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To *infer* means to be able to look at clues in a situation and figure out what is happening. This *Webber Inferencing BIG Deck* has 100 large 5" x 7" photo cards each with six follow-up questions to help children improve their inferencing skills. The color-coded topic areas include:

- *Associations* (These items belong to ...)
- *Identify the Setting* (Where is this?)
- *Part to Whole* (What is it?)
- *Predicting* (What happens next?)
- *What Happened?*

To use this deck, show your students the picture and ask them the first question. Then for additional inferencing and language practice, read the short story on the back of the card and ask the other five questions. Use the last question to begin a discussion with your students about their opinions and feelings, or how they would handle different situations.

Act It Out – Give each student a card from the *Associations* deck. Ask the students to act out how they would use the items in each picture. Students receive a point for each correct performance. You can also use the *Identify the Setting* cards to have students act out what they would do if they were in that setting, and the *Predicting* and *What Happened?* cards to act out how they would react to the situation and what they would do next.

Get Emotional – Show the students a card from the *Predicting* and/or *What Happened?* deck. Ask them to describe the emotions that the people or animals in the scenes are experiencing and why they are feeling that way. Students receive a point for each correct answer. The student with the most points is the winner.

Write it Down – Give each student a photo card and a piece of paper. Ask the students to create as many sentences as they can about the photo in one minute. The student with the most correct sentences wins that round. Students may play in groups.

Eye Spy... Details! – Place a photo card faceup on the table and ask students to identify the details in the picture that can help them answer the questions. Students receive a point for each correct detail. The student with the most points is the winner. Students may play in groups.

Extra! Extra! – Give each student a card from any set, or use one card for the whole group. Students use the story starter on the card to write a complete story. Remind them to write about the characters, setting, events, problems/solutions, and conclusion!

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Associations

1

Johnny was a little nervous. He knew his teammates were counting on him. He picked up his bat and stepped up to the plate.



1. These items belong to _____.
2. What else does a baseball player use?
3. Where does a baseball player play?
4. Why does a baseball player use a helmet?
5. How does a baseball player score a run?
6. What is your favorite sport?