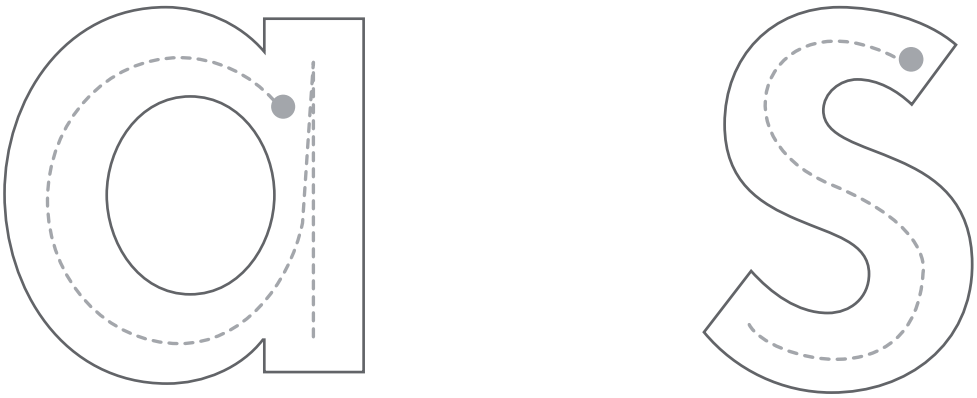
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/s/**.

s s a m s a s m a a

Circle the letters that say the sound **/a/**.

s s a m s a s m a a

Draw lines to match the capital and lowercase letters.

a S

s A

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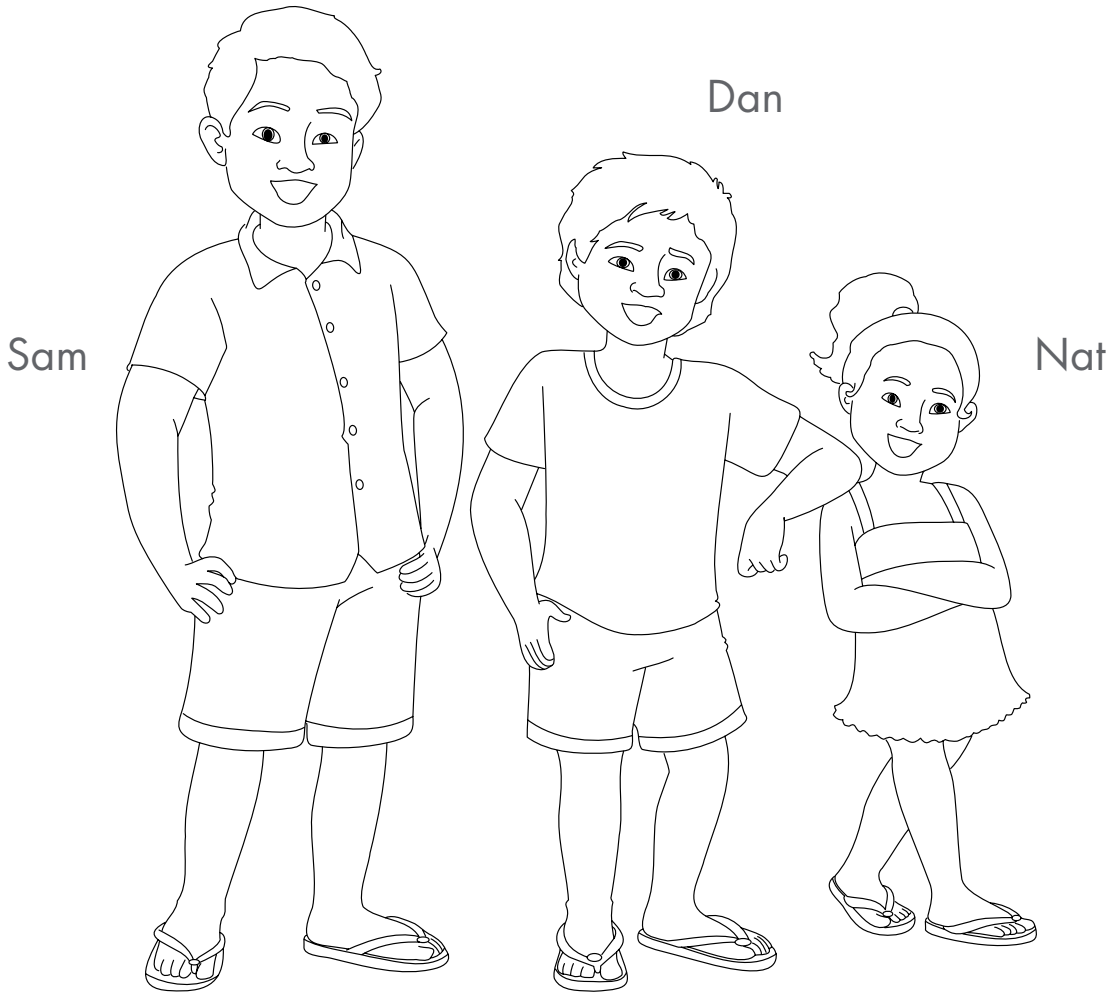
Activity 2

Colour the picture of Sam.



Circle the picture that shows sipping.

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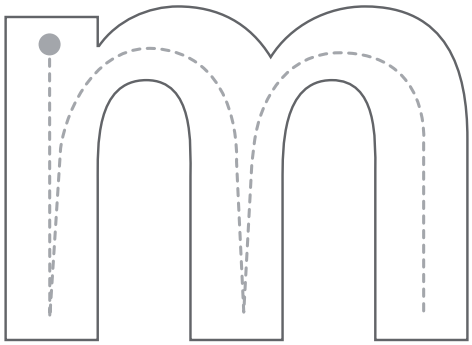
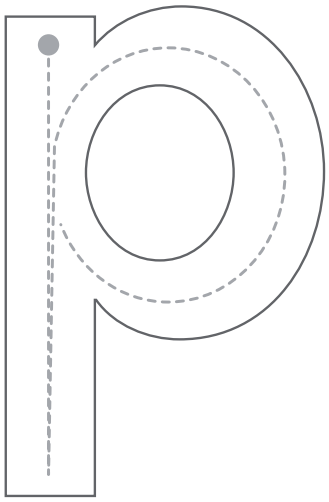
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/m/**.

m s a m s a s m a m

Circle the letters that say the sound **/p/**.

s p a m s p s m p a

Draw lines to match the capital and lowercase letters.

M P

p m

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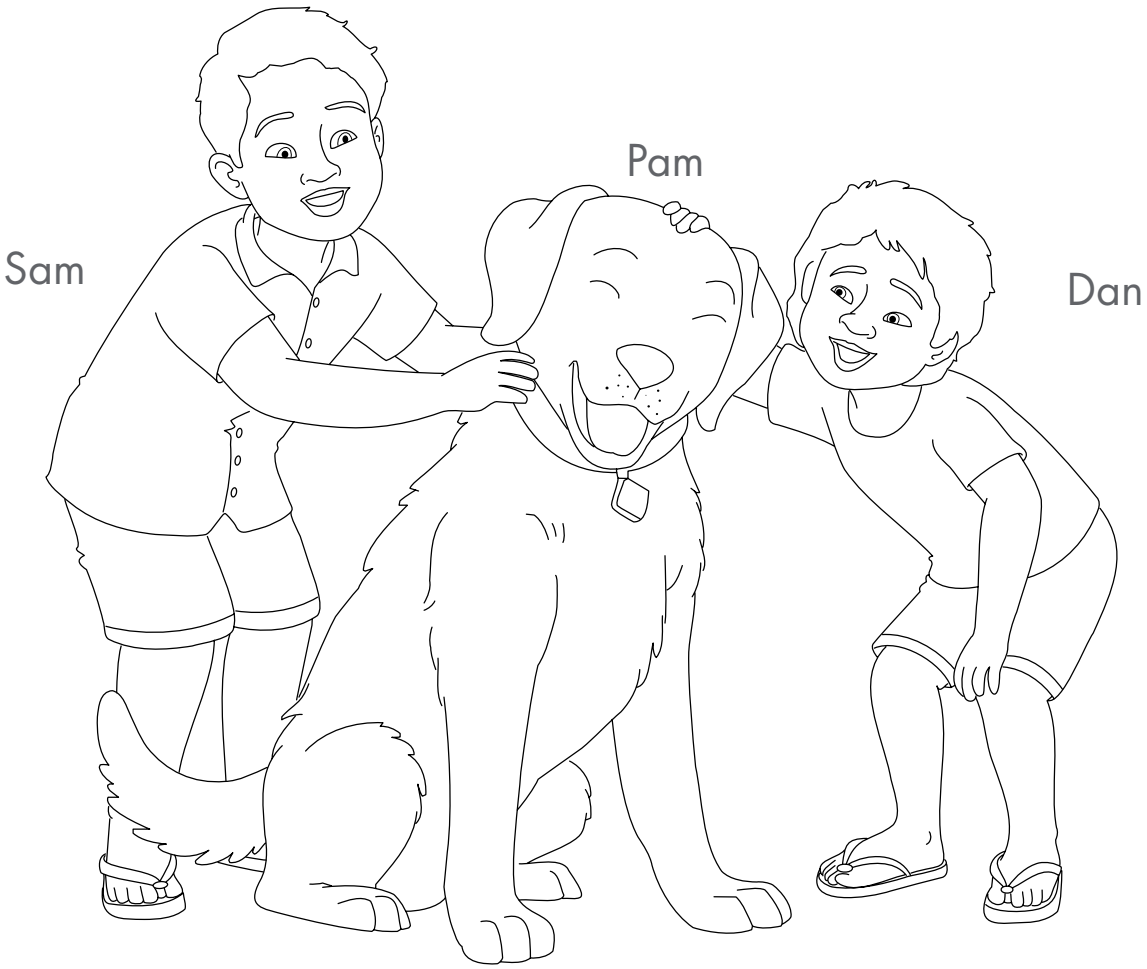
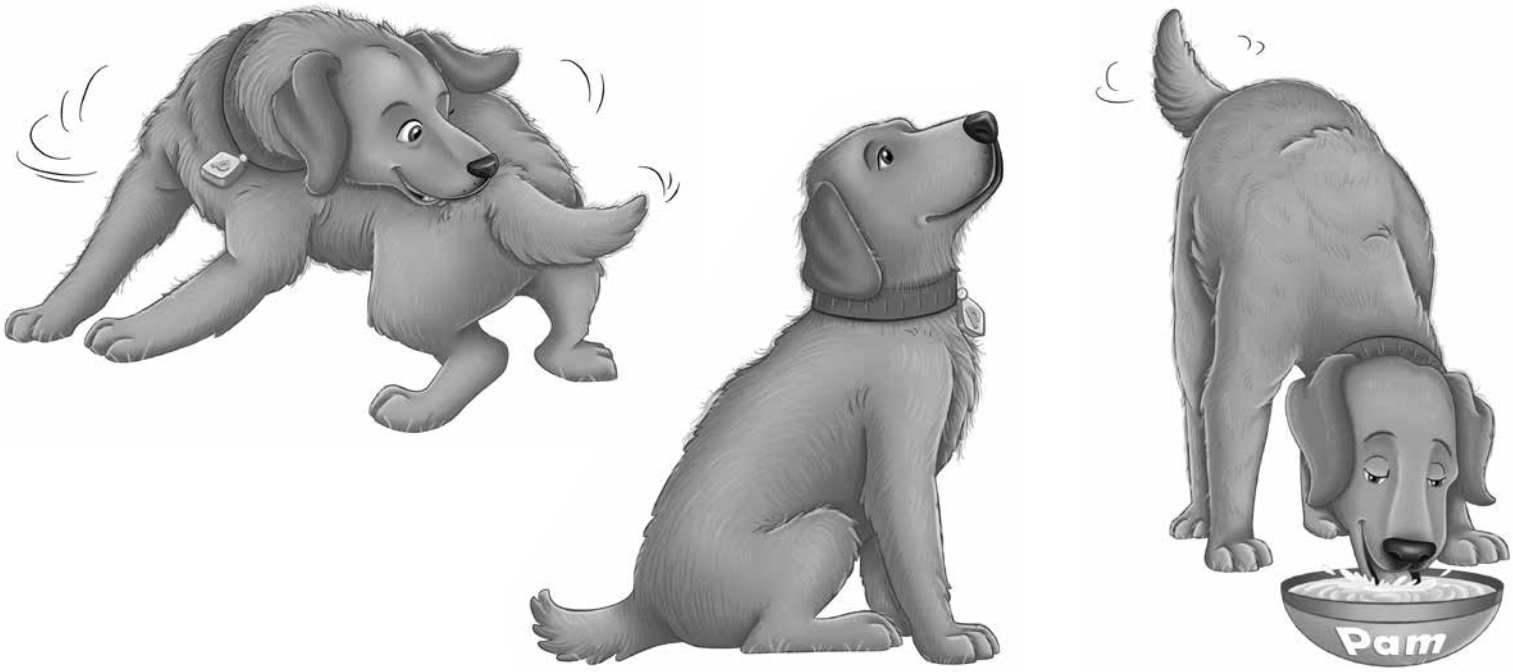
Activity 2

Colour the picture of Pam.



Circle the picture of Pam sipping.



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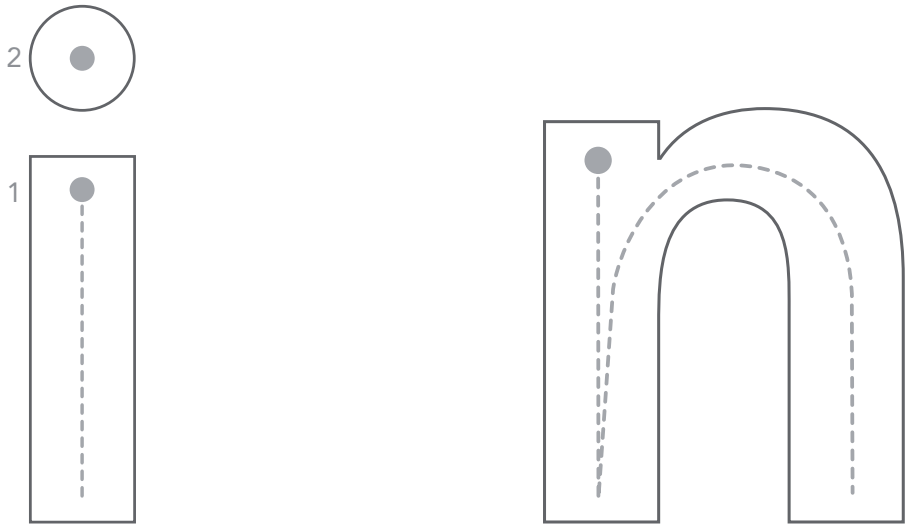
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/i/**.

i p a i s p i m p i

Circle the letters that say the sound **/n/**.

p n a m n p s n a p

Draw lines to match the capital and lowercase letters.

i

N

n

I

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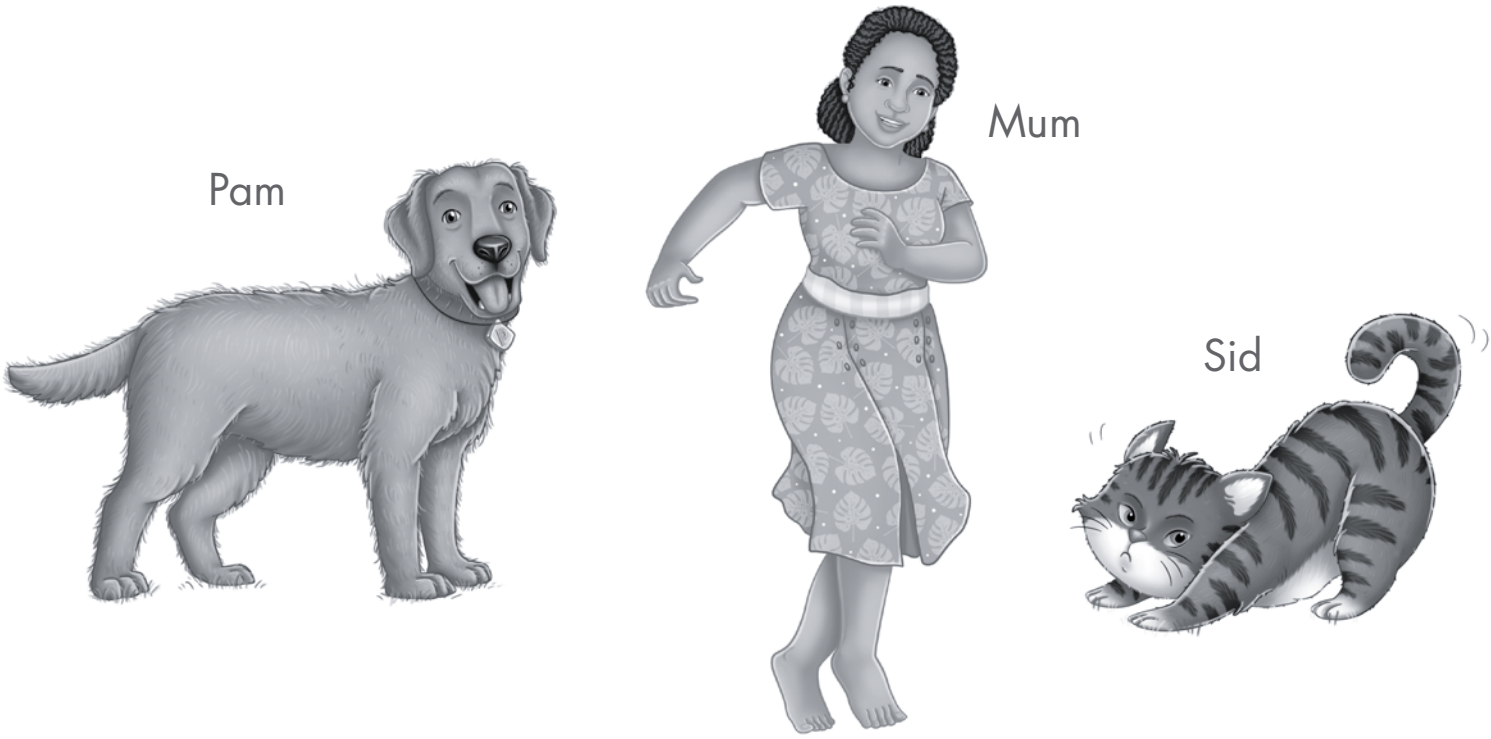
Activity 2

Circle the one who made the pool tip.

Circle the one who watches the children in the pool.



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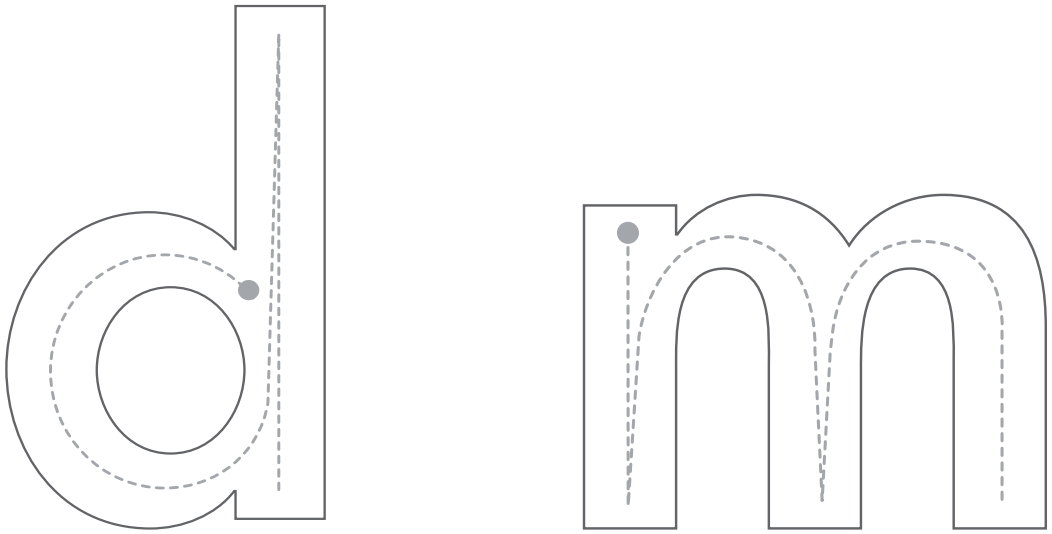
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/d/**.

s s d a m d a s m d a

Circle the letters that say the sound **/m/**.

m s a m s a s m a m

Draw lines to match the capital and lowercase letters.

d M

m D

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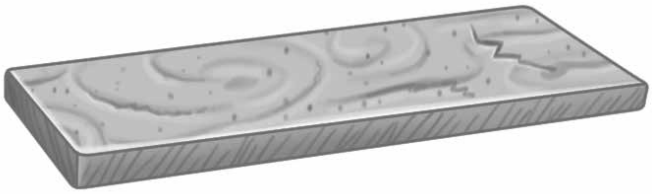
Activity 2

Circle what Dan uses to tap.



Circle the one that the house is for.

