

James Maxton

Thoughts and Crosses:

Remembering	Creating	Evaluating
Analysing	Understanding	Creating
Evaluating	Applying	Analysing

1) Work with you reading partner. Write a suitable question, based on James Maxton's Address, for each box - in the remembering box write a remembering question, in the understanding box write an understanding question.....and so on.

2) Present your game to another set of reading partners. It's played like noughts and crosses. Each player takes it in turn to choose a square. If they correctly answer that question they place their symbol in that box (a cross or a nought - whichever they have picked.) If that player can't answer the question it is passed over to the other player.

3) The winner is the first person to get three in a row.

4) Once someone has won your game, you should play their game.