating between what the text says explicitly and what must be inferred from the text.

This Really Good Stuff® product includes:
• 48 Learning Deck Cards™
• 4 Game Mats
• 4 Dry Erase Crayons
• Center Task Card
• This Really Good Stuff® Teaching Guide

Making appropriate inferences is an essential component of reading comprehension. With Making Inferences, students have fun while practicing “reading between the lines” to understand the subtleties of text. They become detectives as they identify clues in text in order to answer questions and make inferences. Focusing only on inference skills, this activity leads to better overall comprehension and increased engagement with text.

Introducing Making Inferences
Making Inferences provides a fun setting for students to practice their inference-making skills by using color-coded Game Mats and cards. Included are six types of inferences: setting, occupation, and device/instrument are covered in the blue set of mats and cards; and character traits, cause and effect, and point of view are covered in the green set. On each mat, there are six spaces, all of which contain answers to the questions on the cards. If using the blue Game Mats, they can use the dark or the light blue cards; if using the green Game Mats, they can use the dark or the light green cards.

Practice the Skill of Making Inferences
Begin by modeling how to make inferences, discussing every step with your students. This activity requires them to use clues in the text, along with their background knowledge, to construct complete, coherent answers. Focus only on inference skills, fine activity needs to be better overall comprehension and increased engagement with text.

Model the Activity
After practicing how to make inferences, model the Making Inferences game. Place two blue or two green Game Mats in front of your class. Shuffle them and slide the spaces on both of them. Select a set of corresponding cards (either the light or the dark cards that match the color of the mats) and place them face down in a pile to the right of the mats. Next, divide the class into two teams. Have students read the top card and read the question to their partner. Instruct them to look for answers to the question on their Game Mat. Select the first student in each team to complete the activity. If the answer is correct, place the card face up on the center task card. Otherwise, return the card to the bottom of the pile and let the next student decide whether the answer is correct. If the answer is correct, the student takes a turn. If the answer is incorrect, the other team takes a turn. If both teams are correct, have students turn the cards to check their work. If the answer is incorrect, have students complete the correct cards as needed to finish the game.

Helping Teachers Make A Difference®
© 2012 Really Good Stuff®
www.reallygoodstuff.com
Made in Guangzhou, China
#305269

Answer Key 3
Answer Key 4
Making Inferences Game

Object: To make inferences about text.

Materials: One colored set of 12 Learning Deck™ Cards and their corresponding Game Mats, Dry Erase Crayons.

Instructions:
1. Each player takes a mat and reads the text in all six spaces.
2. Shuffle and place the cards face down in a pile.
3. Taking turns, each player takes a card, reads it aloud, and looks for the answer to the question on his or her Game Mat.
4. If the answer is there, the player places the card face up over the answer. If it is not there, the player returns the card to the bottom of the pile.
5. Continue until all the cards have been placed on the mats.
6. Turn over the cards to see if a complete design is made. If there is a misplaced card, the player reads it again and analyzes it using the graphic organizer on the back of the mat.

For one student, play until all the spaces on one mat are covered.

Answer Key
Below are the designs that will be revealed when students have correctly answered the questions on the cards.
Congratulations on your purchase of this Really Good Literacy Center-in-a-Bag™ Making Inferences, an engaging activity that strengthens your students’ critical thinking and inference skills.

**Objective**

Use textual cues to make inferences while reading text.

**Common Core State Standards**

Refer to details and examples in a text when differentiating between what the text says explicitly and what must be inferred from the text.

This Really Good Stuff® product includes:

- 48 Learning Deck Cards™
- 4 Game Mats
- 4 Dry Erase Crayons
- Center Task Card
- This Really Good Stuff® Teaching Guide

Managing the Center-in-a-Bag

- Should you need this or any other Really Good Stuff® Teaching Guides, download them from our Web site at www.reallygoodstuff.com.
- Display the Center Task Card.
- Organize the Learning Deck Cards™ by color, and store in separate zippered bags.
- Demonstrate how to check for accuracy by looking on the back of the cards once the game is complete.
- Demonstrate how to tidy the center when the activity is complete.
- Store the center materials in the bag and hang it alongside other Centers-in-a-Bag.

Introducing Making Inferences

Making Inferences provides a fun setting for students to practice their inference-making skills by using color-coded Game Mats and cards. Included are six types of inferences: setting, occupation, and device/instrument are covered in the blue set of mats and cards; and character traits, cause and effect, and point of view are covered in the green set. On each mat, there are six spaces of all that contain answers to the questions on the cards. If using the blue Game Mats, students can use the dark or the light blue cards. If using the green Game Mats, they can use the dark or the light green cards.

Practice the Skill of Making Inferences

Begin by modeling how to make inferences, discussing every step with students. This activity requires them to use clues in the text, along with their background knowledge. Select one color-coded card and Game Mat set and turn the graphic organizer facing your students. Read the text from one of the cards. Working together, fill in the columns of the graphic organizer, starting with clues from the text. It is important to verbalize the process of making inferences, asking students how they arrived at their inferences. Return to the graphic organizer as necessary until the appropriate text is strengthened your students’ inference skills.