Dan

Pam

Sam

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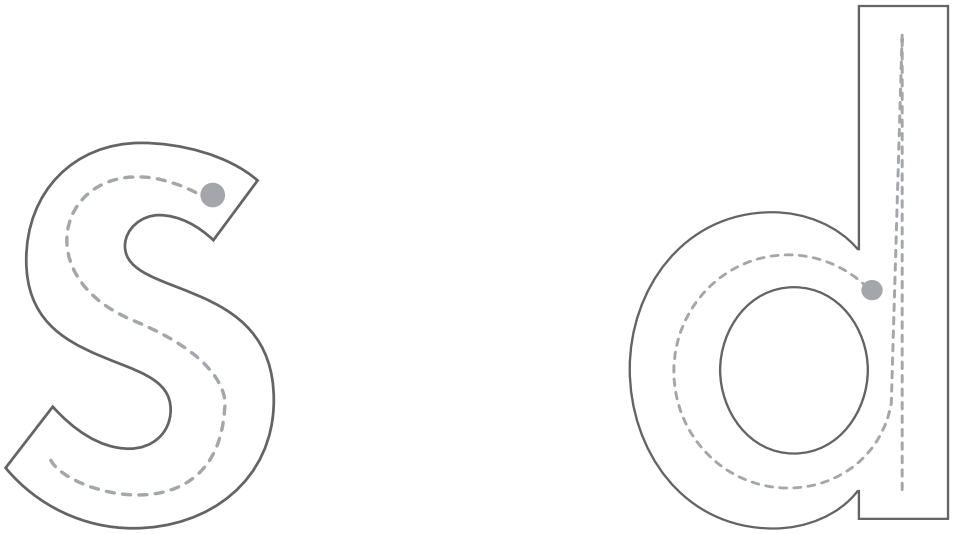
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/s/**.

d i s t i s p t m s t d

Circle the letters that say the sound **/d/**.

s s p a d p d s m d a

Draw lines to match the capital and lowercase letters.

d S

s D

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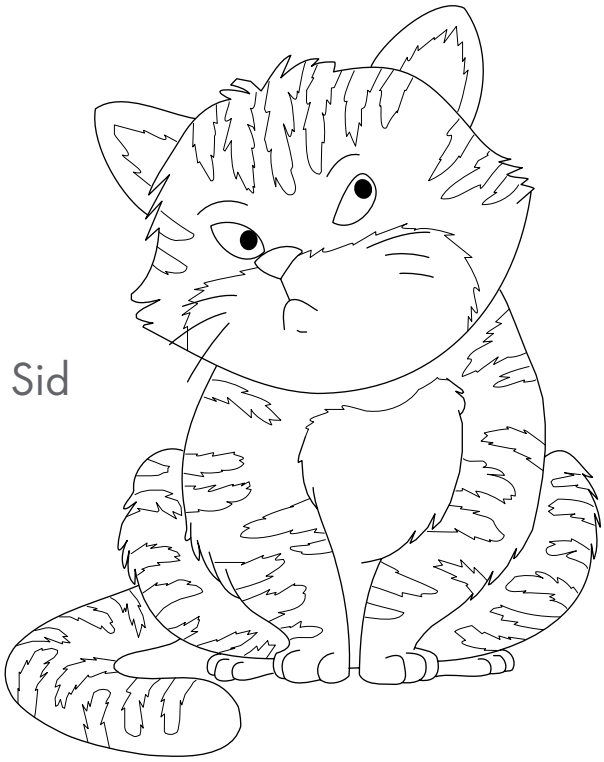
Activity 2

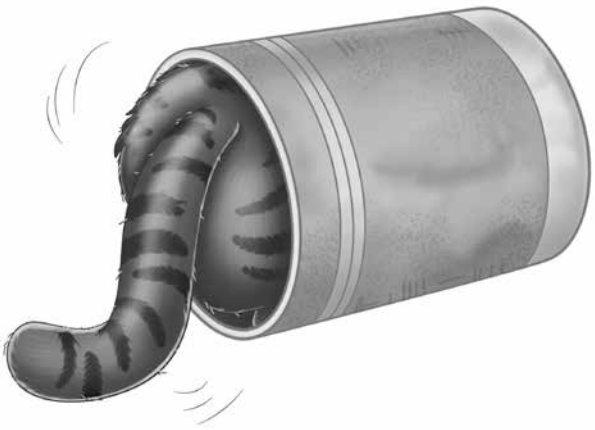
Colour the picture of Sid.

Sid



Nat

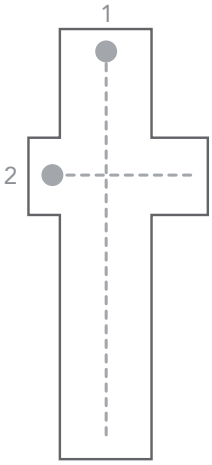
Circle the picture of Sid sipping.

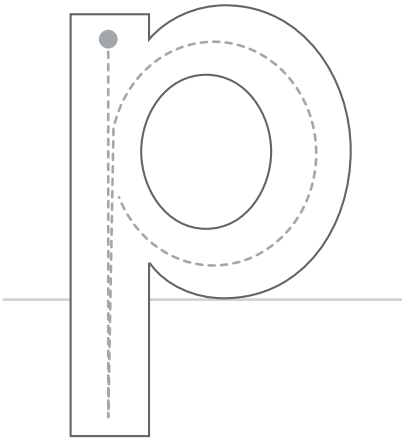


© Wendy Pye Publishing Ltd

Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/t/**.

i p t i s p t m p t

Circle the letters that say the sound **/p/**.

p i a m i p s n i p

Draw lines to match the capital and lowercase letters.

t

P

p

T

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Activity 2

Draw a line to match the characters to their names.

Sam

Nat

Dan

Circle who drinks water from the tap.

Dan

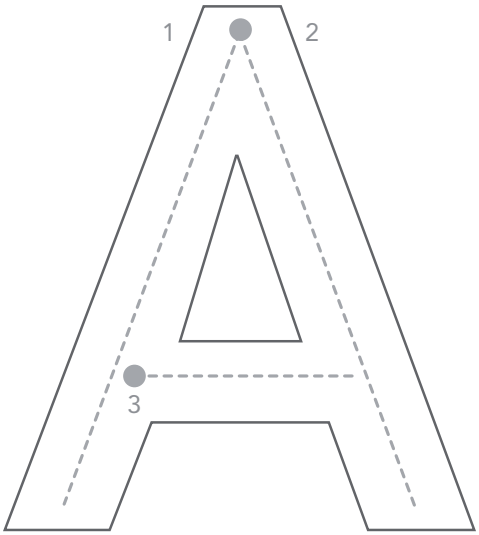
Pam

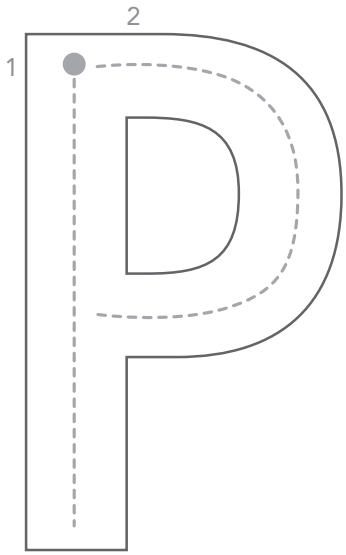
Nat

© Wendy Pye Publishing Ltd

Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/a/**.

p s A m a P s m A p

Circle the letters that say the sound **/p/**.

t s p A t P a s t P a

Draw lines to match the capital and lowercase letters.

A

P

p

a

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Activity 2

Circle the one who got into the boat first.

Colour who fell in the dam.

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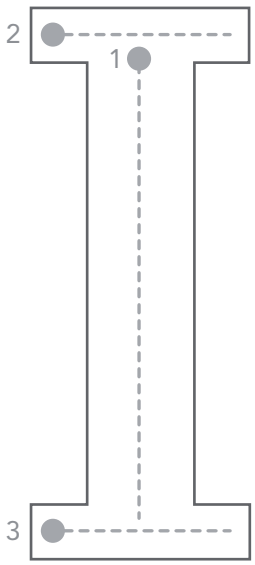
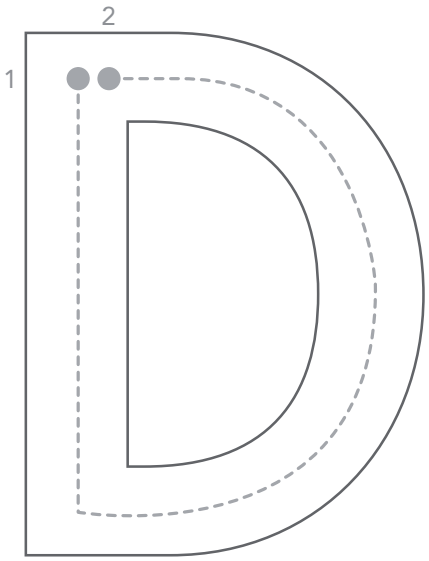
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/i/**.

p i a m I p s n i p I

Circle the letters that say the sound **/d/**.

d s s d a m D a s m D

Draw lines to match the capital and lowercase letters.

I d

D i

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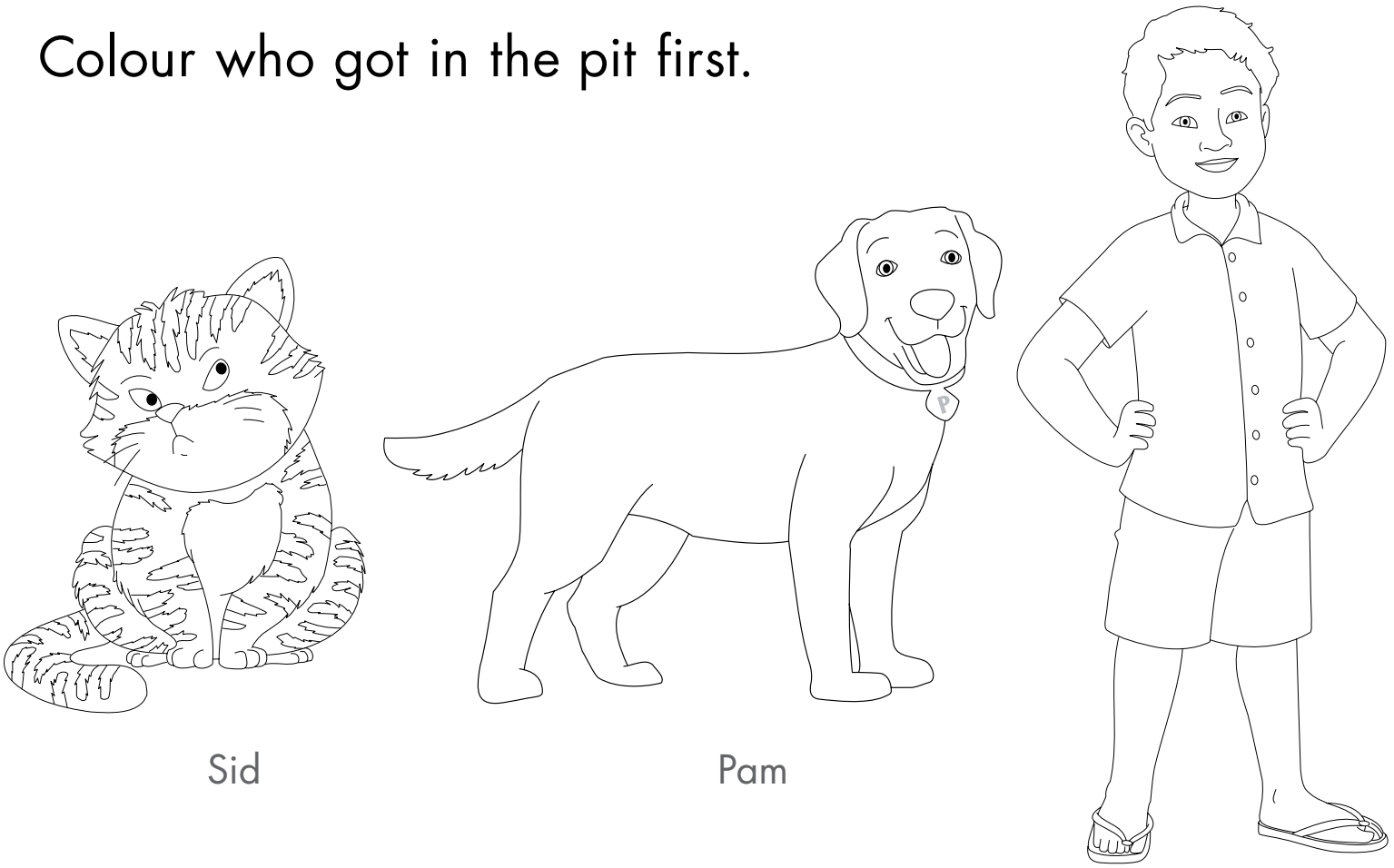
Activity 2

Colour who got in the pit first.

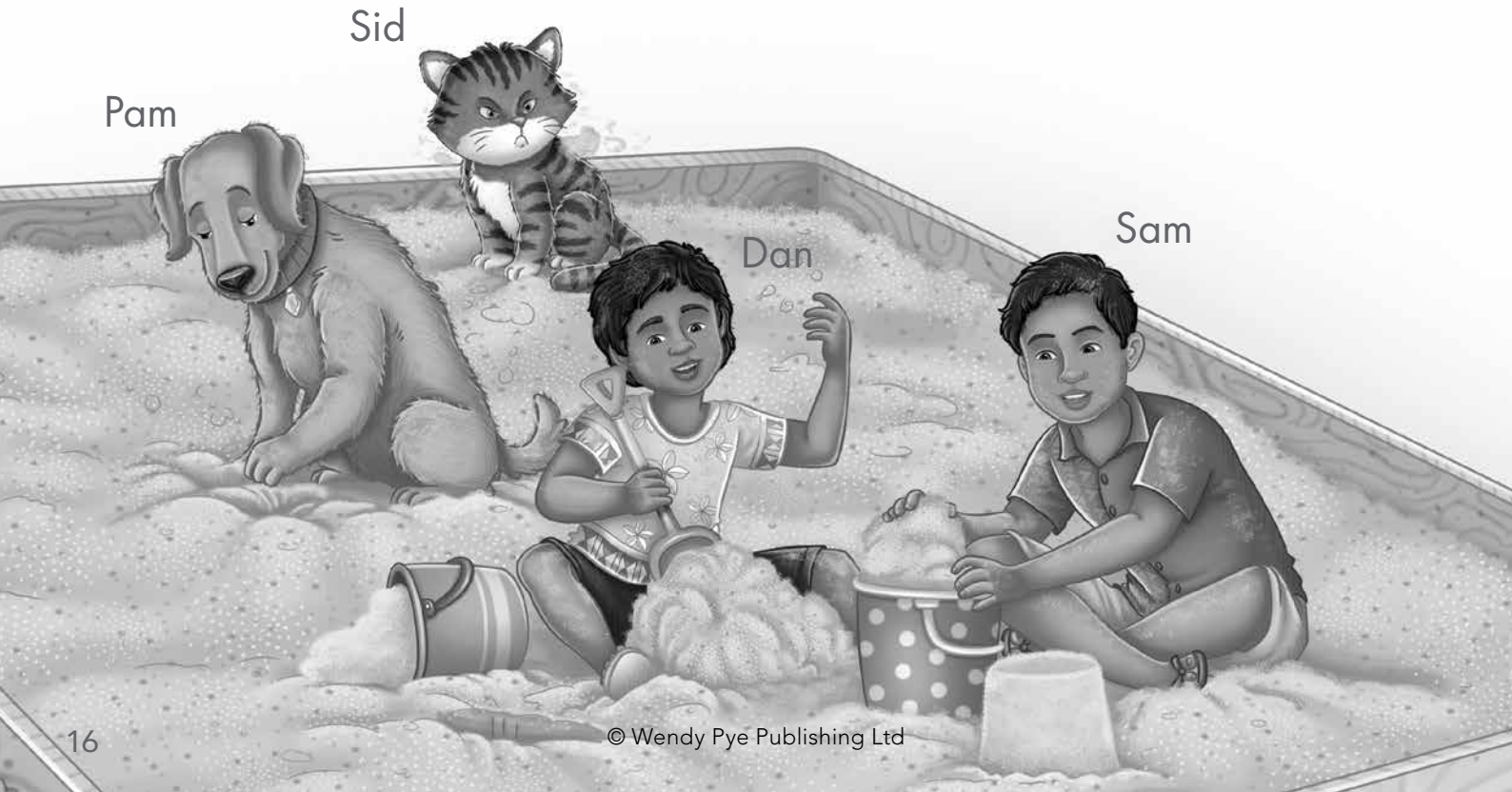


Sid

Pam

Sam

Circle who helped Sid when he got mad.



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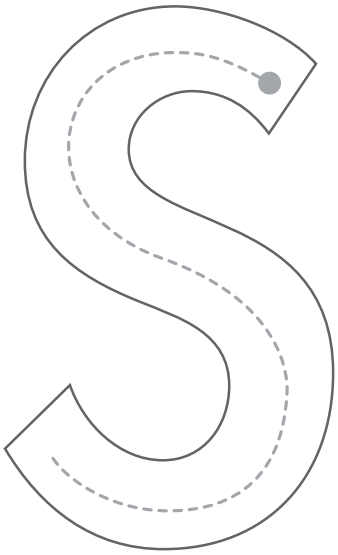
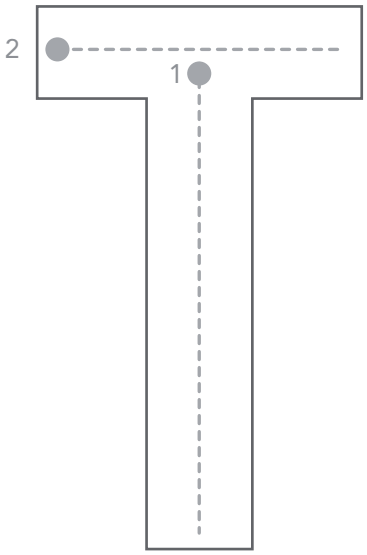
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/s/**.

p S a m I t s n i p S

Circle the letters that say the sound **/t/**.

t T s p a t T a s t d

Draw lines to match the capital and lowercase letters.

S t

T s

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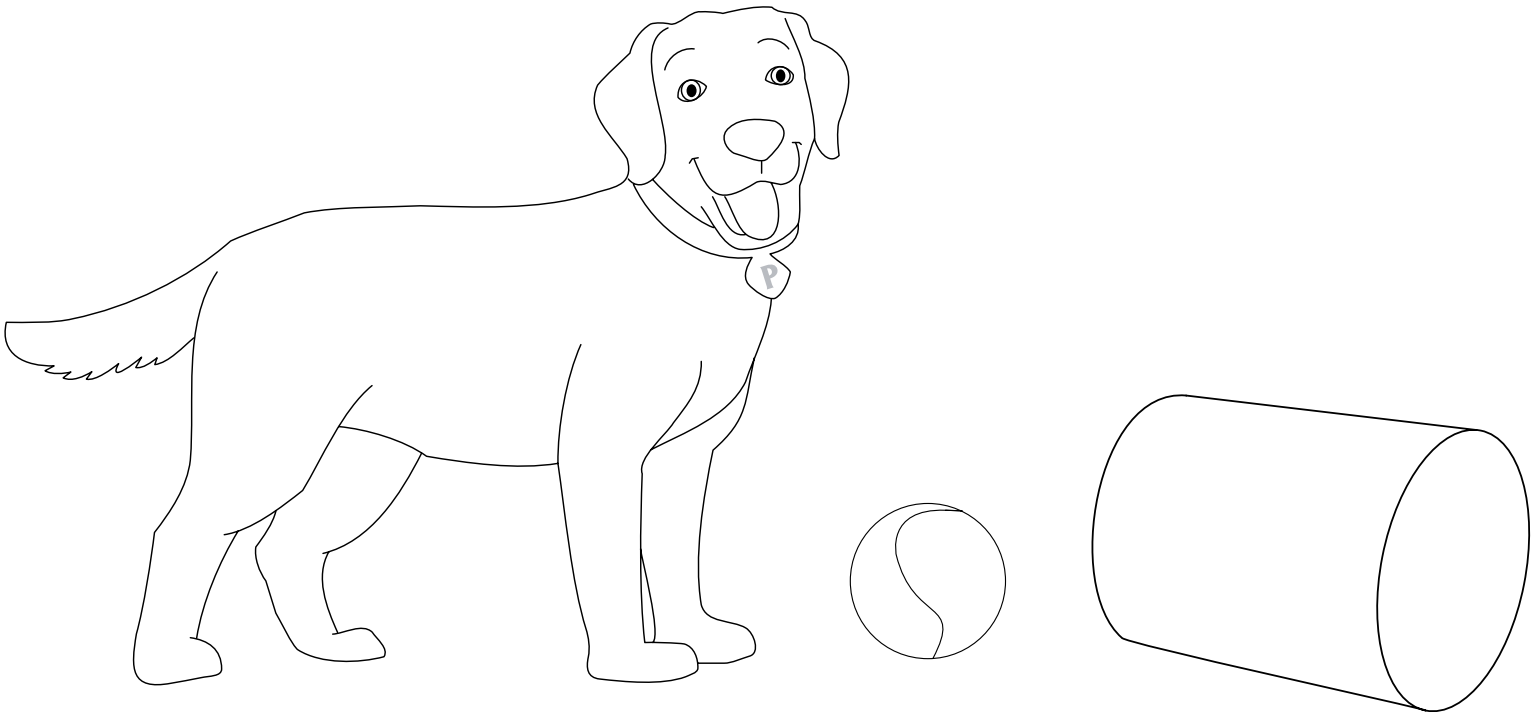
Activity 2

Circle who plays with the tin first.

Colour the things that Sid taps.



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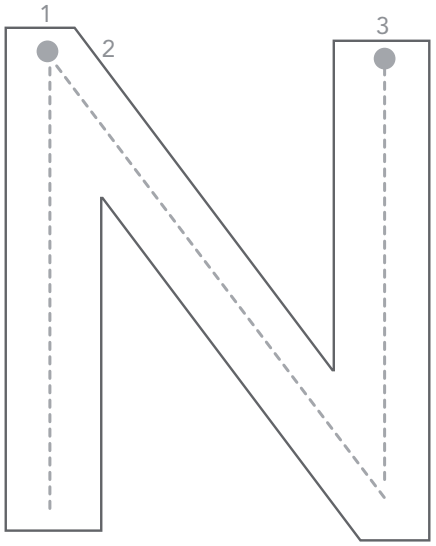
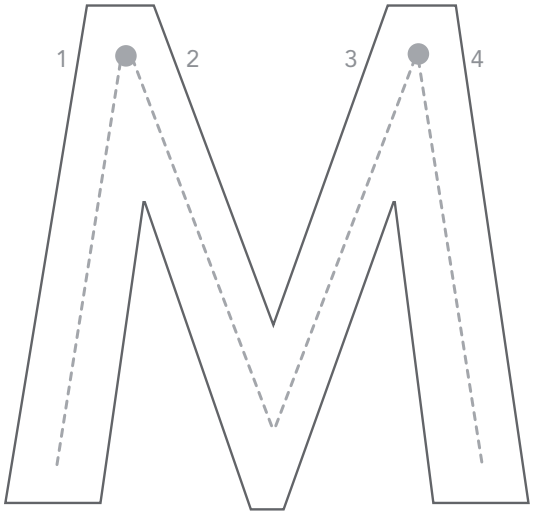
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/n/**.

p N a m I t s n i p n

Circle the letters that say the sound **/m/**.

t m M p a M s d t m a

Draw lines to match the capital and lowercase letters.

