Clue Catchers

Use story clues to draw conclusions and predict what happens next.

1.3.R.5 "Students will begin to use details from a text to draw conclusions and make predictions."

NAME _____ DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 FIND OUT

a | sun | rain | snow

b | picnic | game | birthday

2 WHAT NEXT

a | wash | paint | clap

b | open | draw | mail

ANSWER KEY

Clue Catchers

GRADE 1 · 1.3.R.5

HOW TO RUN THIS PAGE

Read each short story and its choices aloud, then give students time to think and circle one answer. Listen for students to use story details when they explain a choice, and record any support you give separately.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 · FIND OUT

SAY "Listen to each story and its choices. What do the clues help you figure out?"

ROW	SAY	STUDENTS CIRCLE
a	The sidewalk is wet. Drops of water fall from the gray sky. Is the weather sun, rain, or snow? Which one will you circle?	**rain**
b	Tari sits by a cake with candles. Everyone sings a song just for Tari. Are they having a picnic, a game, or a birthday? Which one will you circle?	**birthday**

PART 2 · WHAT NEXT

SAY "Now listen for clues about what might happen next. Circle the choice that fits the story best."

ROW	SAY	STUDENTS CIRCLE
a	A drop of paint lands on Kim's hand. Kim walks to the sink and turns on the water. Will Kim wash, paint, or clap next? Which one will you circle?	**wash**
b	Noah puts a letter in an envelope. He adds a stamp and walks to a mailbox. Will Noah open, draw, or mail the letter next? Which one will you circle?	**mail**

WHAT TO ACCEPT

Answers in order: rain, birthday, wash, mail. If students explain their choices aloud, accept a relevant story clue, such as the falling water for rain or the stamp and mailbox for mail.