

## Write, read, draw

**Instructions:** Read the book *An ant nest* to complete these activities.

Words for writing: Look at the picture and fill in the missing sounds.

Words for drawing: Read the words or sentence and draw a picture for each word or sentence.

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Date:

Set

the ants. (hit, hat



ım stampea



# What's missing?

**Instructions:** Read the book *An ant nest* to complete these activities.

What word is missing? Read the sentence. Choose a word to complete the sentence. Use the picture to help.





Name:	
Date:	

Anna and Mim had snacks and drinks.





They sat on the sand.





The ants crept onto the drinks.





Anna ran from the ants.





Mim stamped on the ants.





Anna and Mim set up a picnic on a frog nest.







# Thumbs up / thumbs down

**Instructions:** Read the book *An ant nest* to complete this activity.

Read the sentence and decide if it is true or false in the story. Use the book to help. Circle thumbs up for true and thumbs down for false.





The ants crept into the nuts.

Set 3 An ant nest



Anna and Mim set up a picnic on the sand.

Set 3 An ant nest



Mim stamped on the ants.

Set 3 An ant nest



They sat on a rug and had snacks and drinks.

Set 3 An ant nest



Anna hit the ants but they did not go.

Set 3 An ant nes



The ants crept onto the drinks.

Set 3 An ant nest

### Sequence the story

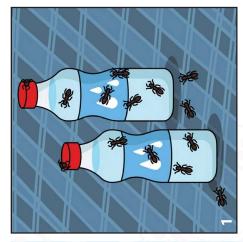
**Instructions:** Read the book *An ant nest* to complete this activity.

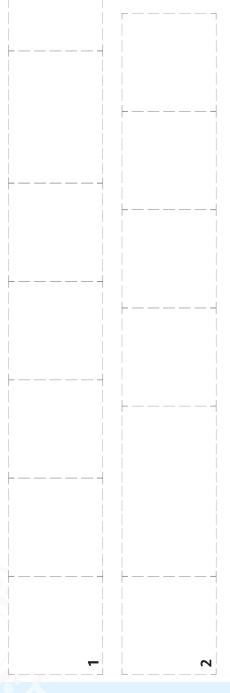
Cut out all cards. Match the words to the pictures and then put the events in order.

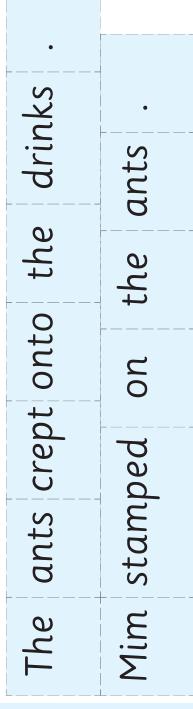


Name: Date:









## Read it, mix it, make it

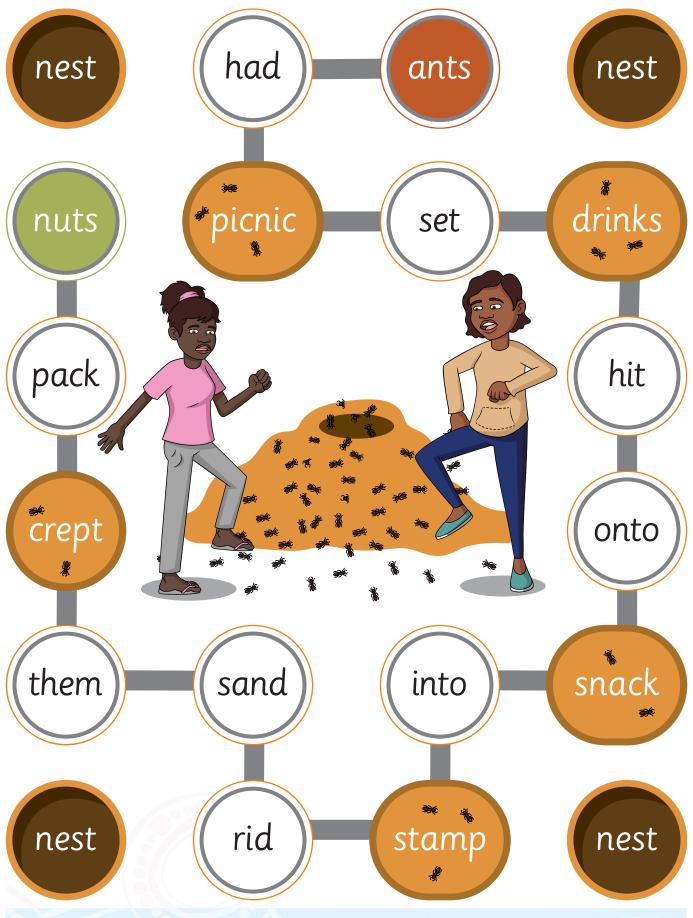
#### Instructions:

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.



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## An ant nest-stepping track game

Materials: 1 die, player tokens, many counters as 'ants', game board

**Instructions:** 2-4 players. Place many 'ants' in the middle. 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 space with ants, they say the word and collect the ant/s to put in their nest. There are 2 winners for this game – the player to finish first and the player with the most ants. **Variation:** Sound out the word you land on and collect an ant for each sound, eg, p-a-ck = 3 ants; s-t-a-m-p = 5 ants.

Specific Learning
Difficulties SA