N m

M n

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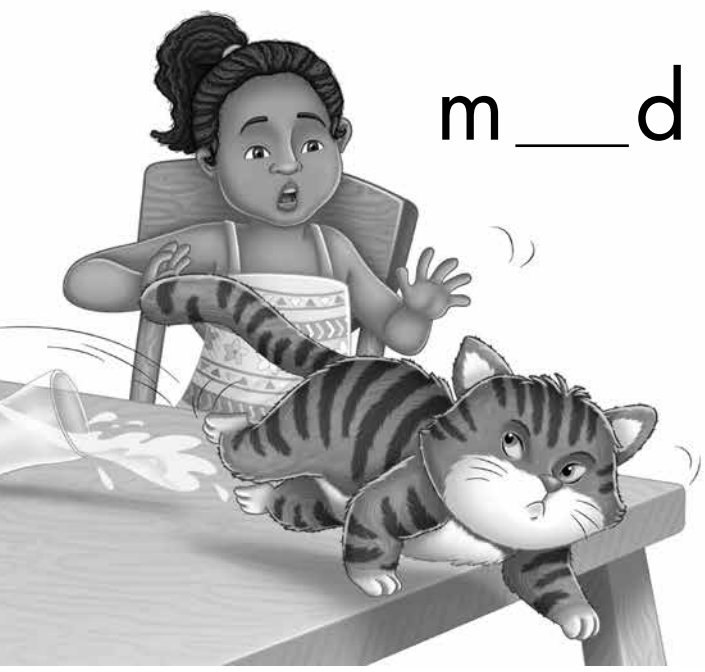
Activity 2

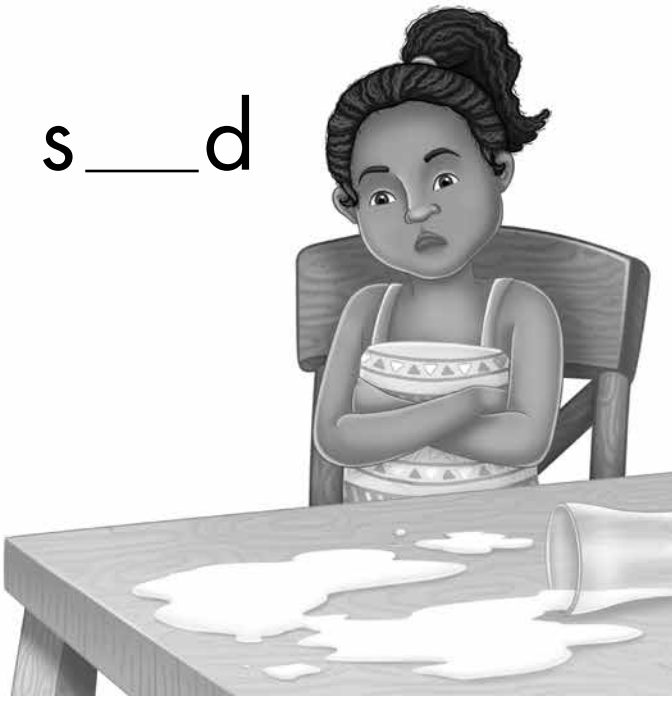
Circle the picture of Nat dipping.

Write the letter a to show how Nat is feeling.
Read the words.



m___d

s___d



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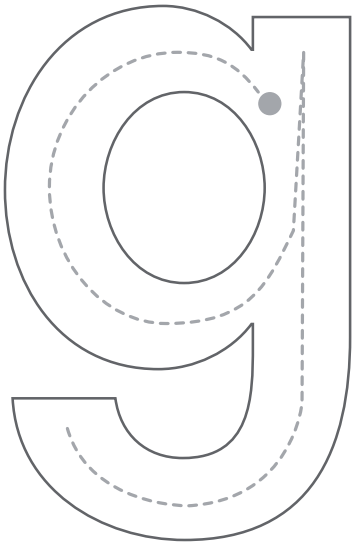
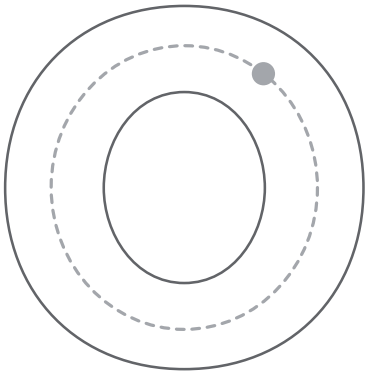
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/g/**.

s g m a g s m g p

Circle the letters that say the sound **/o/**.

s p o t o a s t o a

Draw lines to match the capital and lowercase letters.

g O

o G

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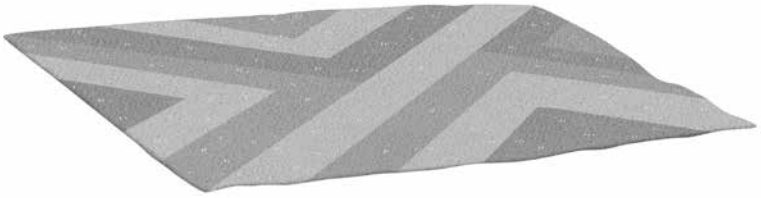
Activity 2

Look at the pictures. Make the words with the letter g. Say the words.



do___ ru___

Circle who takes mud into the house.

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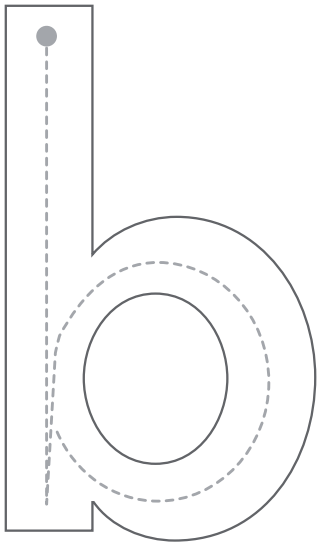
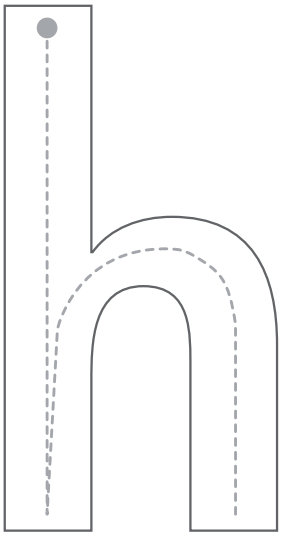
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/b/**.

b s g m o g s b g b

Circle the letters that say the sound **/h/**.

t h p o t b h s t g h

Draw lines to match the capital and lowercase letters.

b H

h B

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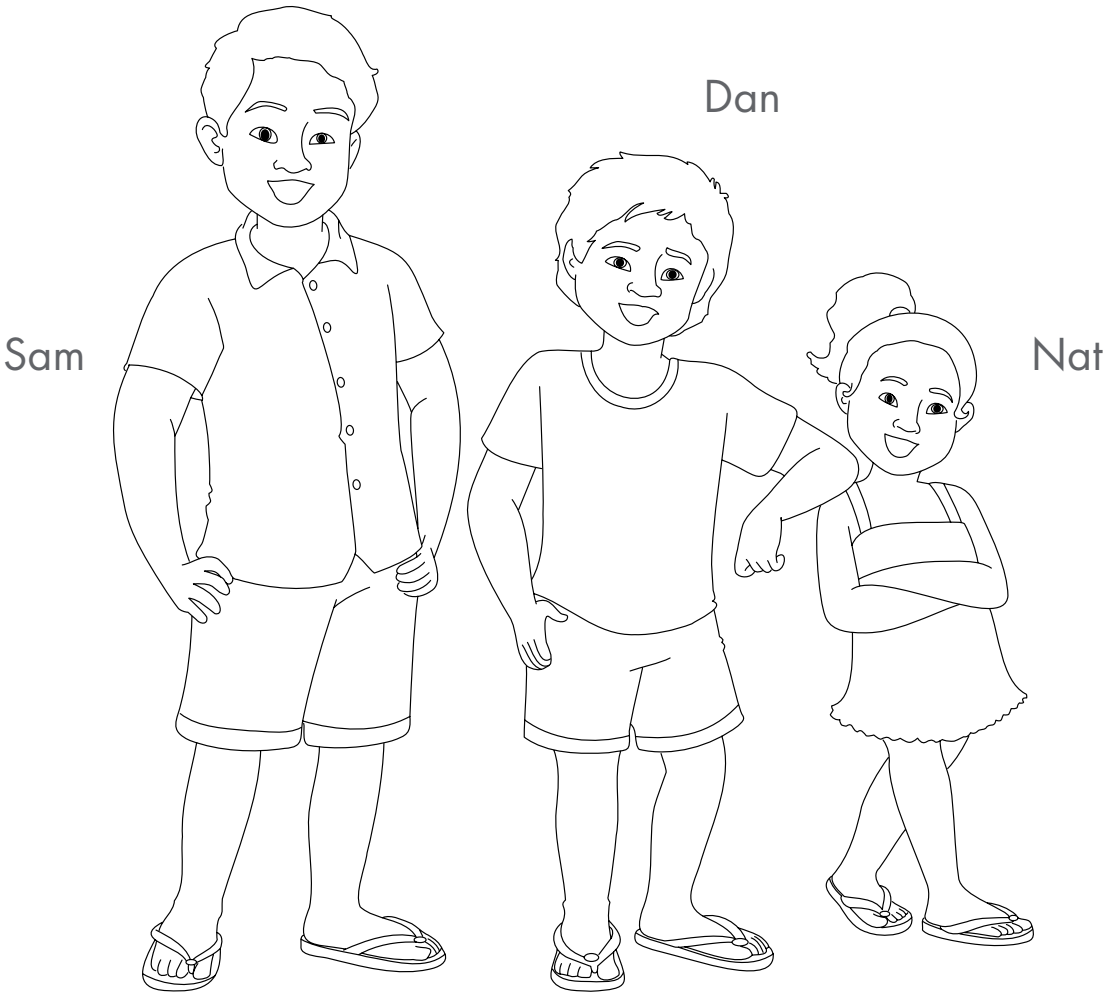
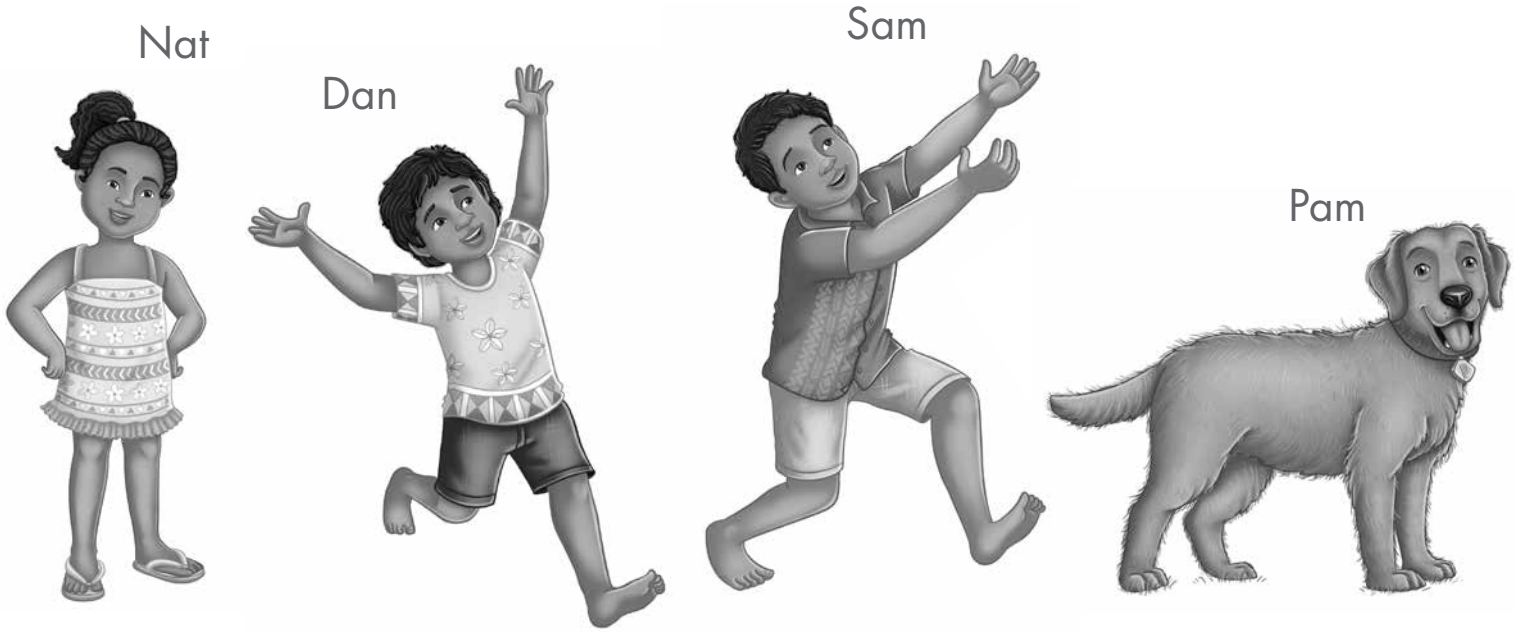
Activity 2

Colour the person who did a big hit.



Circle who caught the ball.



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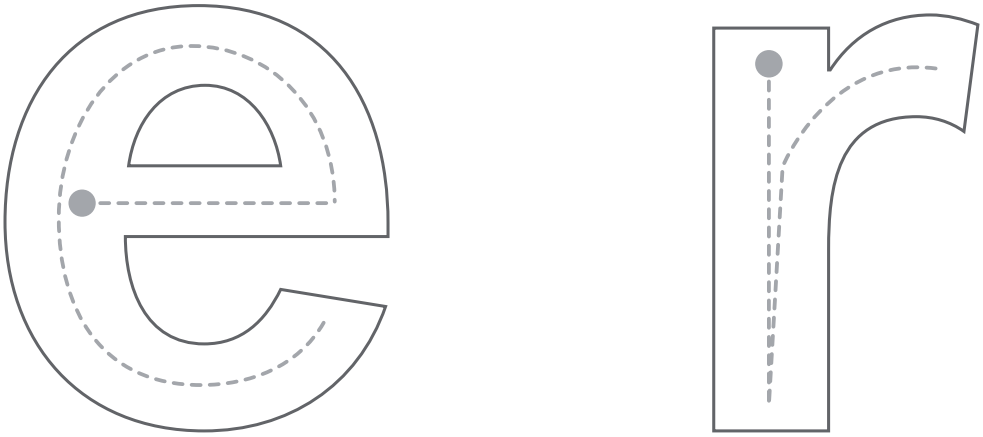
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/e/**.

b e g e o g e b g b

Circle the letters that say the sound **/r/**.

r h r o g b h e r g h

Draw lines to match the capital and lowercase letters.

e R

r E

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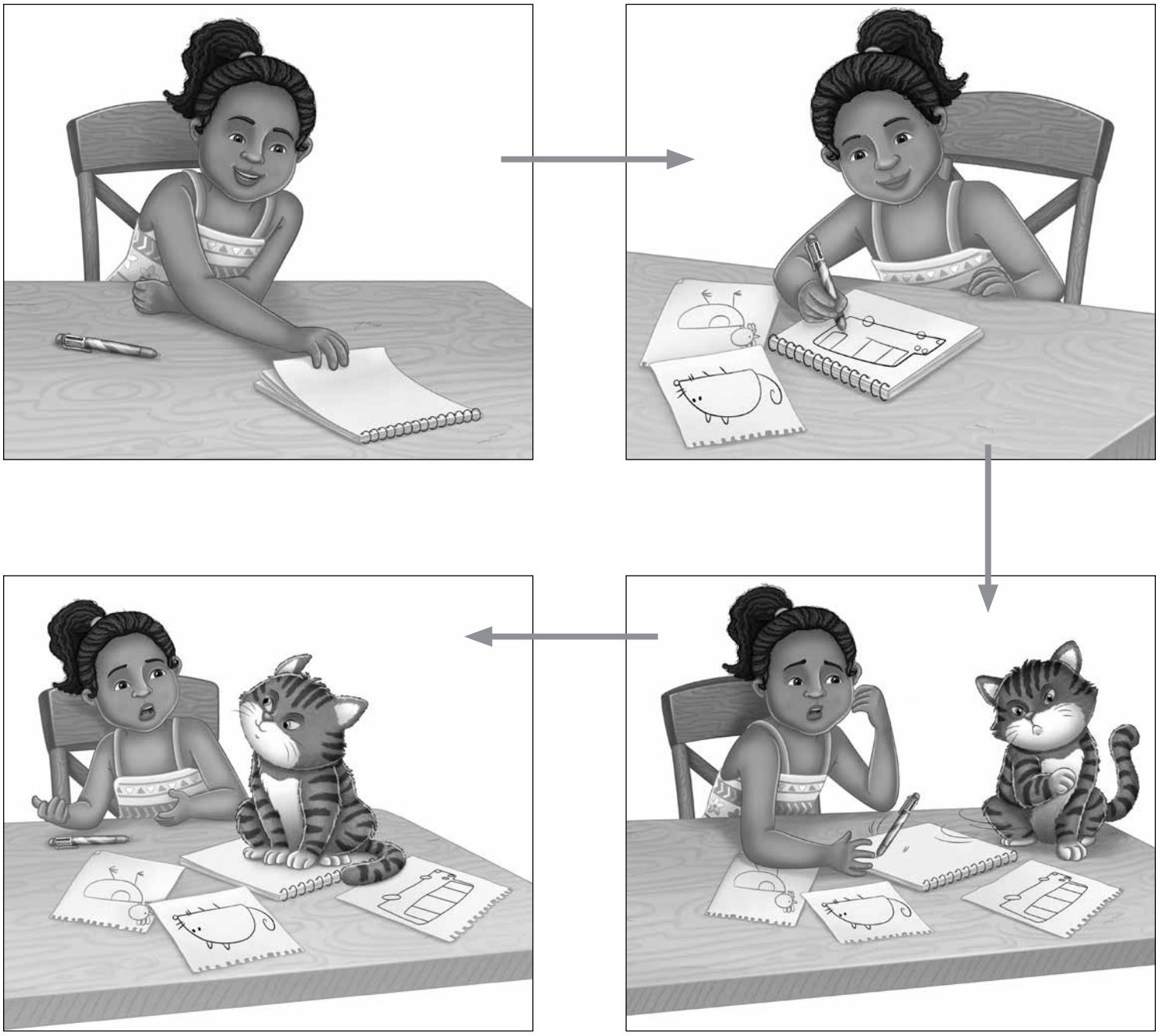
Activity 2

Use the pictures to help you retell the story.



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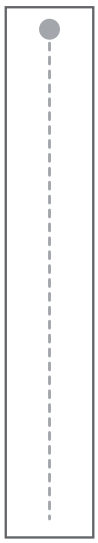
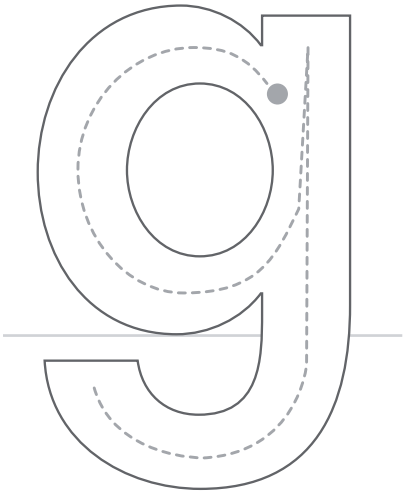
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/l/**.

l h r o l b h e l f g l

Circle the letters that say the sound **/g/**.

g h r o g b h e f g h

Draw lines to match the capital and lowercase letters.

l G

g L

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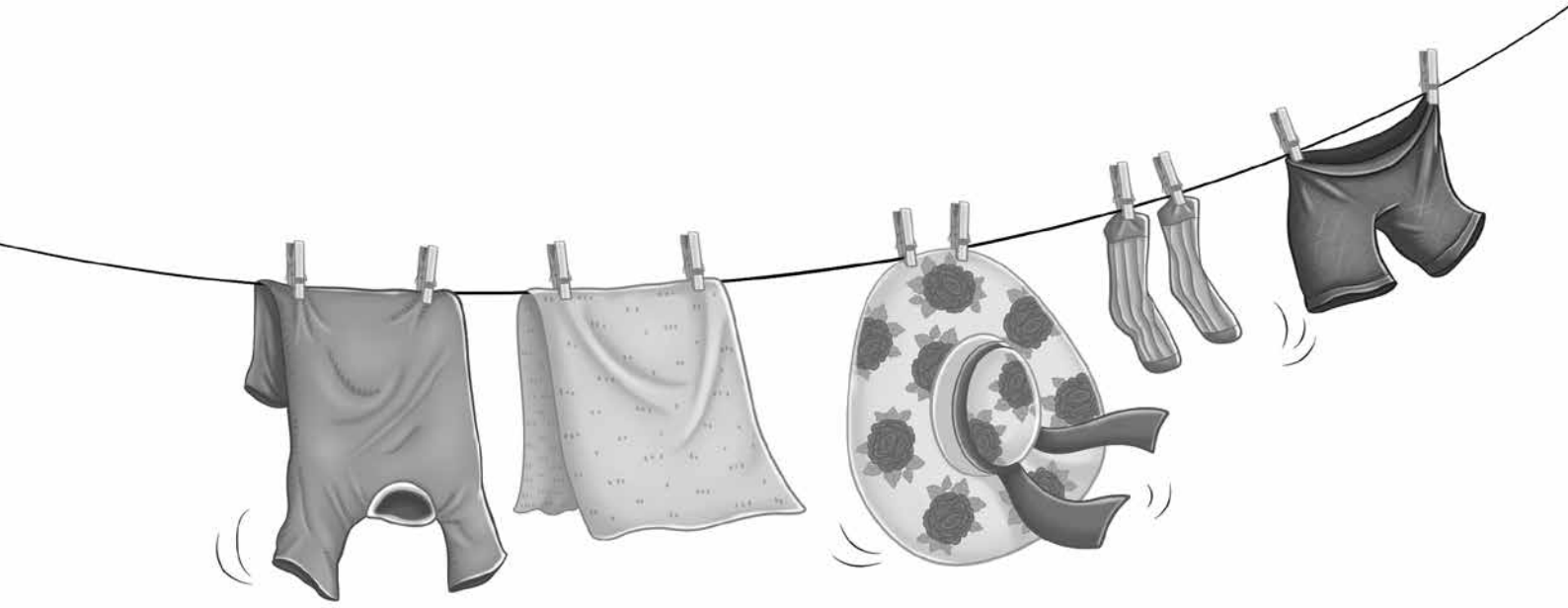
Activity 2

What is Gus doing in this picture? Tell someone about it.

Circle the picture of what Gus tugged first.



