BASIC EDUCATION ASSISTANCE FOR MINDANAO

LEARNING GUIDE

Competencies

English, Grade 4: Making Inferences

- Listening
    - Infer the feelings of characters based on how they talk (volume, voice, stress)
- Speaking
    - Use adverbs of place and time
- Reading
    - Infer character traits from a selection read
- Writing
    - Write utterances/expressions on situations/comic strip presented e.g. Thank you!, You're great!

Objectives

- Make inferences by answering riddles.
- Infer feelings based on the picture clues.
- Infer feelings of characters based on how they talk (voice, volume, stress).
- Infer character traits from a selection read.
- Use adverbs of time and adverbs of place
- Recite a poem about inference

Essential Concepts

- Inferences are evidence-based guesses. They are conclusions a reader makes about the unstated meaning based on what is actually stated.
- Feelings of characters can be infered based on how they talk (voice, volume, stress).
- Adverbs are words that give more information about a verb, an adjective or another adverb.
- Adverb of time shows when the action or something is done or happens. It answers the question "when".
- Adverb of place shows where the action or something is done or happens. It answers the question "where"

Organizational Strategies

- Students are grouped into smaller groups to maximize participation of the students.

- There are also activities which will be done by the students individually to develop among them their self-confidence and independence.
- Assessment tasks and tools are provided to measure students' understanding of the topic or skills developed.
- Activities are processed by asking students some questions that follow-up the activities conducted and ensure students' understanding of the targeted concept.

Specific Vocabulary

- **Riddle** is a question having a double or veiled meaning, put forth as a puzzle to be solved.
- **Character traits** are words that describe a person, be it a positive or negative description.
- **Feeling** is any state or condition of emotion.
- A **peddler** is a traveling trader.

Key Assessment Strategies

- Performance Checklists
- Scoring Rubrics
- Short Tasks

Activities

1. **"Diddle Riddle"**

Thinking Skill	Multiple Intelligence
Generalize from given facts Recognition of hidden meanings	Verbal/Linguistic Interpersonal Logical/Mathematical

2. **"Feel the Clues"**

Thinking Skill	Multiple Intelligence
Verify the value of evidence Observation and recall of information	Verbal/Linguistic Visual/Spatial Interpersonal

3. "Straight Traits"

Thinking Skill	Multiple Intelligence
Understanding information Recognition of hidden meanings	Verbal/Linguistic Interpersonal Intrapersonal

4. "Bamboo Salad"

Thinking Skill	Multiple Intelligence	Text Type
Understanding information Predict consequences Recognition of hidden meanings	Verbal/Linguistic Visual/Spatial Interpersonal	Narrative

5. "Story Matters"

Thinking Skill	Multiple Intelligence
Translate knowledge into new context Observation and recall of information Use information	Verbal/Linguistic Interpersonal

6. "Tell Me When and Where"

Thinking Skill	Multiple Intelligence
Observation and recall of information Relate knowledge from several areas	Verbal/Linguistic Visual/Spatial Intrapersonal

7. "What's in the Comics?"

Thinking Skill	Multiple Intelligence
Understanding information Translate knowledge into new context Use methods, concepts, theories in new situations	Visual/Spatial Interpersonal Logical/Mathematical

8. "Let's Infer"

Thinking Skill	Multiple Intelligence
Translate knowledge into new context Relate knowledge from several areas	Verbal/Linguistic Interpersonal

9. "Inference Poem"

Multiple Intelligence
Verbal/Linguistic