

Name: \_\_\_\_\_ Date: \_\_\_\_\_

\_\_\_ oot sh / ch / th sh \_\_\_ k oo / oa / ai  
 \_\_\_ ms oo / oa / ai h \_\_\_ ps oa / oo / ai



shoot Boom hoops cool fresh  
 Six shock chest

Zack and Kev had a bet – \_\_\_\_\_  
 ten \_\_\_\_\_ to win.

Zack and Kev think they are \_\_\_\_\_.  
 \_\_\_\_\_, then seven hoops for Kev.

Zack looks on in \_\_\_\_\_.

Zack puffs up his \_\_\_\_\_, “I can do it!”

Kev bumps fists with Zack, “\_\_\_\_\_!”

Good win!! Keep it \_\_\_\_\_.”



## What's missing?

**Instructions:** Read the book *A bet* to complete these activities.

What sound is missing? Fill in the missing sounds.

What word is missing? Fill in the missing word using the book to help you.



Zack and Kev had a bet – shoot ten hoops to win.

Set 6 A bet



Kev gets his shot in. Then Zack gets one. “He shoots! He scores!” yells Zack.

Set 6 A bet



Zoom! Zoom! Seven hoops for Kev. Zack looks on in shock.

Set 6 A bet



Zack puffs up his chest, “I can do it!” He shoots three goals!

Set 6 A bet



The score is 9-9. Zack rushes past Kev, jumps and shoots the ball. Swish!

Set 6 A bet



Zack wins the bet. Kev bumps fists with Zack, “Boom! Good win! Keep it fresh.”

Set 6 A bet

## Sequence the story

**Instructions:** Read the book *A bet* to complete this activity.

Cut out all cards. Match the words to the pictures and then put the events in order.