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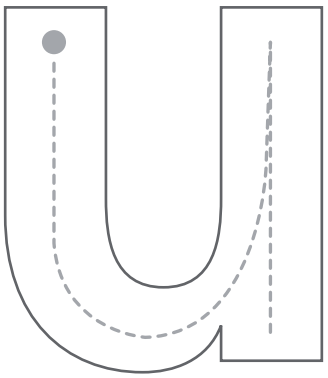
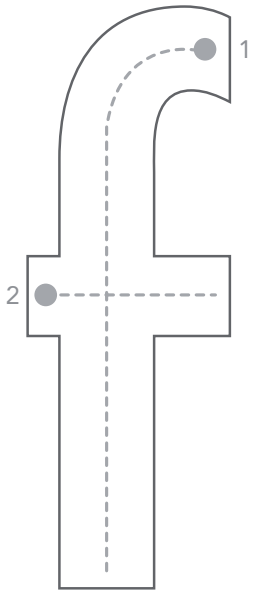
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/u/**.

u f g u f g r h u f

Circle the letters that say the sound **/f/**.

b f g e f g e h g f

Draw lines to match the capital and lowercase letters.

u F

f U

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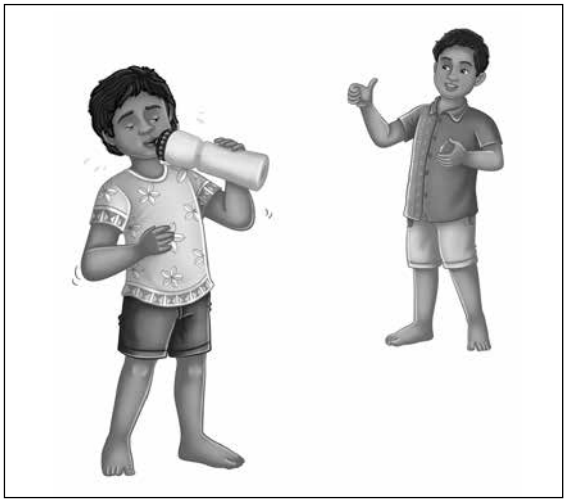
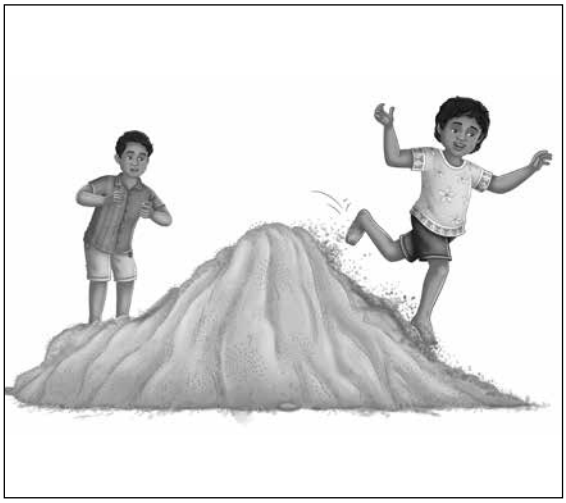
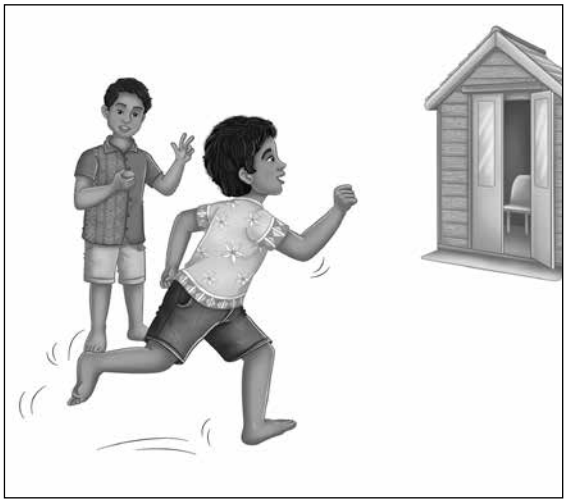
Activity 2

Number the pictures from 1 to 4 to show the order they happened in the story.







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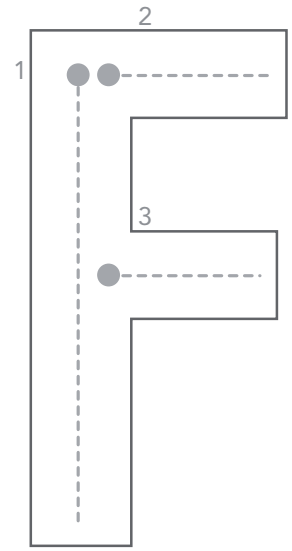
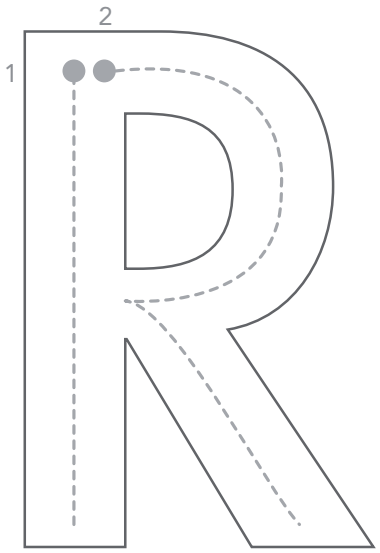
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/f/**.

h l F g o f r f e g F

Circle the letters that say the sound **/r/**.

f r b o R o g r e R o

Draw lines to match the capital and lowercase letters.

F r

R f

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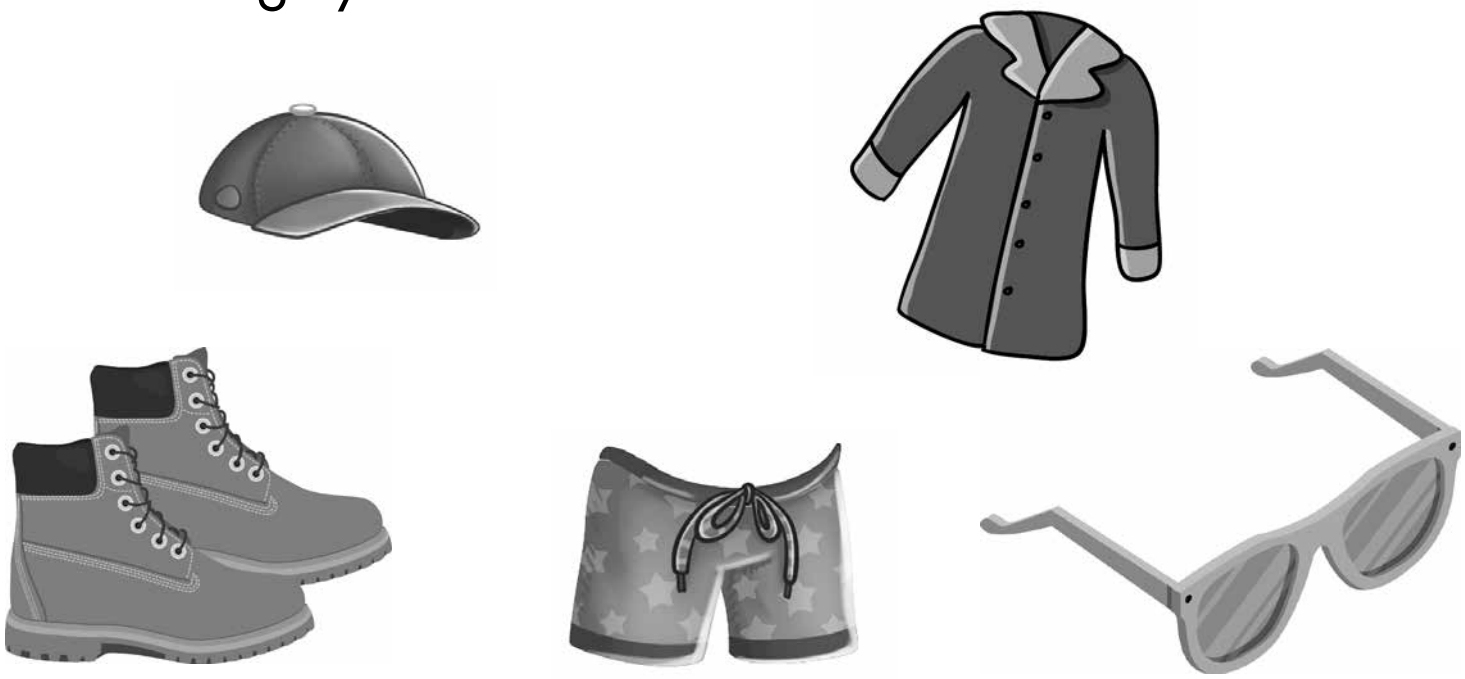
Activity 2

Circle things you wear in the sun.

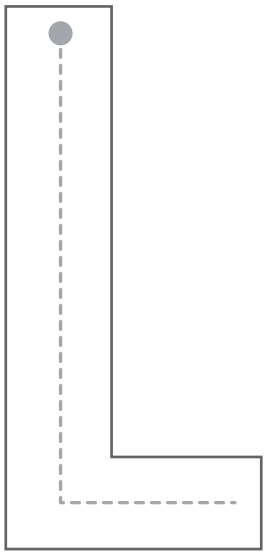


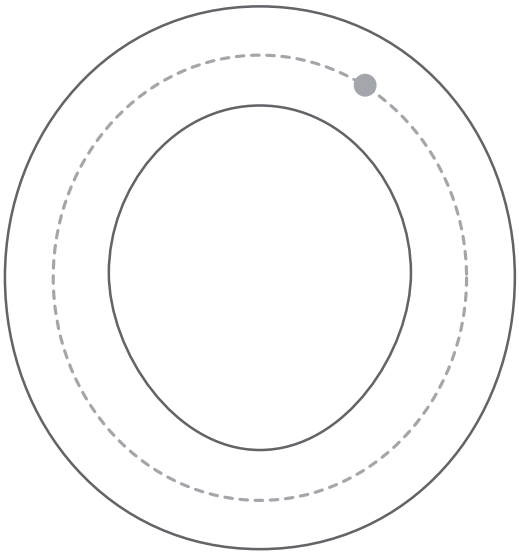
Circle the person who digs a big pit.

© Wendy Pye Publishing Ltd

Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/l/**.

r f L h o g l b e l

Circle the letters that say the sound **/o/**.

g l p o b f O g h o

Draw lines to match the capital and lowercase letters.

L O

O l

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Activity 2

Write or draw what Sid and the rat are thinking.

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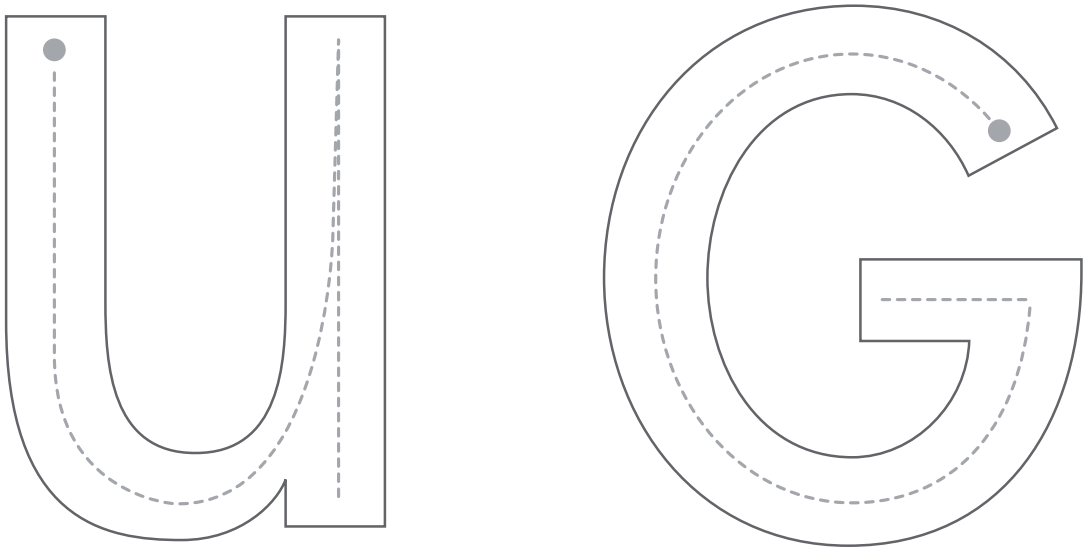
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/u/**.

U e g u o r U b u e

Circle the letters that say the sound **/g/**.

G o g b h e f g h G

Draw lines to match the capital and lowercase letters.

U g

G u

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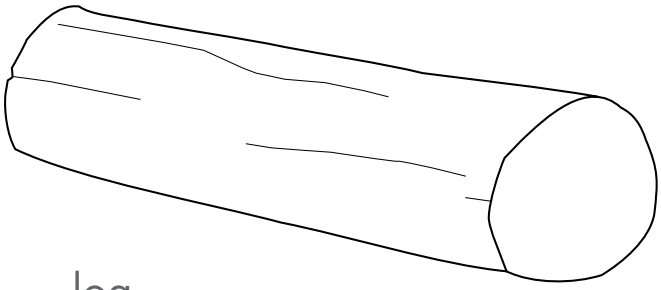
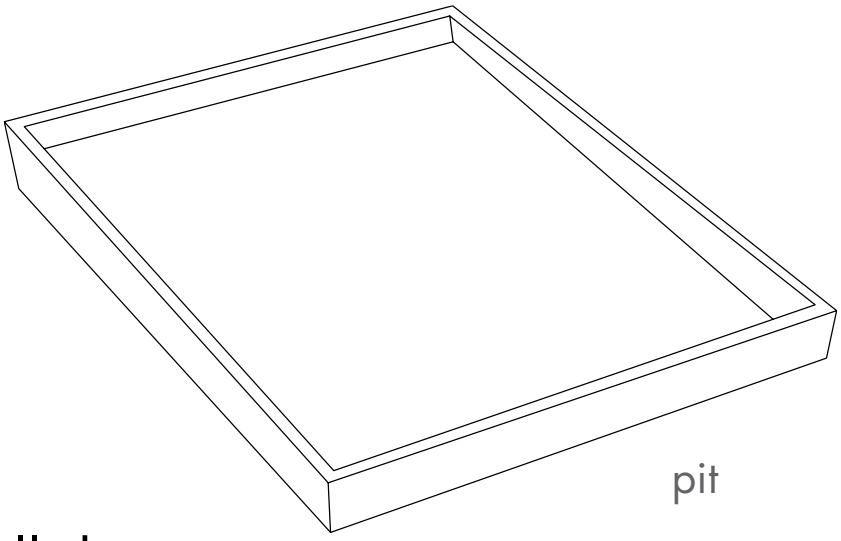
Activity 2

Colour the picture of where the map says to dig.

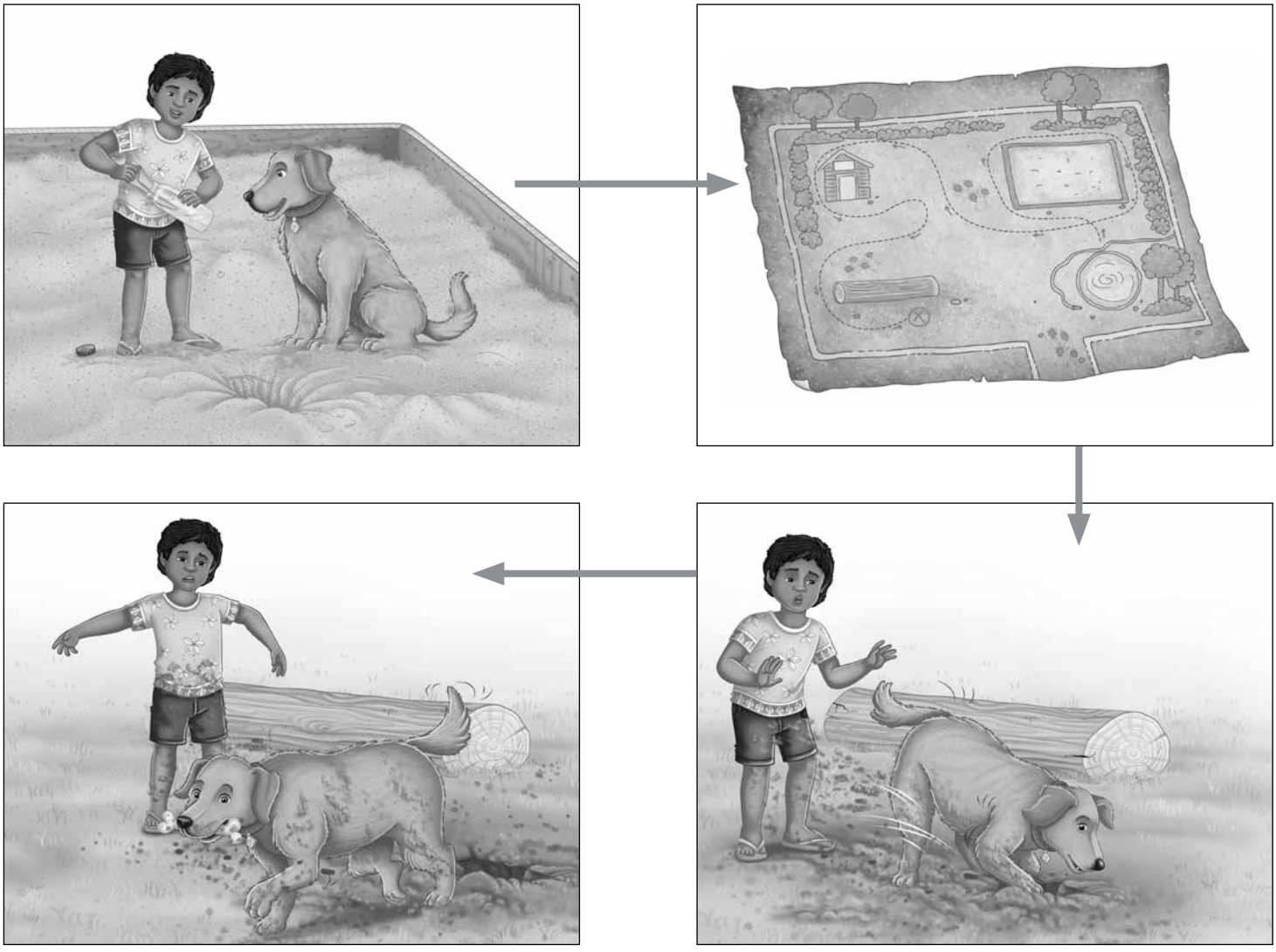


log



pit

Use the story map to retell the story.
Do you think Pam is happy?



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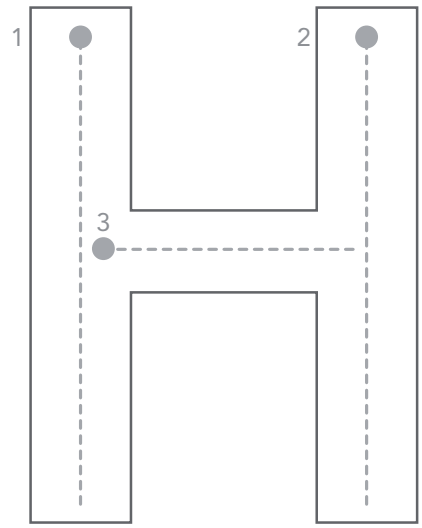
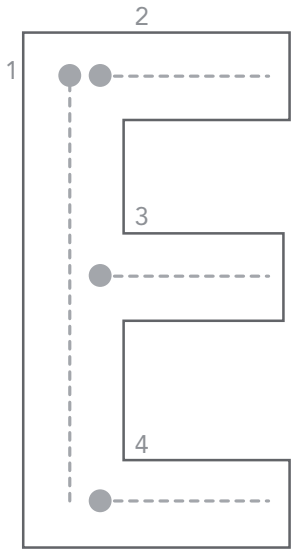
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/h/**.

h r o H b h e f g H

Circle the letters that say the sound **/e/**.

E r o g b h e f E h

Draw lines to match the capital and lowercase letters.

H e

E h

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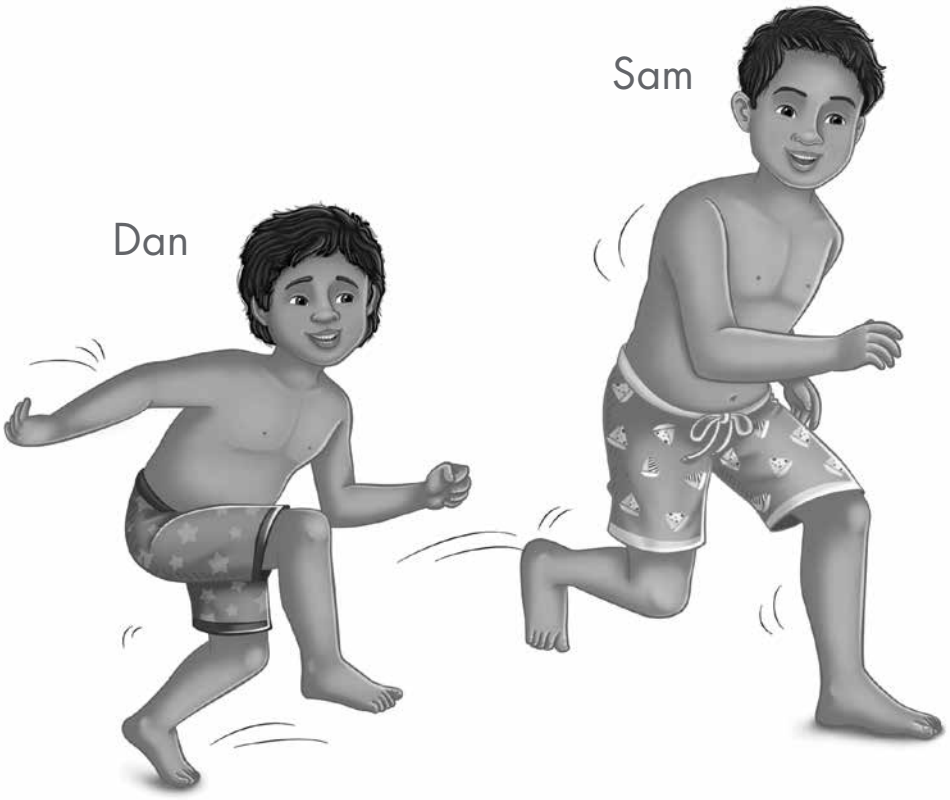
Activity 2

Circle the picture of who got a mat first.



Draw and colour something that would make Dan happy.

mat

hat

ball

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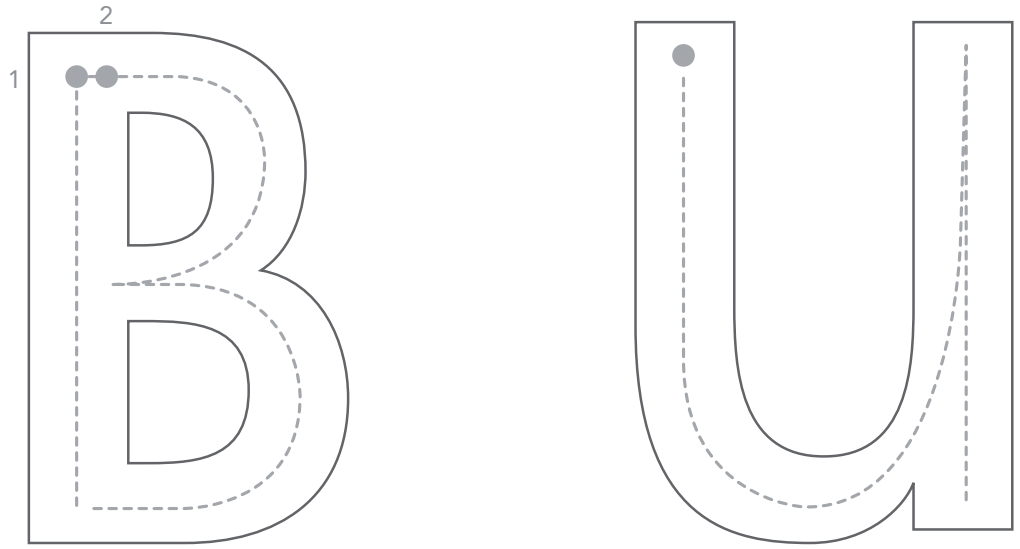
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/b/**.