Model the Activity

After practicing how to make inferences, model the Making Inferences game. Place two blue or two green Game Mats in front of your group, and then read the space on both of the cards. Select a set of corresponding cards (either the dark or the light card) for each mat and place them face-down in a pile. Divide the group into pairs, two students for each mat. Have one student take the top card and read the text aloud. Have that same student and his or her partner check to see if the answer to the question on the card is on their Game Mat. If it is, they place the card face up over that question. If it’s not, they return the card to the bottom of the pile. The next student pair takes a turn. Once all the cards are used, have students turn over the cards to check their work. If the back of the cards reveal a complete design, their work is correct.

Helping Teachers Make A Difference®

© 2012 Really Good Stuff® 1-800-366-1920  www.reallygoodstuff.com  Made in Guangzhou, China  #305269

Answer Key 3

Answer Key 4
Congratulations on your purchase of this Really Good Literacy Center-in-a-Bag™ Making Inferences, an engaging activity that strengthens your students’ critical thinking and inference skills.

**Objective**

Use textual cues to make inferences while reading text.

**Common Core State Standards**

Refer to details and examples in a text when differentiating between what the text says explicitly and what must be inferred from the text.

This Really Good Stuff® product includes:

- 48 Learning Deck Cards™
- 4 Game Mats
- 4 Dry Erase Crayons
- Center Task Card
- This Really Good Stuff® Teaching Guide

Making appropriate inferences is an essential component of reading comprehension. With Making Inferences, students have fun while practicing “reading between the lines” to understand the subtleties of text. They become detectives as they identify clues in text in order to answer questions and make inferences. Focusing only on inference skills, this activity leads to better overall comprehension and increased engagement with text.

**Managing the Center-in-a-Bag**

- Should you need this or any other Really Good Stuff® Teaching Guides, download them from our Web site at www.reallygoodstuff.com.
- Display the Center Task Card.
- Organize the Learning Deck Cards™ by color, and store in separate zippered bags.
- Demonstrate how to check for accuracy by looking on the back of the cards once the game is complete.
- Demonstrate how to tidy the center when the activity is complete.
- Store the center materials in the bag and hang it alongside other Centers-in-a-Bag.

**Introducing Making Inferences**

Making Inferences provides a fun setting for students to practice their inference-making skills by using color-coded Game Mats and cards. Included are six types of inferences: setting, occupation, and device/instrument are covered in the blue set of mats and cards; and character traits, cause and effect, and point of view are covered in the green set. By using the green Game Mats, they can see the cards on light or dark backgrounds. This is a green and white graphic organizer to balance your students.

**Practice the Skill of Making Inferences**

Begin by modeling how to make inferences, discussing every step with students. This activity requires them to use clues in the text, along with their background knowledge. Select one color-coded card and Game Mat set and turn the graphic organizer facing your students.

**Model the Activity**

After practicing how to make inferences, model the Making Inferences game. Place two blue or two green Game Mats in front of your group. Have them read the spaces on both of them. Select a set of corresponding cards (either the light or dark variant) and place them face down in front of the group. Have students select a card and read it aloud. Have them find the matching answer on their Game Mat. If it’s on the Game Mat, they place the card face up over that question. If it isn’t on the Game Mat, they return the card to the bottom of the pile. Once all the cards are used, have students turn over the cards to check their work. If the back of the cards reveals a complete design, their work is correct.
Making Inferences

Object:
To make inferences about text

Materials:
One colored set of 12 Learning Deck™ Cards and their corresponding Game Mats, Dry Erase Crayons

Instructions:
1. Each player takes a mat and reads the text in all six spaces.
2. Shuffle and place the cards face down in a pile.
3. Taking turns, each player takes a card, reads it aloud, and looks for the answer to the question on his or her Game Mat.
4. If the answer is there, the player places the card face up over the answer. If it is not there, the player returns the card to the bottom of the pile.
5. Continue until all the cards have been placed on the mats.
6. Turn over the cards to see if a complete design is made. If there is a misplaced card, the player reads it again and analyzes it using the graphic organizer on the back of the mat.

For one student, play until all the spaces on one mat are covered.

Answer Key
Below are the designs that will be revealed when students have correctly answered the questions on the cards.

Related Really Good Stuff® Products:
Reading Strategies Game - Level 1 (#305286)
Reading Strategies Game - Level 2 (#305283)
Making Inferences Game
One to two students
Object: To make inferences about text
Materials: One colored set of 12 Learning Deck™ Cards and their corresponding Game Mats, Dry Erase Crayons

1. Each player takes a mat and reads the text in all six spaces.
2. Shuffle and place the cards face down in a pile.
3. Taking turns, each player takes a card, reads it aloud, and looks for the answer to the question on their Game Mat.
4. If the answer is there, the player places the card face up over the answer. If it is not there, the player returns the card to the bottom of the pile.
5. Continue until all the cards have been placed on the mats.
6. Turn over the cards to see if a complete design is made. If there is a misplaced card, the player reads it again and analyzes it using the graphic organizer on the back of the mat.

For one student, play until all the spaces on one mat are covered.

Answer Key
Below are the designs that will be revealed when students have correctly answered the questions on the cards.

Related Really Good Stuff® Products:
- Reading Strategies Game - Level 1 (#305286)
- Reading Strategies Game - Level 2 (#305283)