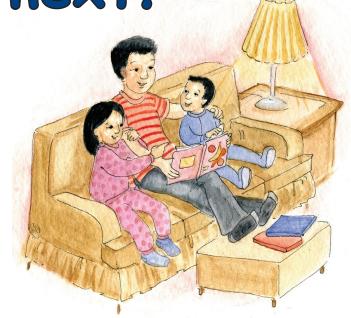


What comes next?

### Let's play and talk together

- A Read a familiar children's book with your child.
- From time to time, stop reading and ask your child "What comes next?". Encourage your child to re-tell what he or she remembers from the next part of the book before you turn the page.
- When you finish reading the book, help your child re-tell the whole story, either with or without the book. Prompt your child by saying, "And then...?".

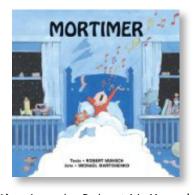


### Hints for success

- Show your child how to play the game by giving a few examples yourself.
- When you first try this activity, stop at the points where you think your child can easily remember what comes next. Once your child understands the activity you can make the retelling more challenging.
- Encourage your child to try remembering something about what comes next, even if the ideas may not be complete or correct.



# A good read-together book



Mortimer by Robert N. Munsch

This activity helps children remember a story and put the parts in order. It is good for learning to predict what comes next during reading.





# More ideas for What comes next?

### Try this way

- With a younger child, choose books that include repetition and rhyming words that make it easier to remember the story.
- Help your older child learn to re-tell stories by playing a game in which you take turns remembering parts of a story and then retelling them to one another in order. Each time you finish your part, say "What comes next?" or "And then..." to the person who will take the next turn.



### Early literacy

When reading a book for the first time, encourage your child to guess what might happen next throughout the story. Learning to predict while reading is an important skill for literacy success.

## Early numeracy

Read books together that include counting patterns. After reading each page, encourage your child to predict what number will be added on the next page.

### **Book link**

**The Noisy Counting Book** by Susan Schade and Jon Buller