B f o b e g r h B b

Circle the letters that say the sound **/u/**.

b u g u f U e h g U

Draw lines to match the capital and lowercase letters.

B u

U b

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Activity 2

What did the big bug land on last? Write it here.

mug

bun

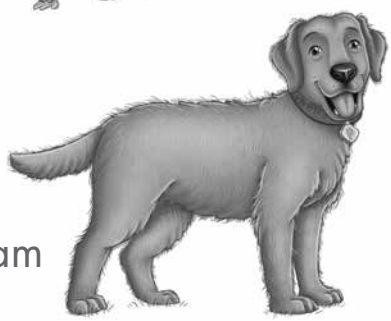
pot

fan

Draw and colour who was looking at the big bug.

Sid

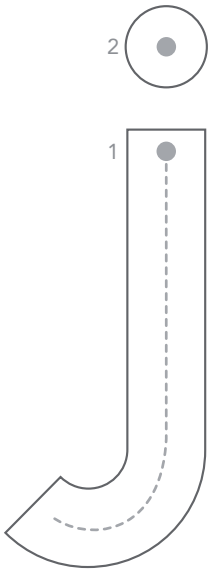
rat


Pam

© Wendy Pye Publishing Ltd

Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/w/**.

w J W w k J d g c W

Circle the letters that say the sound **/j/**.

J p j m k J d g c j

Draw lines to match the capital and lowercase letters.

W J

j W

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Activity 2

Write or draw how Mum is feeling about mud on the van.

Write the missing letter in the space to label the picture.

Sa____

v___n

___am

Letter bank	**m**	**a**	**P**

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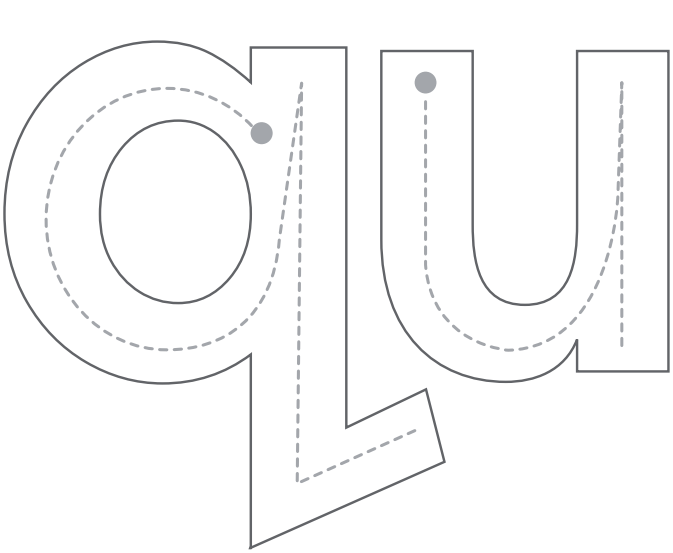
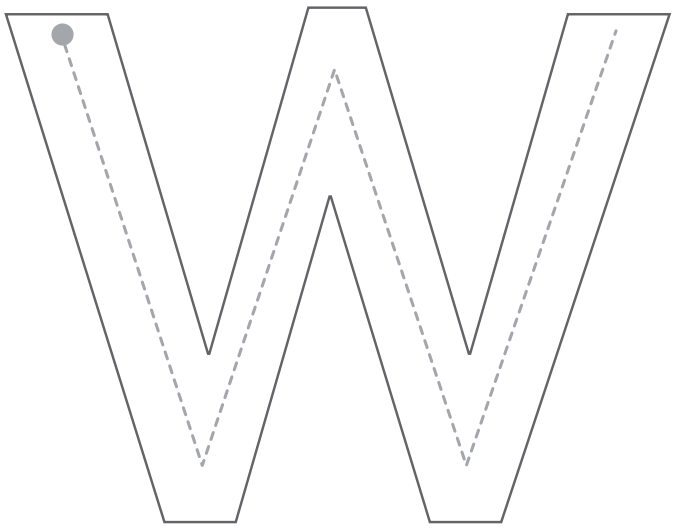
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/qu/**.

x qu c k Y qu K Qu f y k Qu

Circle the letters that say the sound **/w/**.

w J W w k J d g c W

Draw lines to match the capital and lowercase letters.

q W

w Q

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Activity 2

Circle the one who quit the game.

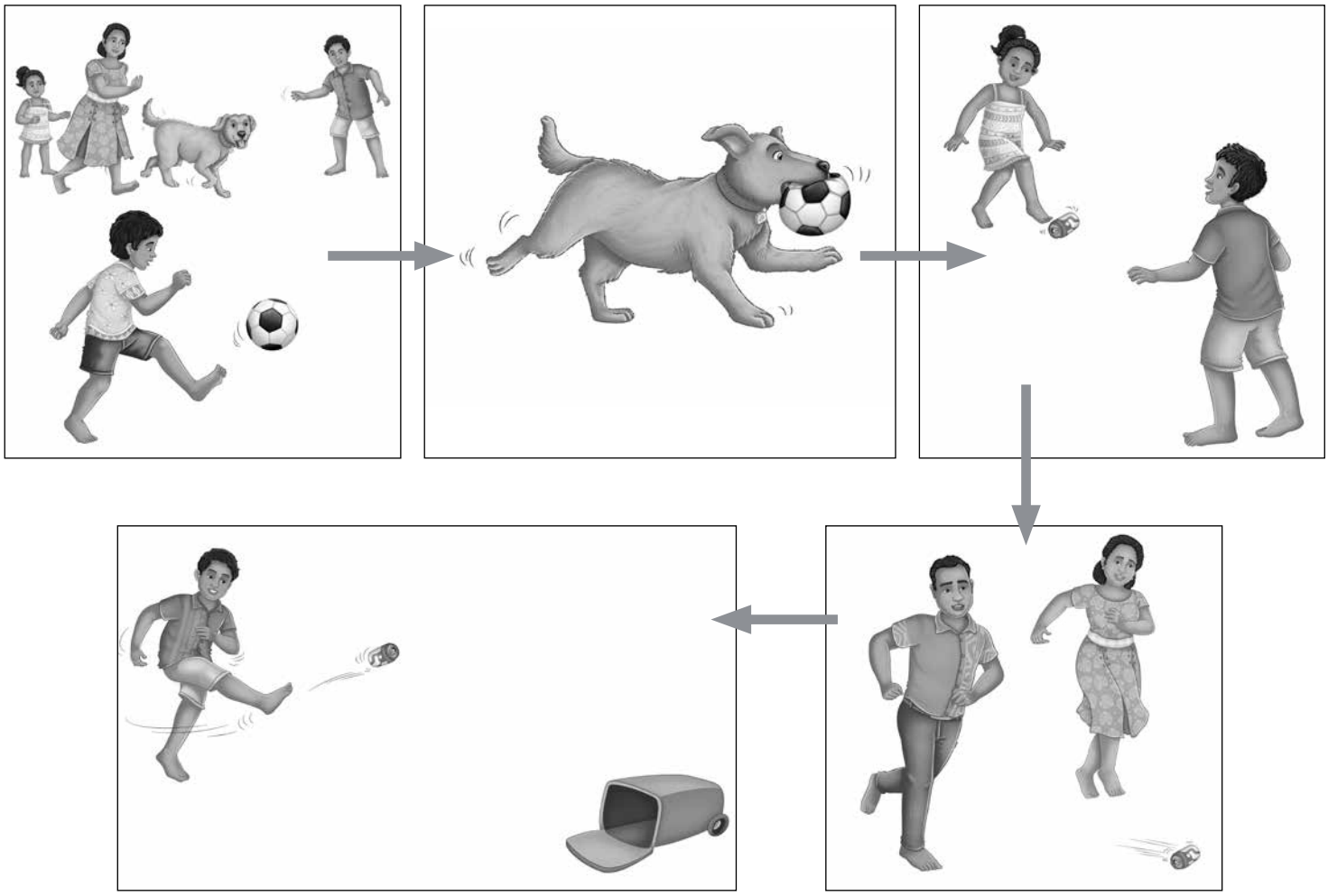
Nat Mum

Pam

Dan

Sam

Use the story map to retell the story.



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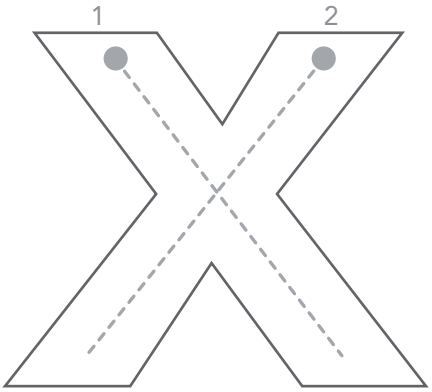
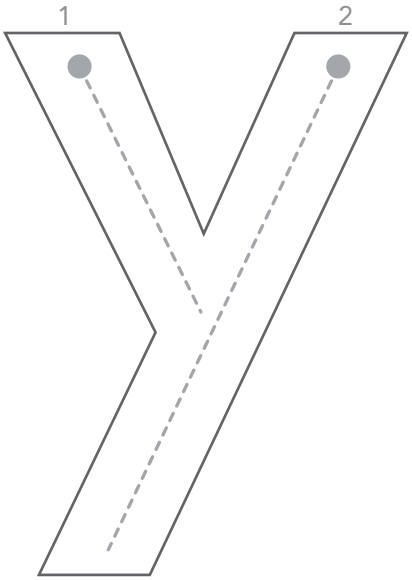
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/x/**.

w x y X k C x j l X c

Circle the letters that say the sound **/y/**.

x y c k Y q K Y f y k Y

Draw lines to match the capital and lowercase letters.

x Y

y X

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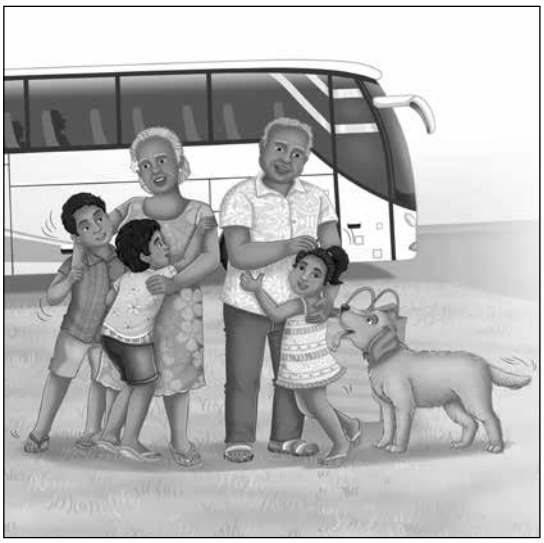
Activity 2

Number the pictures from 1 to 4 to show the order they happened in the story.



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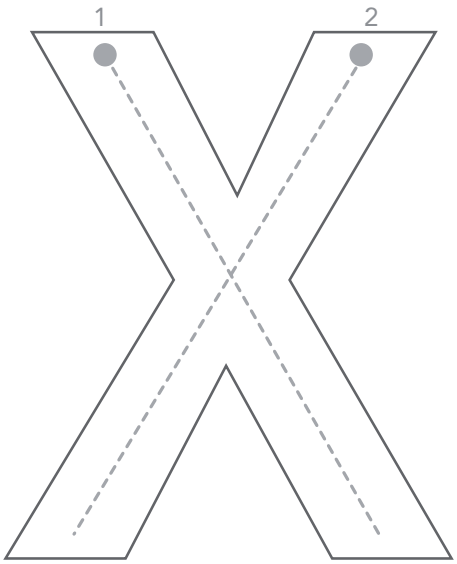
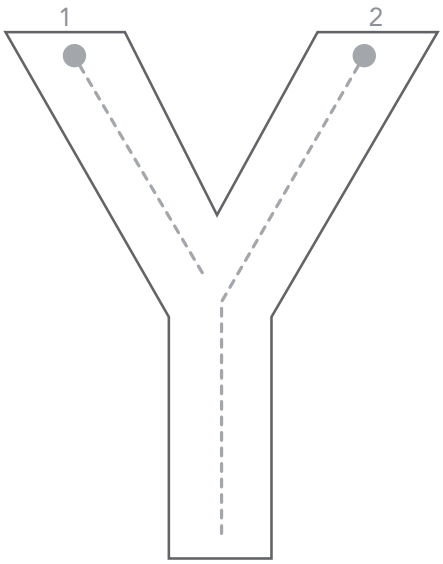
Activity 1

Say the phonemes and trace the graphemes.





Circle the letters that say the sound **/y/**.

Y j l y k J Y g c y

Circle the letters that say the sound **/x/**.

v x v X V x X c j

Draw lines to match the capital and lowercase letters.

Y

X

X

y

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Activity 2

Draw lines to match the thoughts to the characters.

Draw your idea for using the box.

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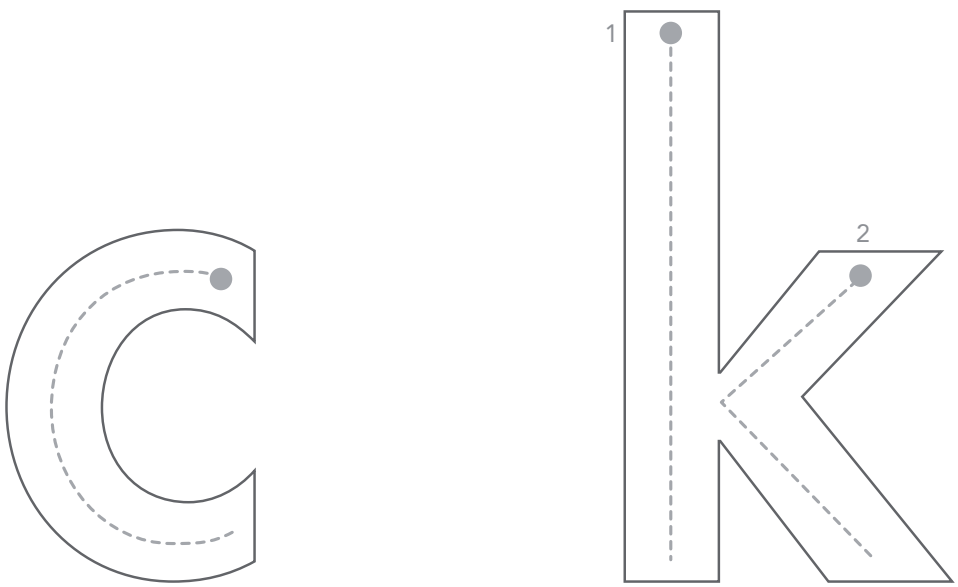
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/c/**.

y p c m a C d g l s c

Circle the letters that say the sound **/k/**.

l b p k t o K s g t k a

Draw lines to match the capital and lowercase letters.

c K

k C

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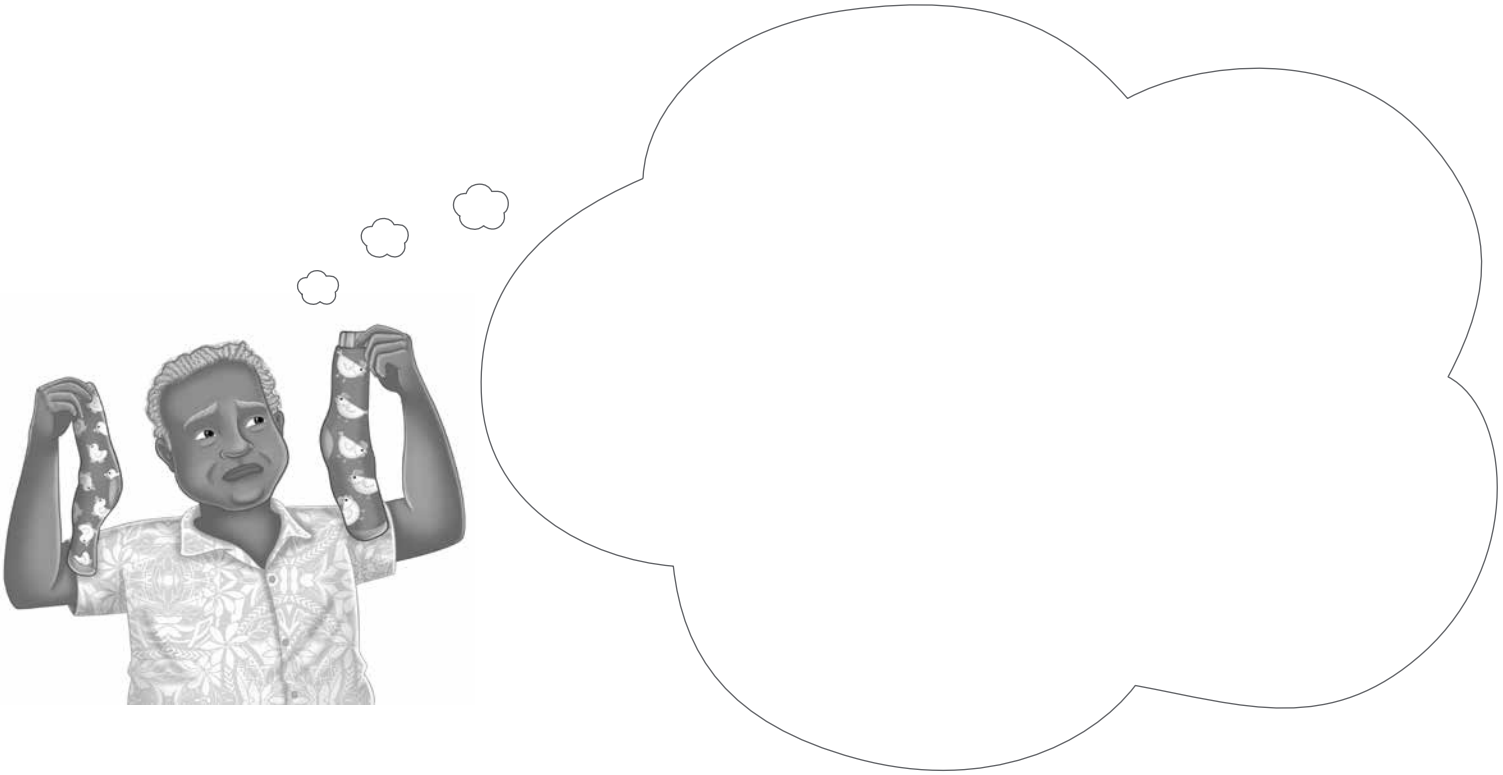
Activity 2

Draw or write what Pop is feeling.



Draw or write how Pop is feeling now.

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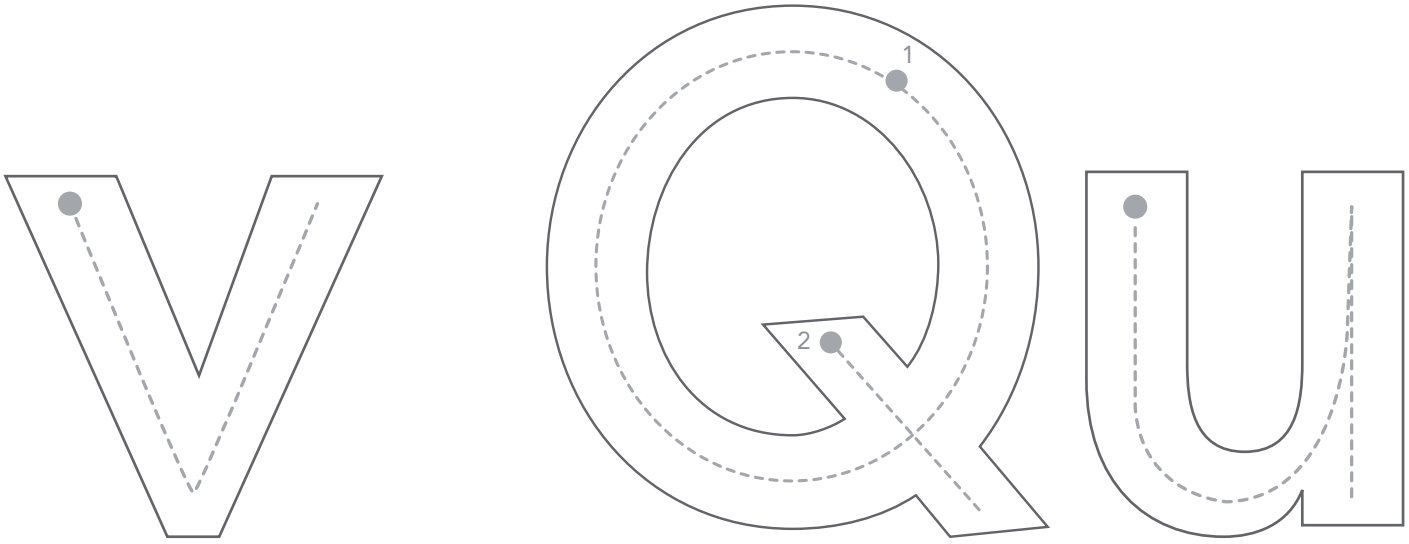
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/v/**.

ck v y x V C y j l v k

Circle the letters that say the sound **/qu/**.

qu c k Y qu K Qu f y k Qu

Draw lines to match the capital and lowercase letters.

V Q

q V

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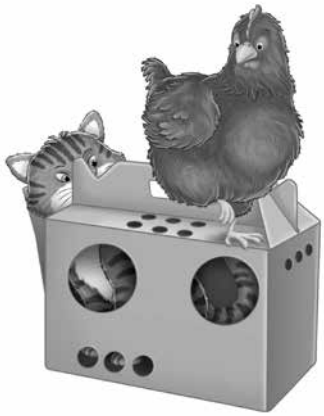
Activity 2

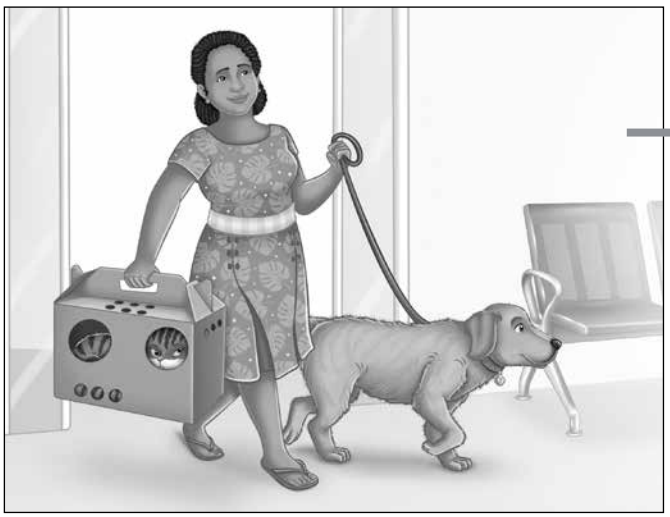
Choose the correct words to finish the sentence. Read the sentence.