Name: \_\_\_\_\_

Date: \_\_\_\_\_



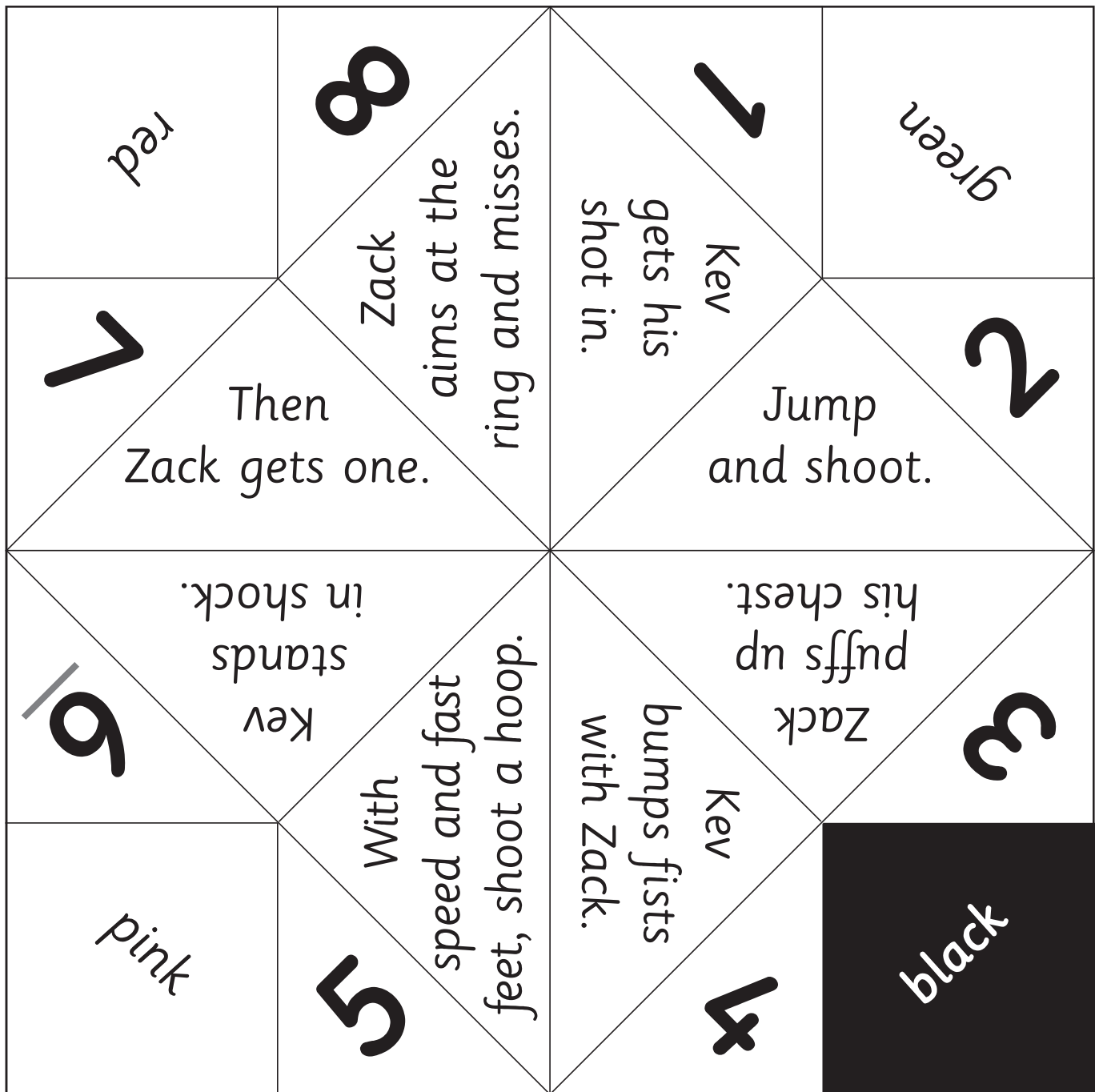

Now	Kev	stands	in	shock	.	“	What	?”
Zack	wins	the	bet	,	“	Boom	!	”

## Read it, mix it, make it

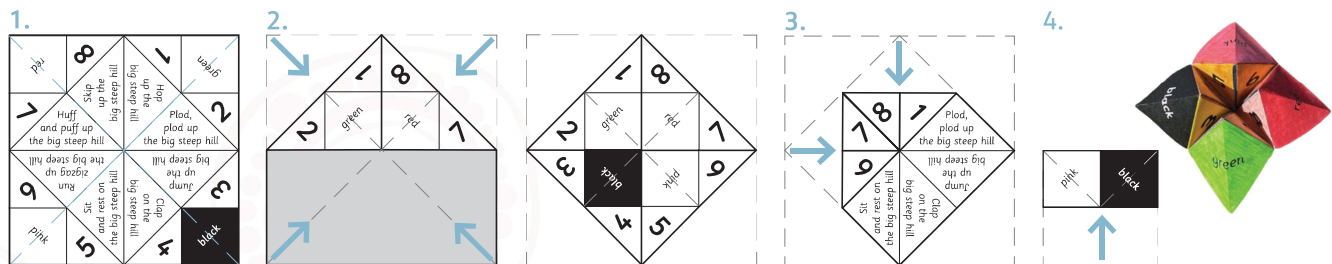
### Instructions:

Read the sentence aloud to an adult or partner three times. Cut up and mix up the sentence. Make the sentence again and read it to someone, to check it makes sense.

**Extension:** Write the sentence and illustrate.



1. Cut out the chatterbox. Find the centre of the square by folding in half diagonally, both ways. Open up and place print side down.
2. Fold the 4 corners of the square into the middle.
3. Turn over and fold the 4 corners into the middle.
4. Fold in half to make a small rectangle. Slip fingers under the flaps and turn corners towards each other. Start playing!

