Make a game out of finding and using text evidence. Tell students that they are treasure hunters, seeking gems of information in the text. Students can look for big ideas that the author is trying to share. These can often be found in first and/or last sentences of paragraphs. Also, numbers are often significant text evidence because they are concrete. (AASL Standard 3.1.2)

Use the following prompts to encourage your students to look for more gems of information. Print the evidence cards on card stock and use them with the Treasure Hunt game board.

**Narrative**

1. Find a sentence that describes the setting.
2. Find a sentence that tells something about the main character.
3. Find a sentence that includes a number that gives specific information.
4. Find a sentence that shows something that the main character did in the story.
5. Find a sentence that tells how the story ends.
6. Find a sentence that shows what the problem is in the story.

**Narrative**

1. Find a sentence that tells something about the main character.
2. Find a sentence that gives extra information about a character.
3. Find a sentence that matches what an illustration shows.
4. Find a sentence that shows an important event in the story.

**Narrative**

1. Find a sentence that tells something about the main character.
2. Find a sentence that includes a description of the setting where the story takes place.
3. Find a sentence that tells the reader the time the story takes place.
4. Find a sentence that shows an important event in the story.
Find a sentence that tells the main idea in the text.

Find a sentence that includes time order words.

Find a text feature that gives extra information about the main idea.

Find a sentence that includes a number that gives specific information.

Find a sentence that has a really important vocabulary word.

Find a sentence that supports information from a graphic in the text.

Find a text feature that helps the reader understand an important idea.

Find a sentence that includes a big, important idea in the text.

Find a sentence that helps the reader know the author’s opinion.

Find a sentence that is confusing.

Find a sentence that shows an interesting fact.

Find a sentence that compares two ideas.
To win the game, you must get to the “X.” You move along the board by reading a card and finding the correct text evidence.

**Directions:**

1. Place your game pieces at the beginning of the map.
2. Roll the dice. Select a card and read it. Find the text evidence described on the card. If all the players agree that you found the text evidence in your book, then move forward. If you do not find the text evidence, you stay in the same spot.
3. The first player to make it to the X, which marks the treasure, wins!
Copy and cut apart cards. Select a card, then take turns paraphrasing, or rewording, the quote.

**The moment where you doubt you can fly, you cease for ever being able to do it.**
— J.M. Barrie, Peter Pan

**Trust me, Wilbur. People are very gullible. They'll believe anything they see in print.**
— E.B. White, Charlotte’s Web

**It has been a terrible, horrible, no good, very bad day. My mom says some days are like that.**
— Judith Viorst, Alexander and the Terrible, Horrible, No Good, Very Bad Day

**As Hagrid had said, what would come would come and he would have to meet it when it did.**
— J.K. Rowling, Harry Potter and the Goblet of Fire

**You have brains in your head, you have feet in your shoes, you can steer yourself any direction you choose.**
— Dr. Seuss, Oh, the Places You’ll Go!

**No act of kindness, no matter how small, is ever wasted.**
— Aesop, The Lion and the Mouse

**His mother saw that he was not lonesome, and because she was an understanding mother, even though she was a cow, she just let him sit there and be happy.**
— Munro Leaf, Ferdinand the Bull

**Everything’s got a moral, if only you can find it.**
— Lewis Carroll, Alice in Wonderland

**I love you right up to the moon — and back.**
— Sam McBratney, Guess How Much I Love You

**Some people talk to animals. Not many listen though. That’s the problem.**
— A.A. Milne, Winnie the Pooh

**When a child loves you for a long, long time, not just to play with, but really loves you, then you become real.**
— Margery Williams, The Velveteen Rabbit

**The more you read, the more things you will know. The more that you learn, the more places you will go.**
— Dr. Seuss, Oh, the Places You’ll Go!
Quotation Sentence Starters

- The author stated,
- On page __, it said ...
- According to the author,
- In the text, it said ...
- The author wrote ...
- An example on page __ is __
- In the text, it said ...
- On page __ the author said ___
- According to TITLE,
How Do You Punctuate Quotes?

- Use a Quotation Sentence Starter.
- Begin the quote with a capital letter.
- End the quote with punctuation.
- Add quotation marks around the words that are said and the punctuation.

As Aesop stated, “No act of kindness is ever wasted.”