

Author's Purpose

English

Reading purpose



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 9-11 focused on reading purpose. Decide whether a short text aims to inform, persuade or entertain.

ACTIVITY 1

Author's Purpose

A poster says "Please recycle paper to protect trees." Its main purpose is to...

A. persuade

B. entertain

C. tell a joke

Circle your answer, then explain why you chose it.

ACTIVITY 2

Author's Purpose

A fact card explains how bees make honey. Its purpose is to...

A. inform

B. persuade you to buy shoes

C. entertain with a story

Circle your answer, then explain why you chose it.

ACTIVITY 3

Author's Purpose

A funny story about a talking dog mainly aims to...

A. entertain

B. give bus times

C. teach multiplication tables

Circle your answer, then explain why you chose it.

ACTIVITY 4

Author's Purpose

Instructions for planting seeds mainly...

A. inform

B. entertain only

C. advertise a toy

Circle your answer, then explain why you chose it.

ACTIVITY 5

Author's Purpose

An advert asking you to choose a product aims to...

A. persuade

B. only describe weather

C. tell a fairy tale

Circle your answer, then explain why you chose it.

ACTIVITY 6

Author's Purpose

A poster says "Please recycle paper to protect trees." Its main purpose is to...

A. persuade

B. entertain

C. tell a joke

Circle your answer, then explain why you chose it.

ACTIVITY 7

Author's Purpose

A fact card explains how bees make honey. Its purpose is to...

A. inform

B. persuade you to buy shoes

C. entertain with a story

Circle your answer, then explain why you chose it.

ACTIVITY 8

Author's Purpose

A funny story about a talking dog mainly aims to...

A. entertain

B. give bus times

C. teach multiplication tables

Circle your answer, then explain why you chose it.

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.