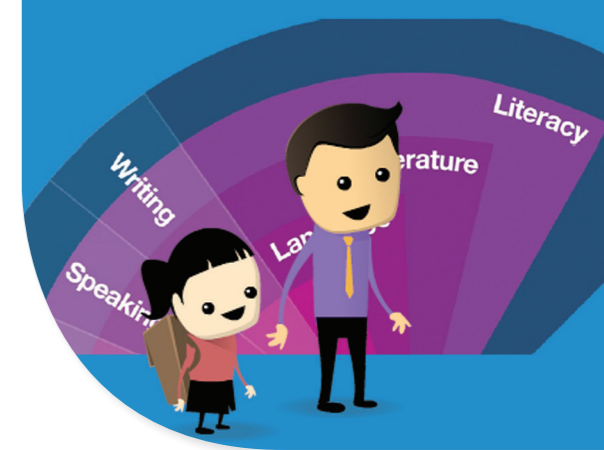


5 – 6 English Placemat

In English, we ask these questions to help us become powerful language users.



What do you already think?

Why would we want to read, view or listen to this text?

What do you already know about the topic?

What do you already know about the historical or cultural context?

What questions could you ask that might be answered by the text?

Can you identify purposes, contexts and audiences?

What is the purpose of this text?
How do you know?

Who is the audience of this text?
How do you know?

How is the text structured?
How does the structure of the text help it to achieve its purpose?

Has the author experimented with the language features of the text to achieve a particular purpose?

How can you make meanings?

Which strategies can help you to understand this text effectively?

How do the images used in factual texts increase your understanding, or add to meaning?

What helps you to find the information you need?

How does the author try to influence the audience?

Is the text written from a particular viewpoint?

How can you make connections?

Do other texts about this topic present the information differently?

What similarities or differences are there between this text and your own experiences?

What connections can you make between aspects of the text and the historical, social or cultural context?

What do you think now?

What do you think about the characters, setting, events and information now that you have seen the text?

How can you include several perspectives of an issue, not just your own?

How can you adapt interaction skills for different purposes and audiences?

In what ways can you express your ideas, experiences and information?

How can you effectively present appropriate, accurate and sequenced content to a chosen audience for a particular purpose?

What other viewpoints could you consider when you express your view about a text?

How can you experiment with text structures and language features to create different effects?

What texts can you plan, draft and publish by choosing and experimenting with structures and features?