Good readers merge background knowledge with clues in the text to come up with an idea that is not explicitly stated by the author. Reasonable inferences need to be tied to text. Various fiction genres engage the reader in inferring and predicting.

Predictions can be confirmed or contradicted by the end of the story or text. It is one of the aspects of inferential thinking.

Inferences require that the reader go beyond literal meaning. Readers use the print and illustrations plus their prior knowledge (beliefs and values) and experience to interpret the text.

Types of Inferences:
- Meaning of unfamiliar words (using context clues)
- Relationships
  - Setting to plot
  - Cause and effect
  - Character’s feeling and motives
  - Following clues to solve a mystery
- Text Evidence
  - Suggests various interpretations
  - Determines the theme or big ideas
  - Draws conclusions
  - Provides the point of view
- Text Structure
  - Flow chart (cause and effect)
  - Time line (cause and effect)
  - Venn Diagram (compare and contrast)
- Sensory images

Activities for inferring and predicting
- Reading or creating cartoons
- Wordless picture books
  - Example: *Mysteries of Harris Burdick* by Chris VanAllsburg
- Predictable text
• Word games (games that require the participant to infer the missing word or phase)
  • Simile game
  • Twenty questions
  • Chain reaction
• Determining the theme of a fictional work