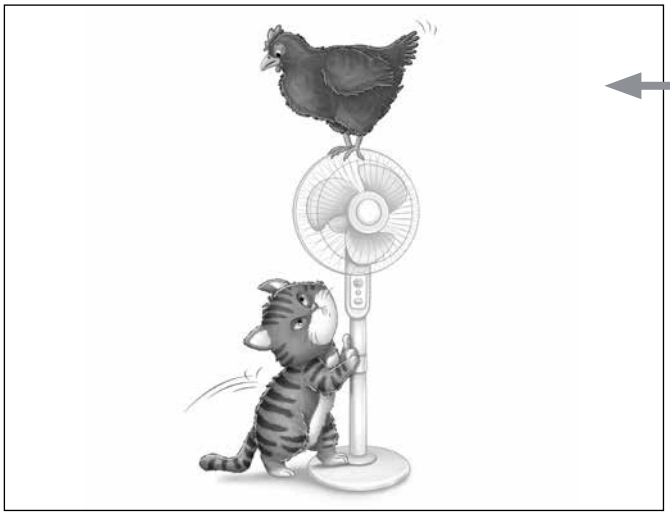


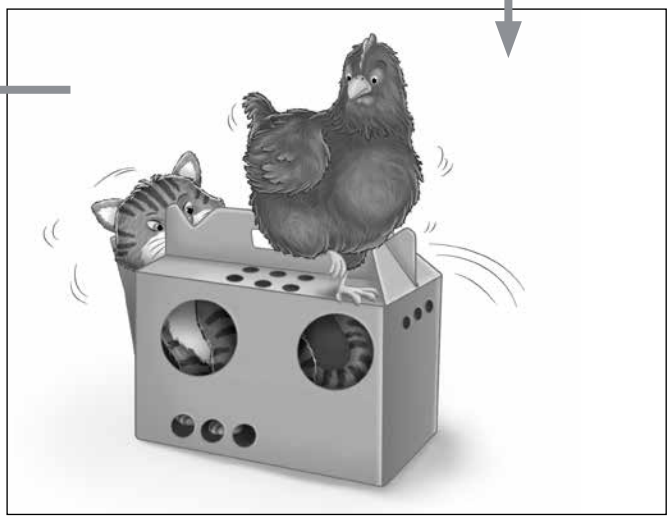
The _____ hops on Sid's _____ .

Word bank	**hen**	**box**	**fan**

Use the story map to retell the story.







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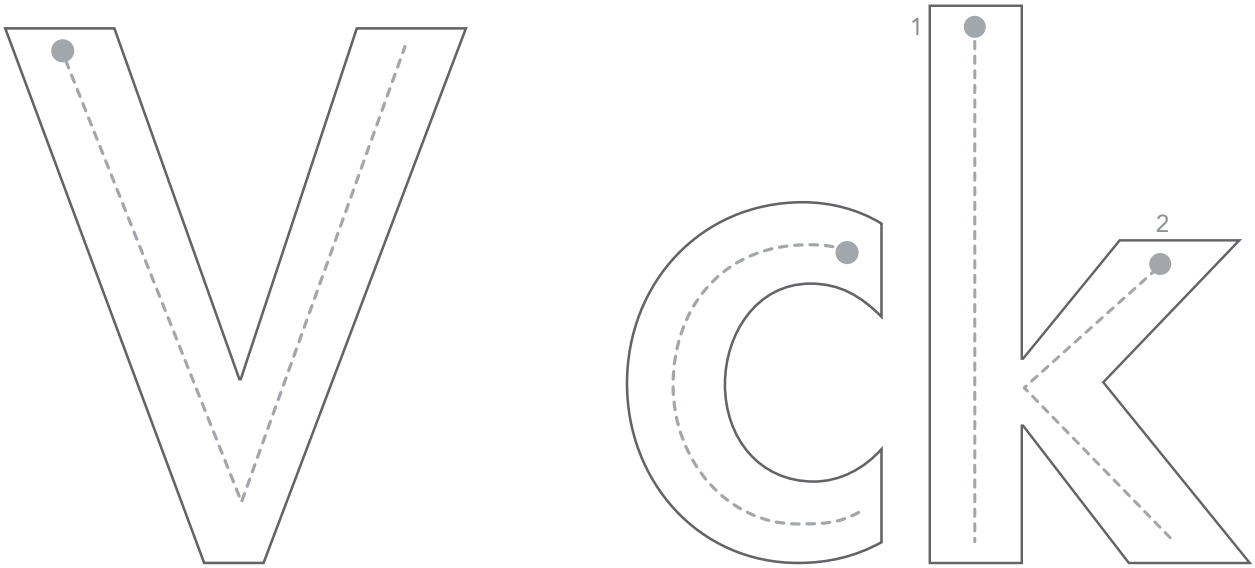
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/v/**.

V j l v J L v c l V

Circle the letters that say the sound **/ck/**.

ck y v ck V x ck c j

Draw lines to match the capital and lowercase letters.

V C K

c k v

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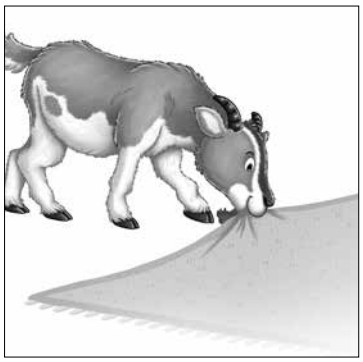
Activity 2

Number the pictures from 1 to 4 to show the order they happened in the story.



Who tugs the mat? Write their name. _____

Word bank	**Pam**	**Gus**	**Sid**	**Ted**

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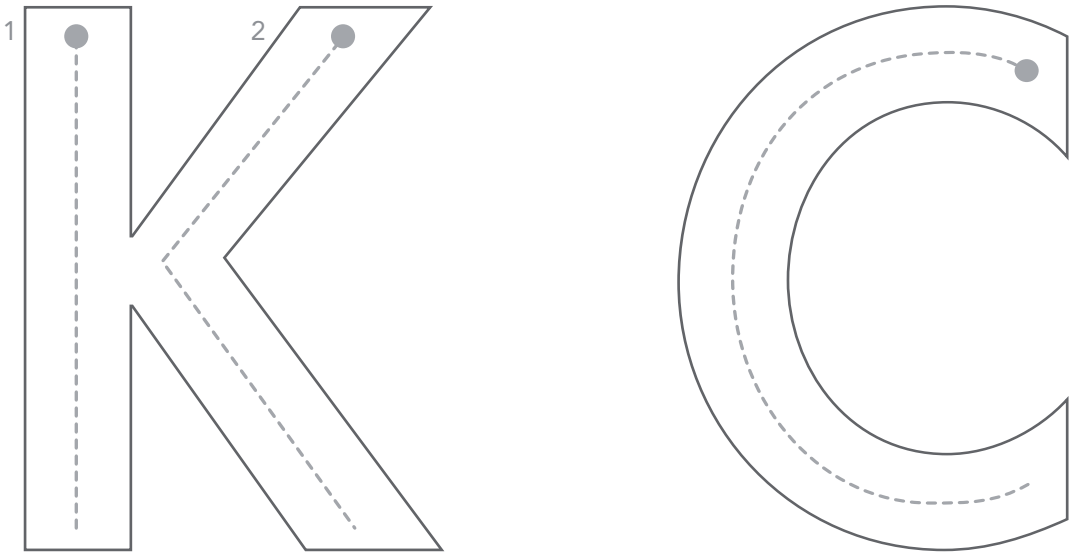
Activity 1

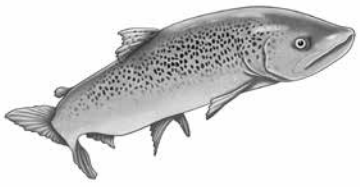
Say the phonemes and trace the graphemes.



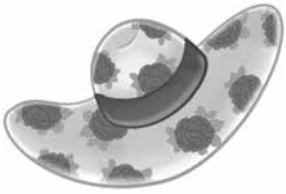
Look at the picture. Write the missing letter.
Read the word.

r ___ d

l ___ g



c ___ d



h ___ t

Letter bank **a** **o**

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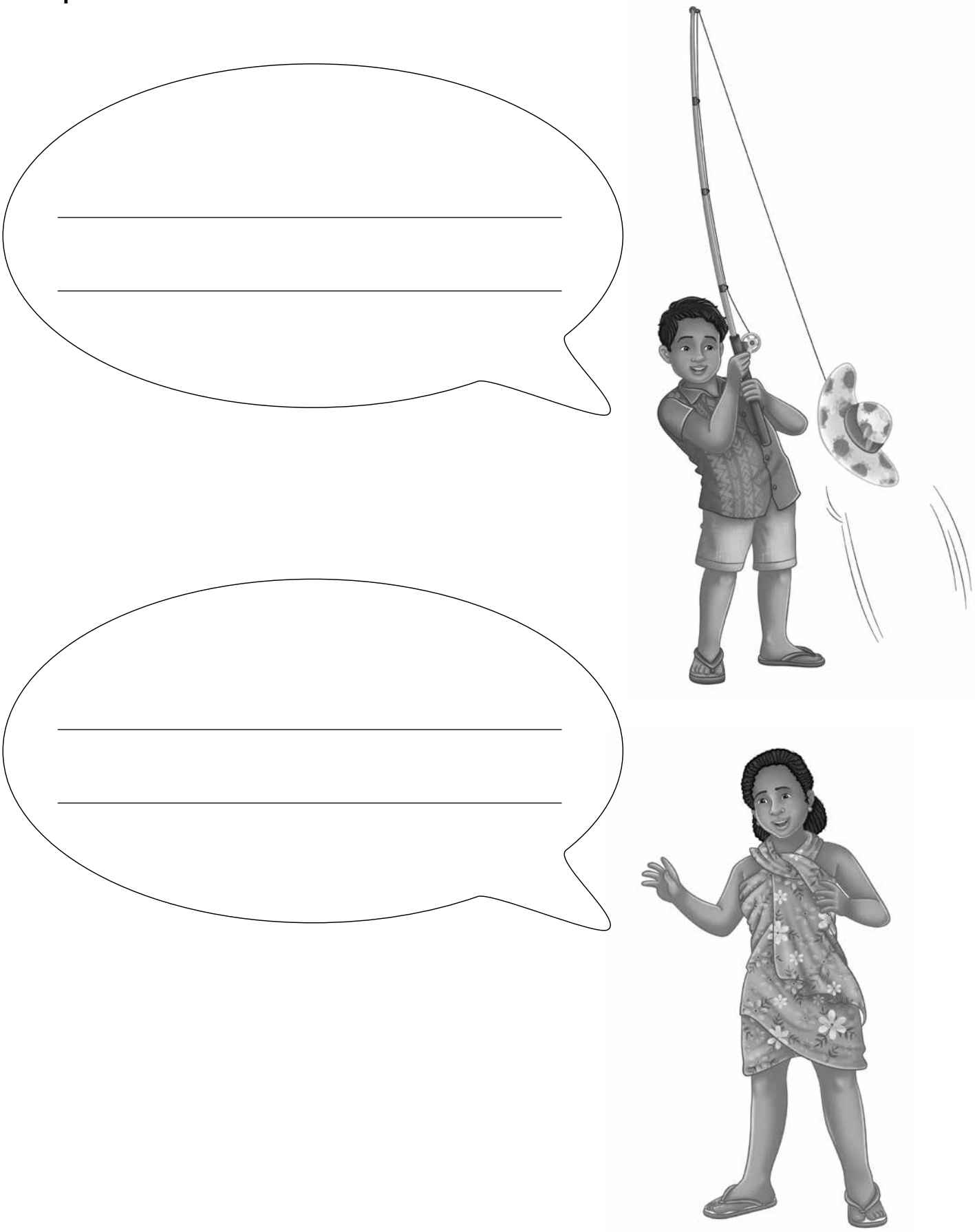
Activity 2

What might Sam and Mum say? Write their words in the speech bubbles.



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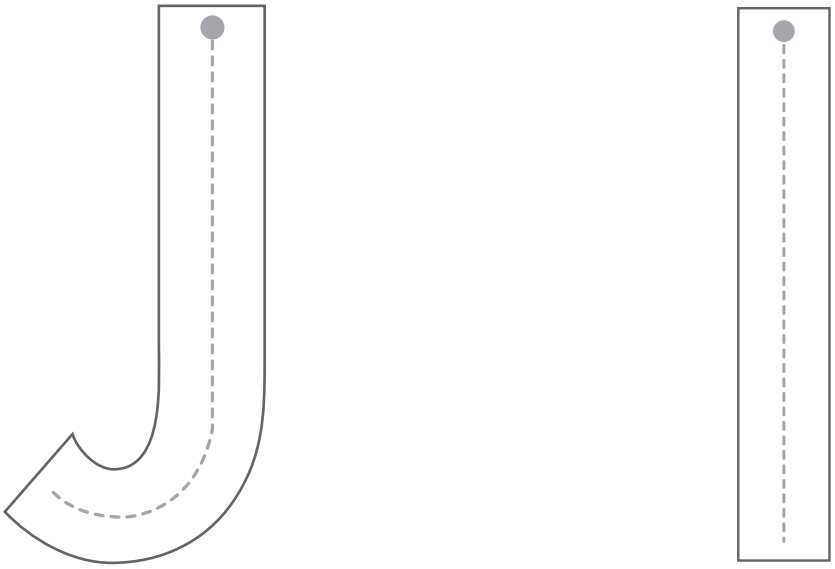
Activity 1

Say the phonemes and trace the graphemes.



Circle the letters that say the sound **/j/**.

y p j m k J d J g c j

Circle the double letters **ll**.

x ll y k z q c ll j k ll

Draw lines to match the capital and lowercase letters.

J L

l j

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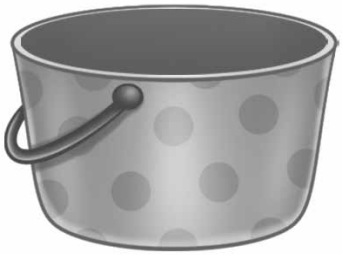
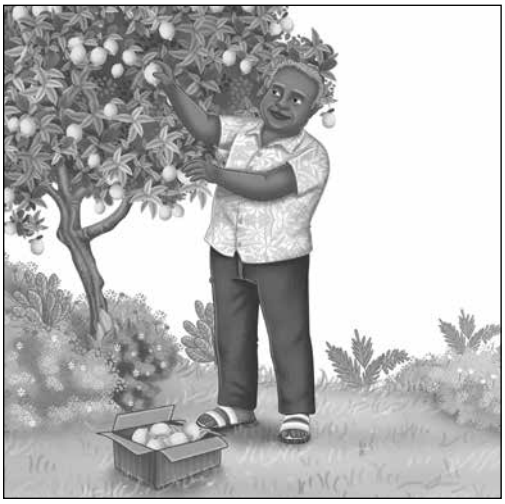
Activity 2

Circle where the lemons were meant to go.



Number the pictures from 1 to 4 to show the order they happened in the story.



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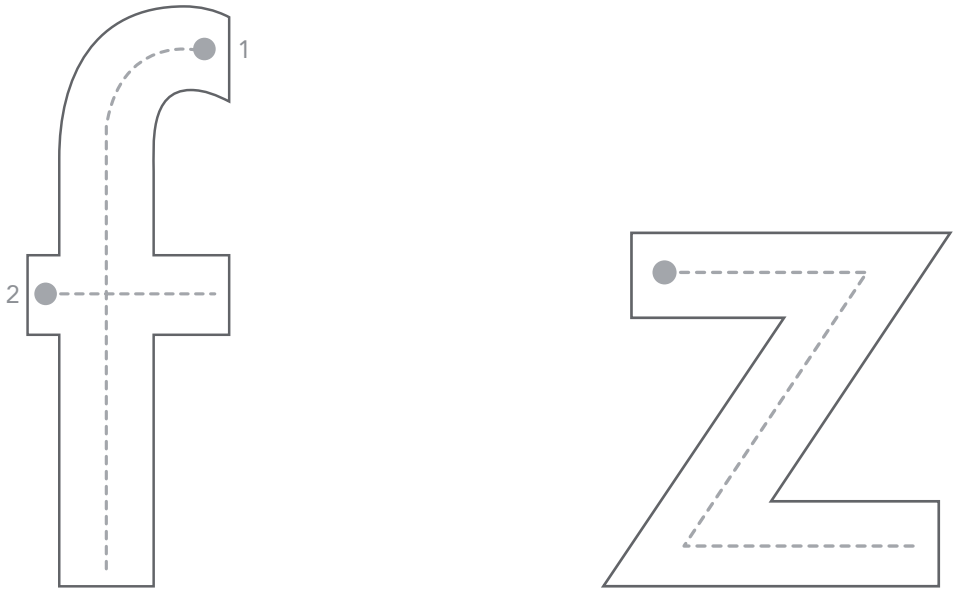
Activity 1

Say the phonemes and trace the graphemes.



Circle the double letters **ff**.

v ff x V ff y j l ff y

Circle the letters that say the sound **/z/**.

z c k Z qu K z f y k Z

Draw lines to match the capital and lowercase letters.

f Z

z F

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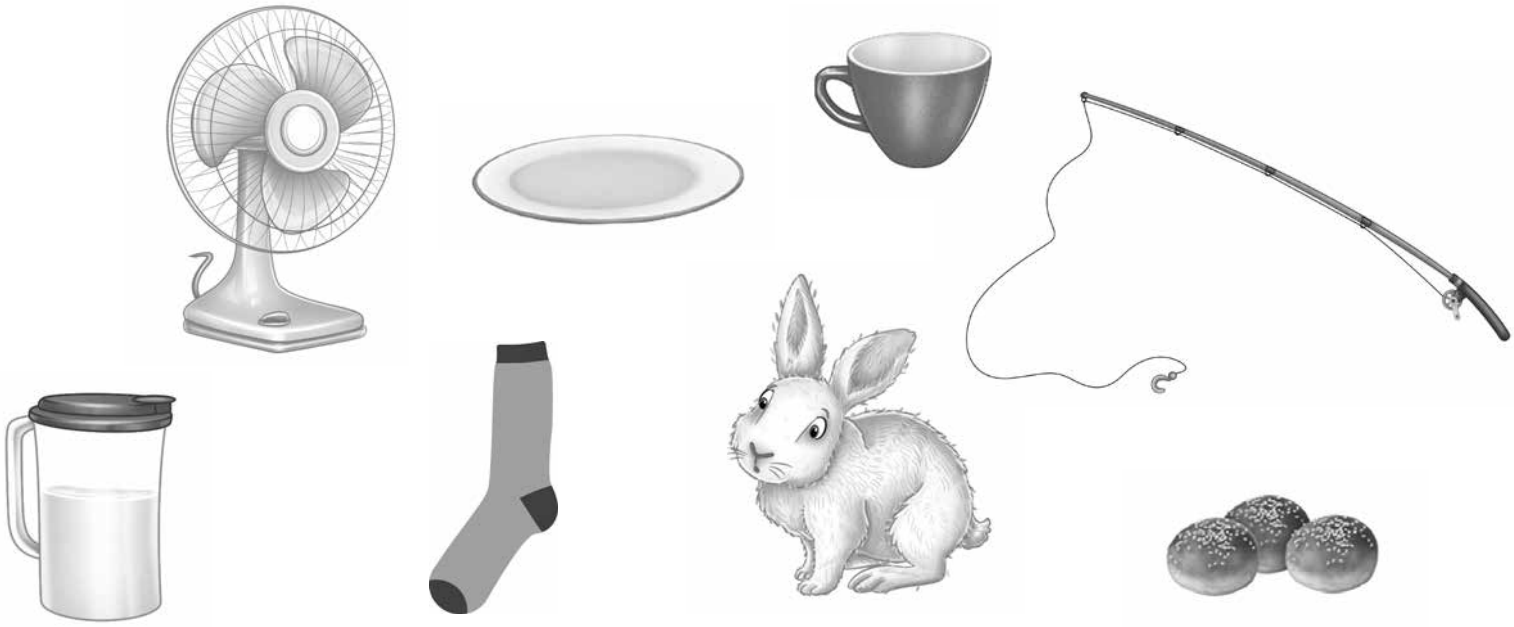
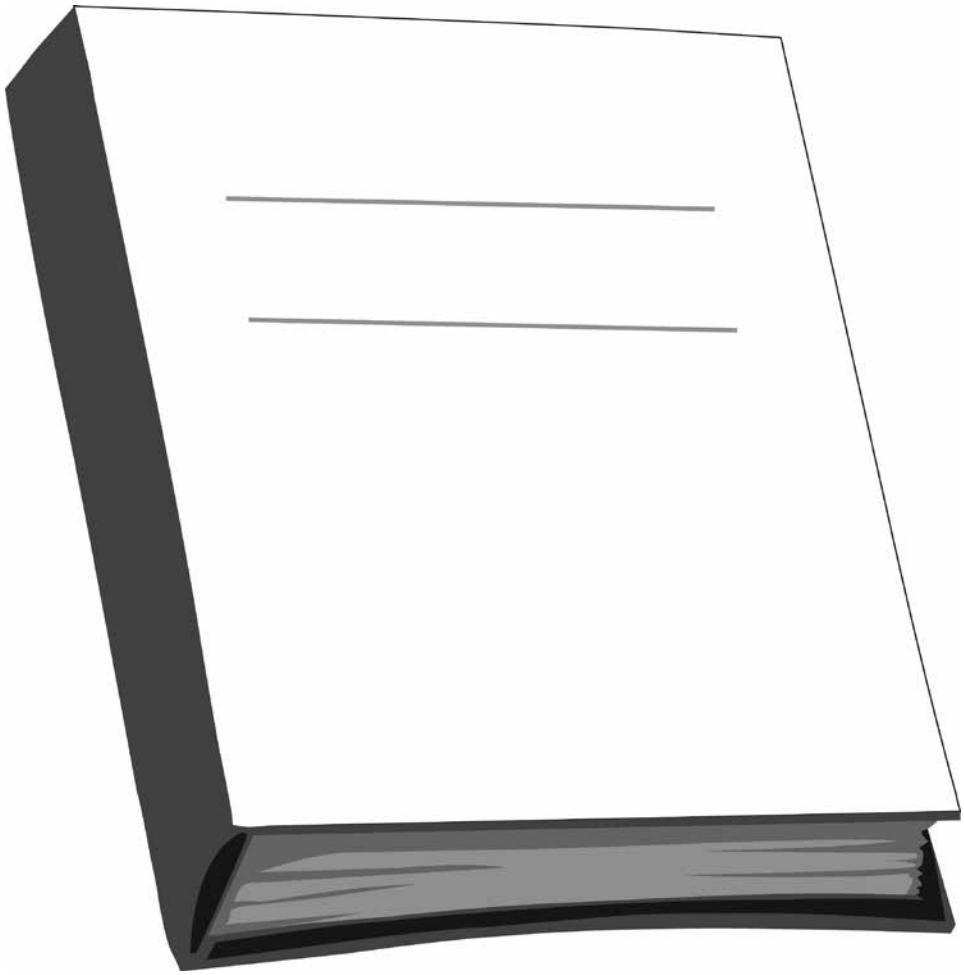
Activity 2

Circle things you would take to a picnic.



