



The Day of the Game Show

Book band: White

Shinoy is taking part in a game show where two of his contacts (Salama and Dad) are also able to take part. There are three challenges. The trio complete their challenges successfully and win the trip of a lifetime.

Skills focus

- 1a Draw on knowledge of vocabulary to understand texts
- 1c Identify and explain the sequence of events in texts
- 1d Make inferences from texts
- 1g Read words accurately and fluently

Guided reading session

You will need

- Multiple copies of Collins Big Cat *The Day of the Game Show*

Tune in

Show children the front cover of the book. Ask whether they have read any other books in the Shinoy and the Chaos Crew series. Encourage them to tell you what happened in those books.

Read the title.

Ask the following questions:

- What game shows do you watch on TV?
- What happens in them?

Read the back cover blurb. Establish that the setting for the story is a TV studio, Salama is the Chaos Crew member in the story and the mission tells us about the story plot.

Read page 2 and establish that it gives the background to the series.

Read pages 3 and 4.

Ask: From what we've read, what do you think happens in this game show?

Discuss children's understanding of the format of the show.

Explain that you are going to read the rest of the chapter aloud, using meaning, punctuation and dialogue to help you read with expression. Ask children to follow as you read.

Ask: What did you notice about my reading?

Focus on Salama's dialogue on page 7.

Ask: What clues are there to tell us how to read this dialogue? (*speech verb – 'whispered'; 'menace in her eyes' – she is not happy with the situation*)

Check children's understanding of the word 'menace'.

Establish that, when they are reading, they should look for clues like these to help them work out how to read with appropriate expression.

Heads together

Ask children to read Chapter 1 quietly to themselves, thinking about using suitable expression as they read. Move around the group, asking individual children to 'turn up the volume' so that you can hear them. Note effective techniques children are using, for feedback during the final part of the lesson.

Wrap up

Give children feedback on their reading, asking individual children to reread sentences that you thought they read well. If necessary, make suggestions as to how the group could improve their expressive reading.

Ask the following questions:

- What has happened so far in the story?
- How do you think Shinoy feels about Dad's appearance?
- How do you think Salama feels about Darren the show host?

Vocabulary boost session

You will need

- Multiple copies of Collins Big Cat *The Day of the Game Show*

Vocabulary table

Focus word	Child-friendly explanation	Example sentence	Tell me...
frantically	If you do something frantically, you do it very quickly.	The man waved frantically as the car headed towards the broken-down van.	Tell me about a time you have done something frantically.
impressive	If you think something is impressive, you think it is really good.	Her skill on the pitch is impressive.	Tell me about something you think is impressive.
applauded	If you applauded, you clapped.	The footballer leapt into the air as the crowd applauded.	Tell me about a time you applauded someone or something.

Tune in

Ask children to tell you what has happened so far in the story.

Ask them to turn to page 10.

Read page 10 aloud.

Ask: What do you think pixels are?

Encourage children to explain how this challenge works.

Read to the end of the chapter. As you read the focus words, briefly explain their meaning. You may wish to use the information in the Vocabulary table above to help you.

Ask the following questions:

- What was it about the person on the screen that Shinoy recognised? (*a smile*)
- Why did he recognise him so quickly? (*his face was familiar*)
- What did Shinoy do frantically? (*clicked the controller buttons*)

- Who said Shinoy was impressive? (*Darren*)
- Why did the crowd applaud? (*because Shinoy completed 83% of the picture*)

Heads together

Use the 'Tell me' prompts to develop children's understanding of the focus words. You may wish to model the kinds of responses you are expecting. Encourage children to ask questions about each other's responses. You may wish to model asking open questions, e.g. Why do you think your dad's juggling is impressive?

Wrap up

Ask children to summarise what has happened in this chapter. Remind them that there are three challenges in the show so there are two more to come.

Ask children to choose one of the focus words as their word of the week. Challenge them to use it as often as they can – both at home and at school.

Follow-up independent sessions

You will need

- Multiple copies of Collins Big Cat *The Day of the Game Show*
- Reading Journals
- Multiple copies of Resource sheet: Quiz

Ask children to read Chapter 3 aloud to their Reading Partner, using expression, taking turns to read a page each. They can then tell each other one good thing about their reading and one thing that could be improved. They can write a summary of what happened in this chapter in their Reading Journal.

Children can read Chapter 4 quietly to themselves. They can then draw a timeline in their Reading Journals and note the main events in order on the timeline.

Children can use Resource sheet: Quiz to find information in the story.

Resource sheet



Name: _____

Quiz

1. What is the name of the game show host?

2. What job does Dad do?

3. What is the first challenge called?

4. What is the second challenge called?

5. What did Dad score in his challenge?



Quiz answers

1. Darren Duncan
2. postman/postal worker
3. Perception
4. Agility
5. 100%