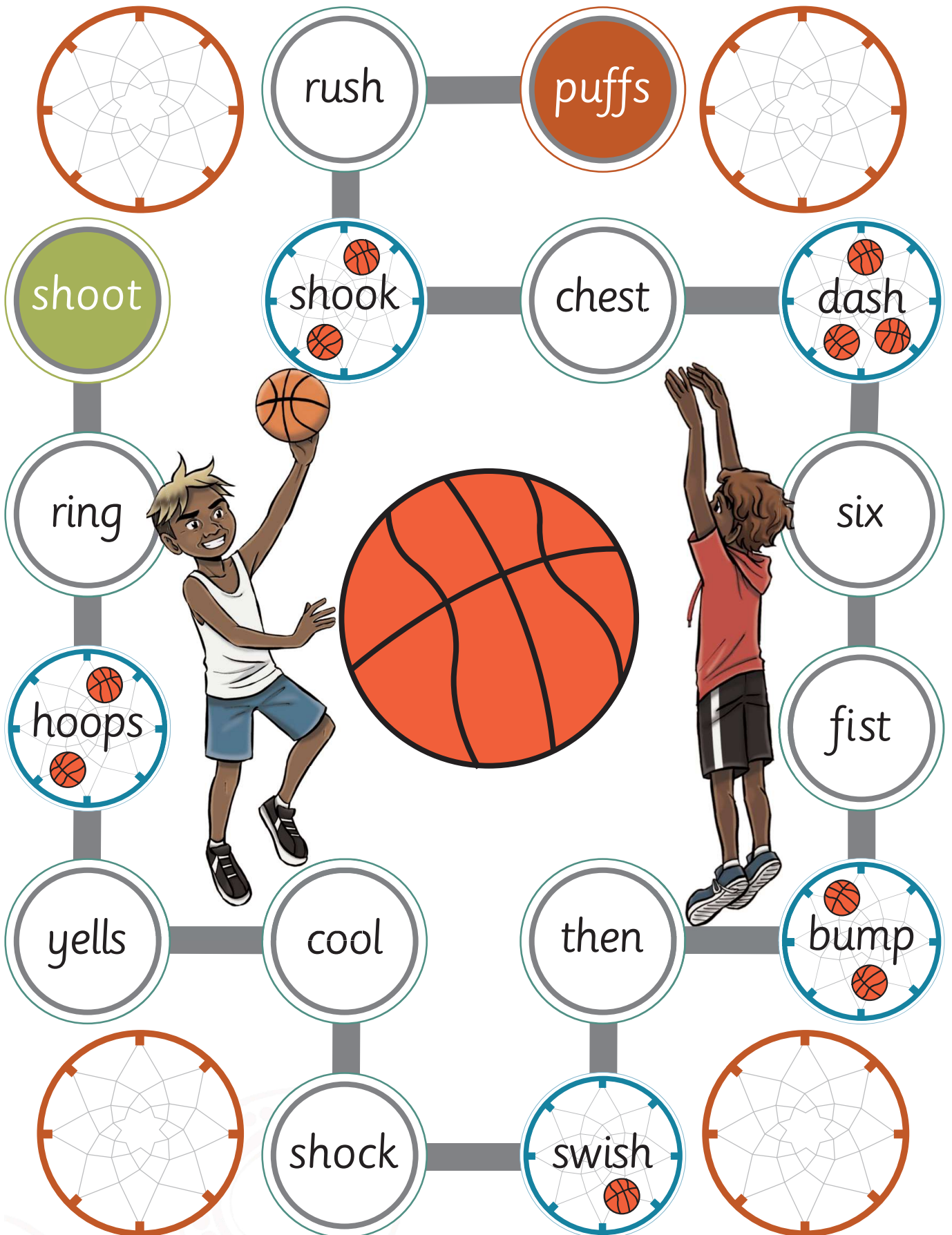


## A bet – chatterbox

**Instructions:** How will your game go? Will you shoot the hoops to win?

Select colours and numbers on the chatterbox. Once you get to the final selection, follow the instruction and act out that part of the story for *A bet*. Have a ball and a hoop ready to play.

Colour or decorate as needed.



## The bet – stepping track game



**Materials:** 1 die, player tokens, many counters as 'basketballs' placed on the big basketball, a game board

**Instructions:** 2-4 players. Players put their token on the green circle to start. They take turns to roll the die and move forward spaces, saying each word as they pass. If a player lands on a basketball ring they say the word and collect the basketball/s to put in their ring. There are 2 winners for this game – the player to finish first and the player with the most basketballs. **Variation:** At the end of the game, 'shoot some hoops' in a cup with the counters that were collected during the game. Every 'swish' is 2 points.