Make a cover for your favourite book. Draw a picture and write the name.



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Activity 1

Draw a line to connect the words to the pictures.

1+4=5

maths Thog thick liquid

Choose the correct grapheme from the grapheme bank to finish the word.

_ _ud _ _est

ips li _id

_ _ick _ _ump

wi_ _

Grapheme bank

th z qu

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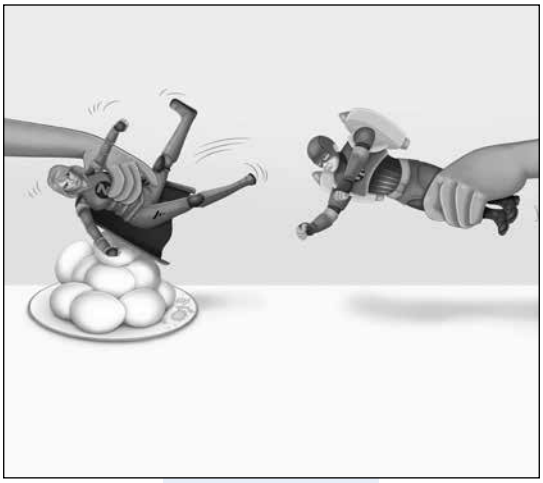
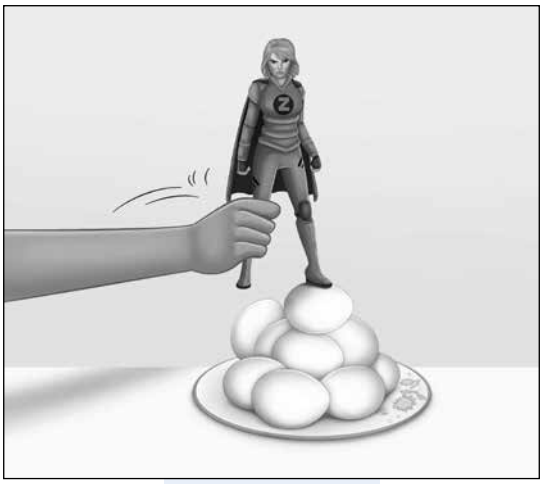
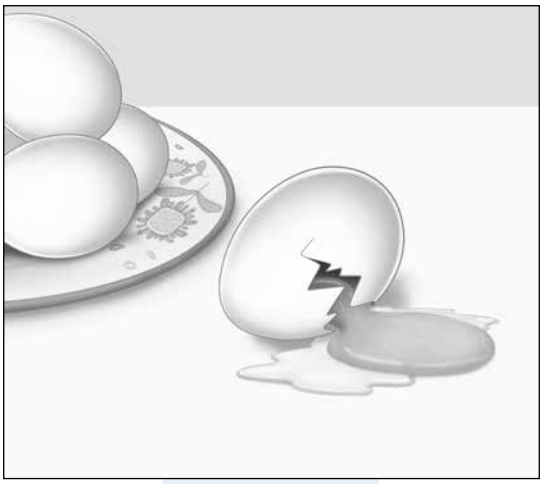
Activity 2

Number the pictures from 1 to 5 to put them in the correct order of the story. Use the pictures to retell the story to a partner.







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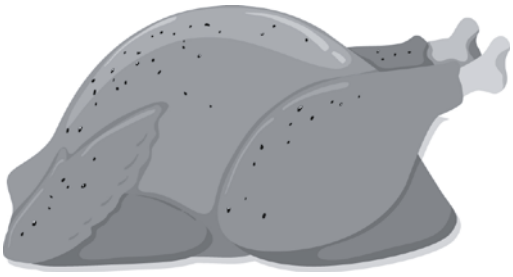
Activity 1

Draw a line to connect the words to the pictures.



chips chicken munch

Choose the correct grapheme from the grapheme bank to finish the word.

_ _ips _ump

ink lun _

_ust _ _ill

Grapheme bank

ch w j

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Activity 2

Write what you think Dan might say to the gull.

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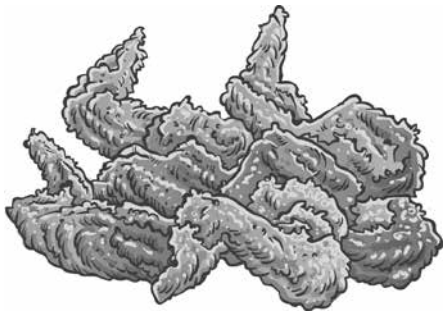
Activity 1

Draw a line to connect the words to the pictures.



king wings rings

Choose the correct grapheme from the grapheme bank to finish the word.

lo_ _ hi_ _

_ _ick so_ _

be_ _ _ _anks

Grapheme bank

ng **th** **ll**

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Activity 2

Read the questions and tick the correct answers.

1. Sam rings his bell to...
   a) get a snack ☐
   b) get Pam ☐
   c) get chips for Nat ☐

2. Sam yells that hot dogs are...
   a) too long ☐
   b) too thick ☐
   c) too hot ☐

3. Nat brings Sam chicken...
   a) nuggets ☐
   b) wings ☐
   c) legs ☐

4. Sam flings this in the bin.
   a) milk ☐
   b) mints ☐
   c) chips ☐

5. In the end, the best snack is...
   a) muffins ☐
   b) jam buns ☐
   c) eggs ☐

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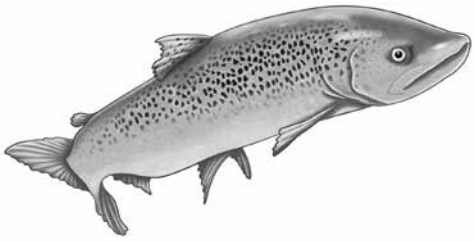
Activity 1

Draw a line to connect the words to the pictures.



dish fish ship

Choose the correct grapheme from the grapheme bank to finish the word.

si_ _ mun_ _

fi_ _ ki_ _

lo_ _ _ _all

Grapheme bank

sh ng ch

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Activity 2

Write or draw what Nan might be dreaming about in the thought bubble after her trip on the ship.

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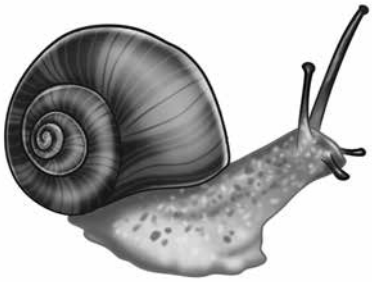
Activity 1

Draw a line to connect the words to the pictures.



rain snail tail

Choose the correct grapheme from the grapheme bank to finish the word.

tr_ _n n_ _l

_ _ip fi_ _

_ _ick p_ _n

Grapheme bank
sh **th** **ai**

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Activity 2

Write words on the lines to finish the sentence.

The _____ is fun, but hail is _____ .

Word bank

rain

a pain

not fun

no fun

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Activity 1

Draw a line to connect the words to the pictures.

feet sheet tree

Choose the correct grapheme from the grapheme bank to finish the word.

r_ _n s_ _m

_ _ip mu_ _

tr_ _ n_ _d

Grapheme bank
ai **ee** **ch**

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Activity 2

Read the questions and tick the correct answers.

1. Nat and Dan plan to paint the hut...
   - a) black ☐
   - b) red ☐
   - c) green ☐

2. Nat and Dan must stop for...
   - a) a sleep ☐
   - b) lunch ☐
   - c) lessons ☐

3. Sid is sleeping in the...
   - a) tree ☐
   - b) hut ☐
   - c) paint ☐

4. Pam has green paint on her...
   - a) feet ☐
   - b) chin ☐
   - c) tail ☐

5. In the end, the children paint the hut with their...
   - a) feet ☐
   - b) brush ☐
   - c) hands ☐

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Activity 1

Draw a line to connect the words to the pictures.

night light fright

Choose the correct grapheme from the grapheme bank to finish the word.

r_ _ _t ba_ _

_ _ip tr_ _

n_ _ _t b_ _n

Grapheme bank

sh **ee** **igh**

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Activity 2

Write some words to show how Nat is feeling in these three pictures.

Word bank

fright **frighten** **happy** **sad** **sleepy**

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Activity 1

Draw a line to connect the words to the pictures.

goat toad boat

Choose the correct grapheme from the grapheme bank to finish the word.

r_ _n g_ _t

_ _eep m_ _l

c_ _t _ _ut

Grapheme bank

ai **sh** **oa**

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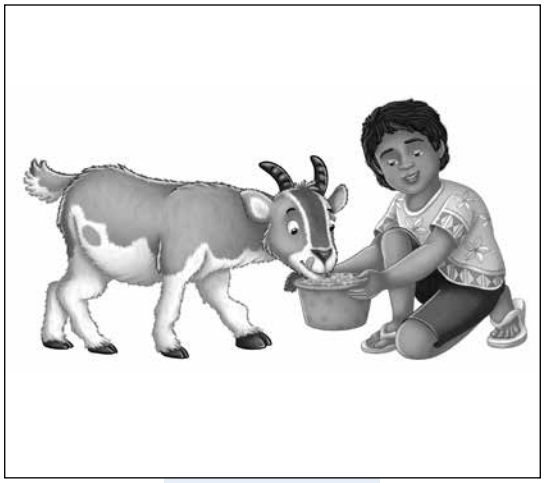
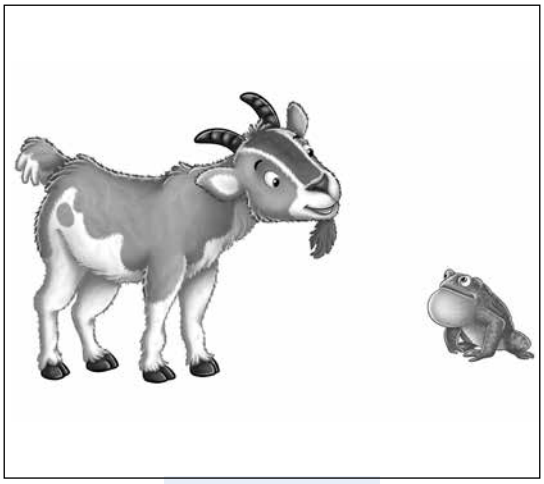
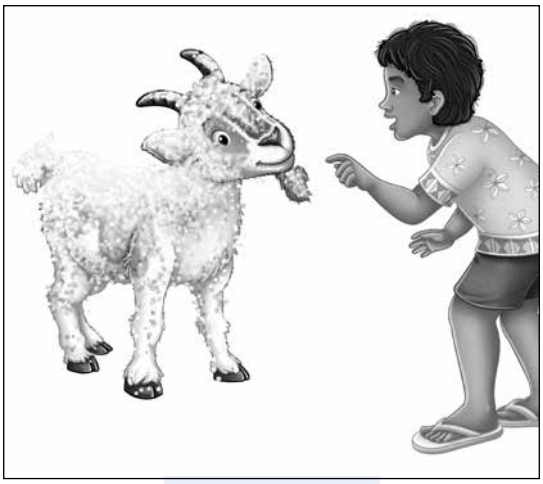
Activity 2

Number the pictures from 1 to 5 to put them in the correct order of the story. Use the pictures to retell the story to a partner.







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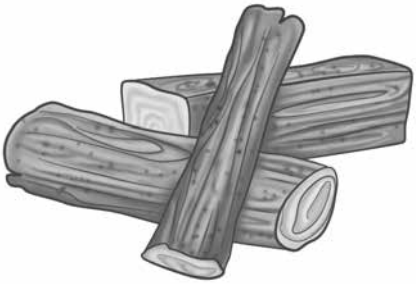
Activity 1

Draw a line to connect the words to the pictures.



Miss Good book wood

Choose the correct grapheme from the grapheme bank to finish the word.

tr_ _ w_ _l

g_ _t h_ _k

c_ _t d_ _p

Grapheme bank
oo **oa** **ee**

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Activity 2

Draw lines to match the real jobs with the pictures of the odd jobs.

get the cook book off the shelf

sweep the rug

dust the fan with a cloth

dig up the carrots and cut them up

pack the wool into the bag

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Activity 1

Draw a line to connect the words to the pictures.

coop food stool

Read the /oo/ words and sort them into the correct column.

	/oo/ as in look	/oo/ as in food
wood		
root		
foot		
soon		
moon		
book		
hoot		
stood		
wool		
balloon		

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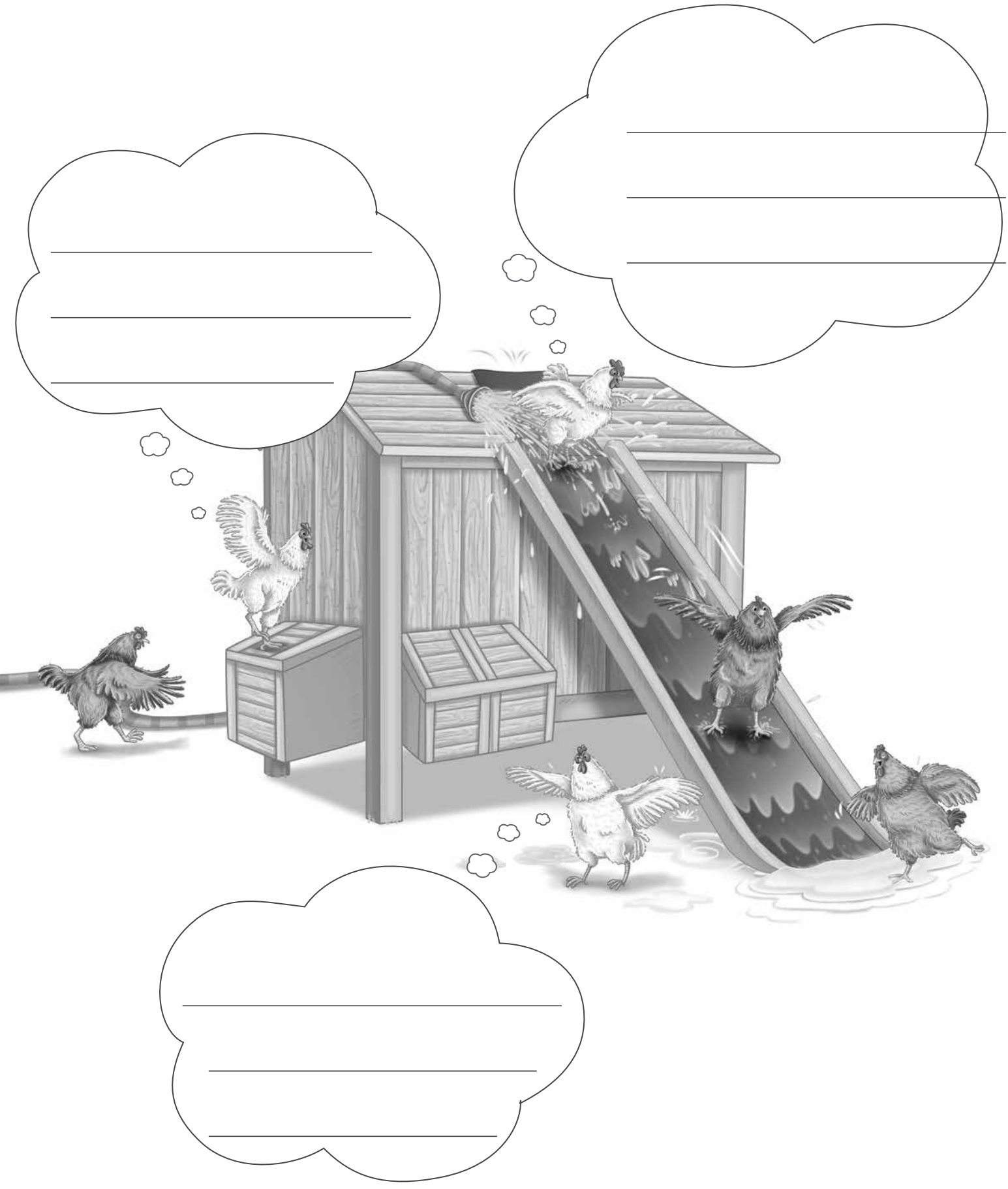
Activity 2

Write what the hens are thinking in the thought bubbles.



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Activity 1

Read the captions and draw a line to match them to the correct pictures.

a jar of jam

carrots and garlic on a cart

a parked car

Choose the correct grapheme from the grapheme bank to finish the word.

n_ _ _t

sp_ _k

b_ _k

l_ _ _t

r_ _d

c_ _l

Grapheme bank
ar **oa** **igh**

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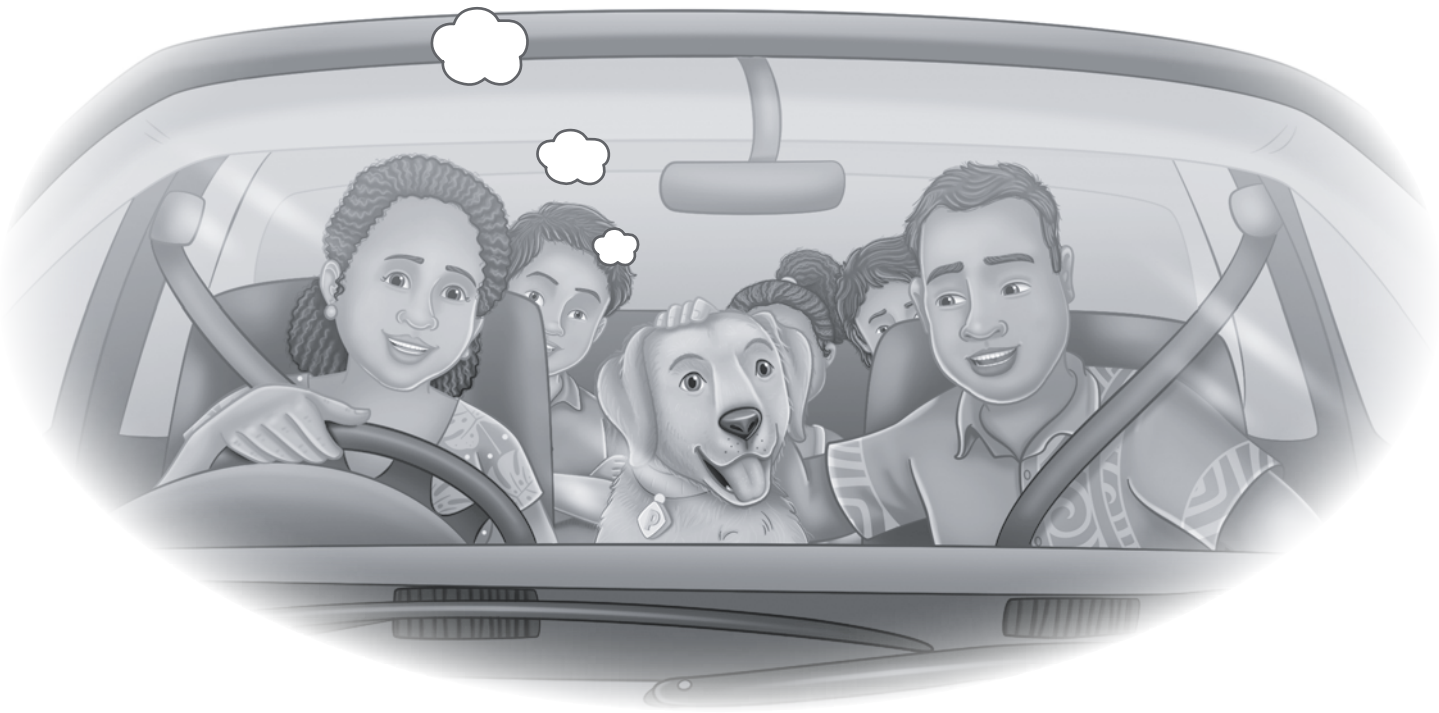
Activity 2

Write what Pam might be thinking in the thought bubble.



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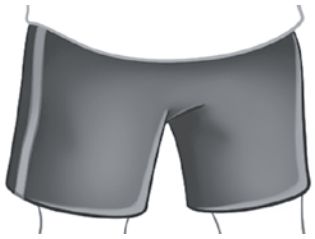
Activity 1

Read the captions and draw a line to match them to the correct pictures.



Sam's sports shorts

lots of corn on the farm

a long run to the fort

Choose the correct grapheme from the grapheme bank to finish the word.

th_ _n

mu_ _

_ _ick

c_ _t

t_ _n

st_ _

Grapheme bank
ch **ar** **or**

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Activity 2

Write how Sam is feeling under each picture.

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

Sid curls up and purrs

The rat has turnips for lunch.

Sid has wet fur.

Choose the correct grapheme from the grapheme bank to finish the word.

l_ _ _t

c_ _l

p_ _rs

wi_ _

_ _ick

sl_ _p

Grapheme bank
ur **igh** **th**

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Activity 2

Read the sentences. Number them from 1 to 6 to put them in the correct order of the story.

Sid sleeps. ☐

The rat lurks in the mop. ☐

The rat lands on the bench. ☐

The rat jumps on the bin lid. ☐

The rat runs in. ☐

Sid lifts the bin lid. ☐

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

An owl with a frown

Pam growling

A bowing clown

Choose the correct grapheme from the grapheme bank to finish the word.

sc_ _l

c_ _s

p_ _k

ch_ _n

s_ _ling

p_ _t

Grapheme bank
or **ow** **ai**

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Activity 2

Read the sentences and tick Yes or No if the sentence is true or false.

	Yes	No
Dad gets milk on his top.	☐	☐
Mum hurts Pam and Pam growls.	☐	☐
Sid has a nap and purrs.	☐	☐
Sam drops a mug and howls.	☐	☐
In town, they see a brown goat.	☐	☐
They munch dumplings for lunch.	☐	☐

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

Foil keeps the roast moist.

The dip needs more oil.

Miss Toil thinks the dip is fantastic.

Choose the correct grapheme from the grapheme bank to finish the word.

lo_ _

br_ _n

c_ _n

ha_ _

t_ _n

j_ _ning

Grapheme bank

oi **ow** **ng**

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Activity 2

Look at the pictures and write about what is happening on the line.

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

A beard with toast in it

A set of shears

Dad cannot hear.

Choose the correct grapheme from the grapheme bank to finish the word.

sh_ _ _s

t_ _n

b_ _l

c_ _n

b_ _n

cl_ _ _

Grapheme bank
ear **oi** **ur**

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Activity 2

Look at the pictures and write how Dad is feeling on the line.

© Wendy Pye Publishing Ltd

Activity 1

Read the captions and draw a line to match them to the correct pictures.

A pair of chairs

At the top of the stairs

Punching the air

Choose the correct grapheme from the grapheme bank to finish the word.

cl_ _ _

t_ _n

funf_ _ _

upst_ _ _s

d_ _n

h_ _ _ing

Grapheme bank
air **ow** **ear**

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Activity 2

Read the sentences and tick Yes or No if the sentence is true or false.

	Yes	No
Dan likes the food smells at the fair.	☐	☐
Sam has the cash to get the popcorn.	☐	☐
In the Room of Tricks, Dan looks short.	☐	☐
Dan is keen to go on The Big Dip.	☐	☐
Sam feels ill on The Big Dip.	☐	☐
Sam's gum ends up in Dan's hair.	☐	☐

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

Pure cow manure

No fracture in the picture

Digging in the mixture

Choose the correct grapheme from the grapheme bank to finish the word.

c_ _ _

cl_ _ _

man_ _ _

f_ _ _

s_ _l

r_ _ning

Grapheme bank
ure **ear** **ai**

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Activity 2

Read the sentences. Number them from 1 to 5 to put them in the correct order of the story.

They wait to get help for Nat. ☐

Nat and Sam help Dad in the garden. ☐

The man tells them there is no fracture. ☐

Nat hurts her arm. ☐

Nat slips on the manure. ☐

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

Asher is shorter than Sam.

Asher is better at getting under railings.

Asher is a better runner than Sam.

Choose the correct grapheme from the grapheme bank to finish the word.

summ_ _ p_ _k

n_ _ _ h_ _ _ing

c_ _ p_ _haps

Grapheme bank
ar **ear** **er**

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Activity 2

Look at the pictures and write a sentence about what is happening in each picture.

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Activity 1

Read the captions and draw a line to match them to the correct pictures.

Miss Good has lost her specs.

Dad is a fair referee.

Mum and Miss Toil bring muffins.

Choose the correct grapheme from the grapheme bank to finish the word.

bett_ _

m_ _ning

ch_ _ _s

p_ _ _

st_ _m

ladd_ _

Grapheme bank
or **air** **er**

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Activity 2

Look at the pictures of the animals. Write sentences about what they did.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Ralph got a good shot of the dolphin.

The dolphin looked right at Philippa.

Philippa did not get a shot of the dolphin.

Choose **ph** or **f** to finish the word.

ele_ _ant

al_ _abet

_oxes

Choose **wh** or **w** to finish the word.

_ _eel

_izard

_ _isper

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Activity 2

Look at the pictures. Write a sentence to say what is happening in each.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Jay smelt the fantastic cake.

Jake ran away.

Blaze liked the cake.

Choose **ay**, **a-e** or **eigh** to fill the gaps in the sentences.

J_k_ cut the c_k_ into

_ _ _ _t bits.

J_k_ got c_k_ for J_ _, Bl_z_ and K_t_.

Bl_z_ seemed to s_ _, “Yum!”

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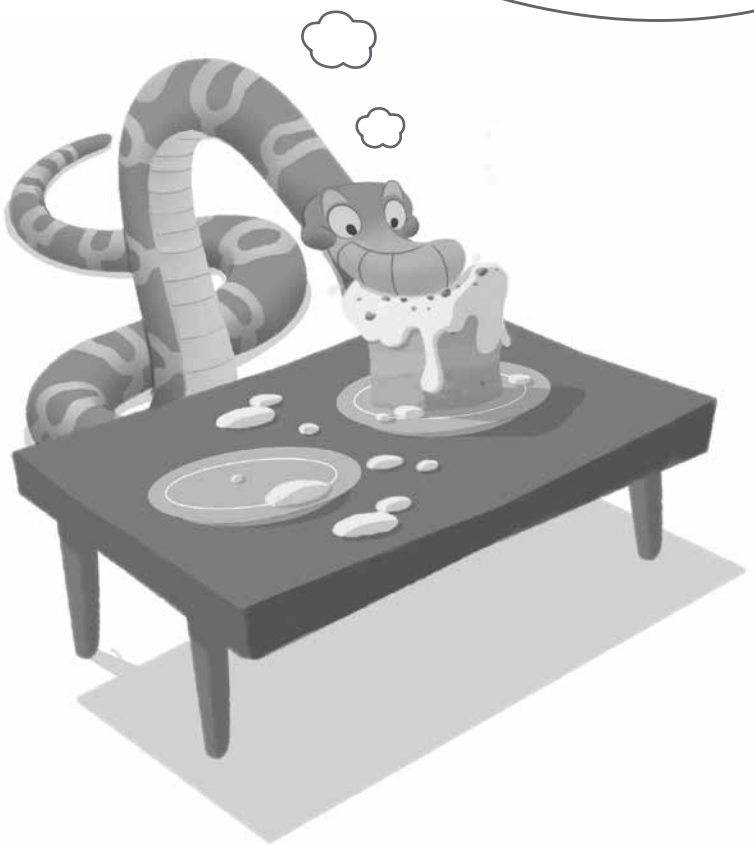
Activity 2

Look at the picture. Write a sentence to say what Kate might be thinking.



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Activity 1

Read the words. Draw a line to link the correct words to each picture.

a happy family

a yummy picnic

a cat named Penny

Choose **y**, **ea**, **ie** or **ee** to fill the gaps in the sentences.

Grann_ has picnics on the b__ch.

Ev__ and her famil_ are in a tent.

Grann_ r__ds on a s__t by the big tr__.

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Activity 2

Write Evie's reply to Granny's email.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Cook has a sly smile.

The dragon likes the pie.

Magpie can carry Arthur's bag.

Choose **i-e**, **ie** or **y** to fill the gaps in the sentences.

The dragon took a big b_t_ of p_ _.

Arthur tr_ _d to trap the dragon with a p_ _.

Arthur did not l_k_ to be sh_.

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Activity 2

Write what Arthur thinks about himself at the start and the end of the story.

Start

End

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Leo's dad likes to joke.

Bingo is Joe's dog.

On the way to the field, they spotted yellow flowers.

Choose **o-e**, **oe** or **o** to fill the gaps in the sentences.

J_ _ showed Le_ his home.

J_ _ and Le_ spotted Kimb_ and his p_ny.

They looked at the stars with a telesc_p_.

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Activity 2

Leo messages Joe to say thank-you for the sleep-over. Write what the message might say.

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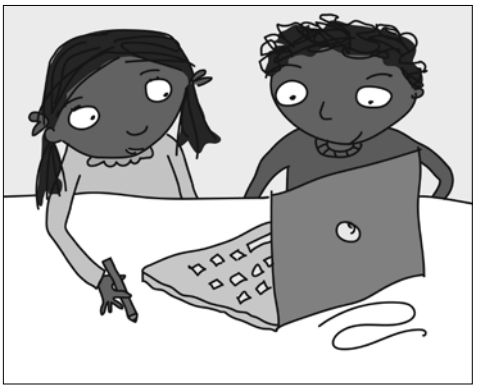
Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.



The kite flew into the tree.

The newspaper kite was red and blue.

Sue told Andrew what to do.

Choose **ew**, **ue**, **oo** or **u** to fill the gaps in the sentences.

Andr_ _ and S_ _ l_ _ked on the comp_ter.

Andr_ _ dr_ _ the kite on the n_ _spaper.

Andr_ _ and S_ _ t_ _k turns to fly the kite.

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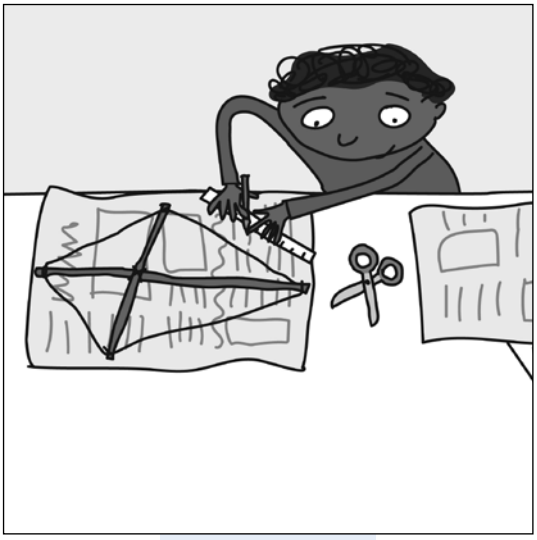
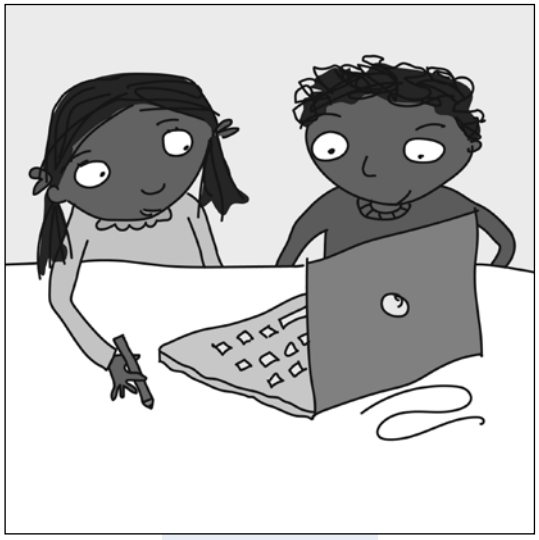
Activity 2

Number the pictures to show the order they happened in the story. Then use the pictures to help you retell the story to a partner.





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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

The creepy-crawly was just a small prawn.

Saul saw a book on astronauts.

Saul was drawing on the wall.

Choose **au**, **aw** or **al** to fill the gaps in the sentences.

P__l told S__l to mow the l__n.

S__l had a shock when he s__ the creepy-cr__ly.

They __l drank str__berry milk with str__s.

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Activity 2

Paul and Saul and the awful creepy-crawly

Look at the pictures. What does Saul think about Paul? What does Paul think about Saul? Write their thoughts in the bubbles.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Ernesta was reading a book on pearl divers.

Bernard got herbs on his T-shirt.

Bernard had avocado and herbs for lunch.

Choose **er**, **ir** or **ear** to fill the gaps in the sentences.

B_ _nard is ten, and _ _nesta is th_ _teen.

B_ _nard is hungry and th_ _sty.

Dad gets home _ _ _ly to play with B_ _nard.

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Activity 2

Fill in the fact file cards to describe Bernard and Ernesta.

Name: _____

_____

_____

_____

_____

_____

Name: _____

_____

_____

_____

_____

_____

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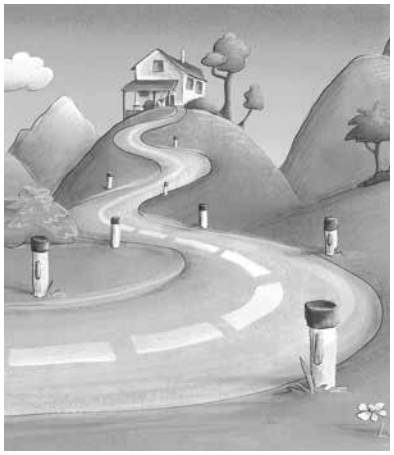
Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.



Grandpa's house sat proudly at the top of the mountain.

Grandpa was proud of his flowers.

Bounder bounded after the mouse.

Choose **ow** or **ou** to fill the gaps in the sentences.

The blueberries were s__r.

B__nder b__nded after it.

I cr__ched d__n to pick them.

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Activity 2

Number the pictures to show the order they happened in the story. Then use the pictures to help you retell the story to a partner.

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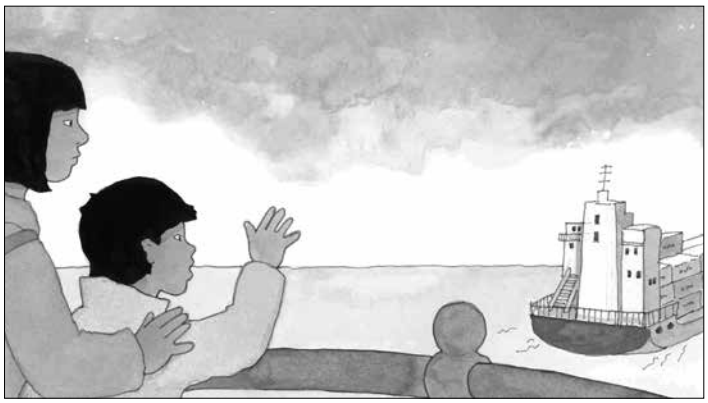
Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.



Roy is a boy who likes boats.

Mum gave Roy a toy boat as a gift.

Roy liked eating oysters.

Choose **oi** or **oy** to fill the gaps in the sentences.

You can b__l __sters or eat them raw.

The b__ dug in the s__l.

R__'s dad put __l in the car.

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Activity 2

Look at the picture. How is Roy feeling? Write his thoughts in the bubble.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Reindeer like a cold atmosphere.

Cars must avoid the reindeer here!

Reindeers' sheer strength helps them pull a sleigh.

Choose **ere** or **eer** to finish the sentences.

Have you ever seen a reind___ around h___?

In the Arctic there is a cold atmosph____.

The sh___ power of reind___ is amazing!

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Activity 2

Find three facts about reindeer and write them in the fact file.

Reindeer

Fact File

Fact 1: _____

_____

Fact 2: _____

_____

Fact 3: _____

_____

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Heta wears a fair wig.

Lily wears a black wig.

Rude people stare at Heta and Lily.

Choose **are** or **ear** to finish the sentences.

I like eating plums and p___s.

Would you like to sh___ my cookies?

I don't c___ if people st___.

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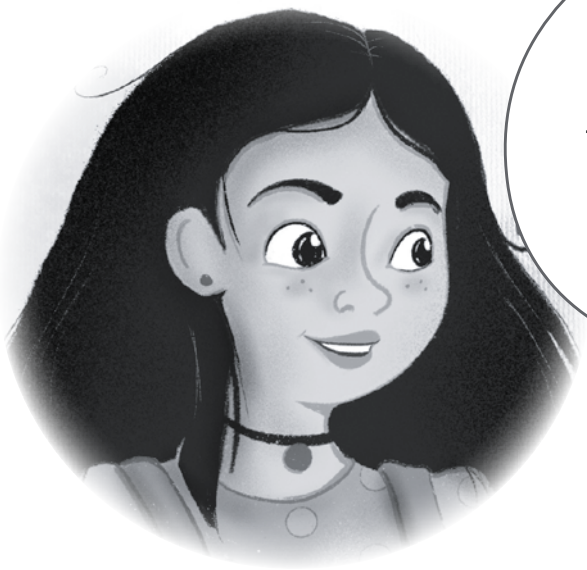
Activity 2

What are Heta and Lily thinking at the end of the story? Write it in the thought bubbles.



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Activity 1

Read the words. Draw a line to link the correct words to each picture.

Gem looks for Fudge under the hedge.

Gem is sad because Fudge is lost.

There is a nice scent of pancakes.

Choose **g**, **c** or **dge** to fill the gaps in the sentences.

_indy spoke _ently to _em.

_em could not sleep when Fu___ was in dan_er.

Outside there was a snowy, i_y s_ene.

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Activity 2

Read the sentences. Number them from 1 to 6 to put them in order.

Gem could not sleep. ☐

Gem found Fudge under the snow. ☐

Gem noticed that Fudge was lost. ☐

Everyone was happy, and it was time to eat. ☐

In the morning, it was snowy. ☐

Gem met Cindy outside. ☐

Finish the sentence with your own ideas.

The best part of this story was _____

_____

because _____

_____

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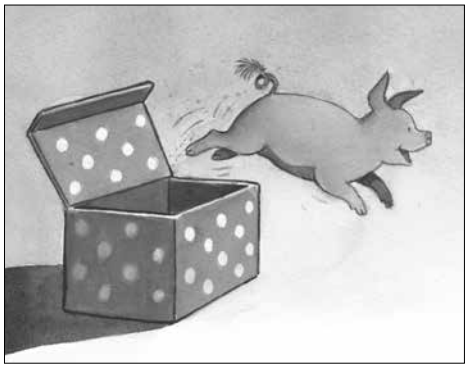
Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.



Jack quacked when the orchestra played.

Jock's oink echoed round the hall.

Rick took a pink box to the concert.

Choose **c, k, ck, x, qu, ch** to fill the gaps in the sentences.

The or__estra had si_ days to pra_tise.

Ja__ and Jo__ oin_ed and __a__ed to the music.

Ja__ and Jo__ both li_ed zuc__ini _ra__ers.

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Activity 2

Answer the questions about the story.

1. Whose pet was a pig?

2. What was the duck's name?

3. What did Rick play in the orchestra?

4. What colour was Nick's backpack?

5. How did Mr Mark feel when Jock and Jack started quacking and oinking?

6. Did Jock and Jack spoil the concert?

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

The girl's mother is getting her wings ready.

Mrs Wright tells the girl to spread her wings.

The girl's mother and brother are waiting.

Choose **u** or **o** to fill the gaps in the sentences.

It is f_n to play with my br_ther in the s_n.

The _thers are c_ming to play with _s.

I tell my m_ther not to w_rry.

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Activity 2

How does the girl feel? Write words to describe her feelings next to the pictures.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Gran told Lara it would be dumb to forget her hat.

Lara was patting the lamb.

Lara's father will not need a wash!

Choose **a** or **al** to fill the gaps in the sentences.

Lara went down the gr_ssy p_th to see the c_ _f.

Lara and her f_ther saved h_ _f the crumbs.

It was a hot and sunny _fternoon.

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Activity 2

What would Miss Maggie like to say to Gran? Write it in the thought bubble.

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Rosa texted Lyn and Flynn.

Lyn and Flynn dressed Hairy as a gnome.

There was a big sign in the gym.

Choose **gn** or **kn** to fill the gaps in the sentences.

The si__ on the wall said,
"__ights welcome!"

I __ew a __ome who had a red hat.

The __ome __elt to the __ight.

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Activity 2

Write answers to questions about the story.

1. Who sent a text to Lyn and Flynn?

2. What was Lyn's costume?

3. Who put on Dad's knee-high boots?

4. Where was the party held?

5. Who went as a fairy?

6. What dance did Flynn and Rosa do?

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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Eve offered Jo a little pie.

Jo spotted Eve's name on her bangle.

Mum felt terrible when she arrived.

Choose **ve**, **le** or **se** to fill the gaps in the sentences.

Plea__ will you gi__ me a litt__ chee__ pie?

I ha__ a litt__ kitten called Pick__.

The children wrigg__d and gigg__d and made a noi__.

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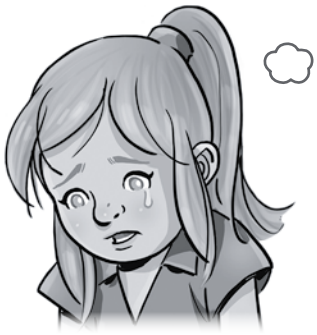
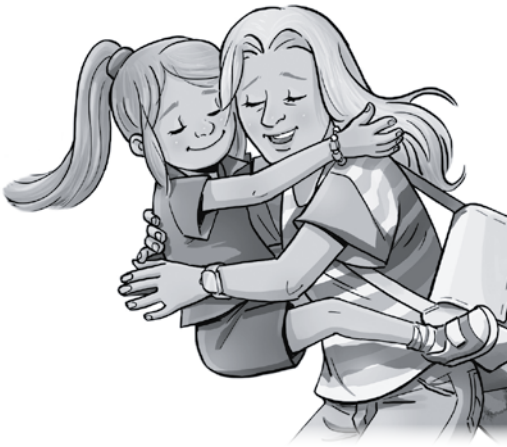
Activity 2

How does Eve feel when she is lost? How does she feel when she sees Mum again? Write her thoughts in the bubbles.





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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Michelle and Chandry looked at their reflections.

Michelle looked for the special itch lotion on the table.

Patch licked off the delicious cake topping.

Choose **ch, t** or **c** to fill the gaps in the sentences.

__arlotte's cake was espe_ially deli_ious.

__andry did not pick up the pot of lo_ion!

__arlotte had to do some addi_ion and subtrac_ion.

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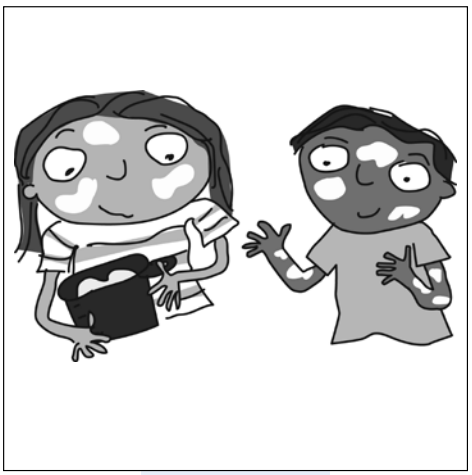
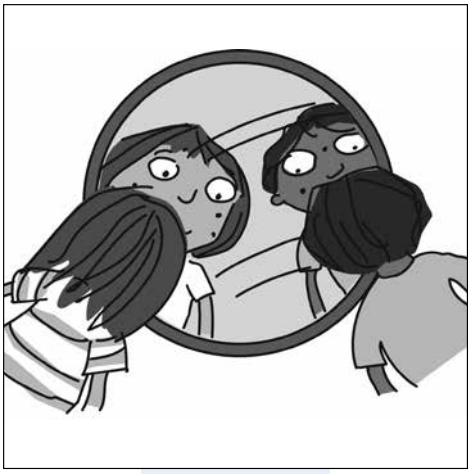
Activity 2

Number the pictures from 1 to 5 to show the order they happened in the story. Then use the pictures to help you retell the story to a partner.





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Activity 1

Read the sentences. Draw a line to link the correct sentence to each picture.

Max and Dad were watching aliens on television.

There was lots of confusion when the television stopped!

Max made the decision to go outside with Dad.

Choose **tch** or **si** to fill the gaps in the sentences.

I like wa_ _ _ing films about aliens on televi_ _on.

Mum is making popcorn in the ki_ _ _en. It sounds like an explo_ _on!

Please fe_ _ _ my glasses.

My vi_ _on is not very good.

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Activity 2

What is Max thinking as he starts to climb up the tree? Write his thoughts in the bubble.

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