Name: Date:						
ree ch / sh / th			dr_	_d ee	/ oo / ie	
musl oo / ai /	hr or	m	SW_ ee / ai	_tc_ / or	_n	
9	broth cook	them three	Bring carrots	strong until	food dried	
My mum likes this because it has						
lots of vegetables. Good helps						
you get	big and	d	•			
the	-	hicken s	os of hot stock and eel the		add 	
and pot	atoes a	nd chop	into litt	le bits.		
Put in the pot the broth						
to the b	oil and		for 15	minutes	,	
or	th.	e chicke	en is coo	ked.		
	9		<i>h</i> to complete these ac	s P A	E L D Specific Learning Difficulties SA	

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



In a pot with water, add dried chicken stock and three pinches of herb mix.

Set 6 Chicken and sweetcorn broth



Peel the carrots and potatoes and chop. Put them in the pot.

Set 6 Chicken and sweetcorn broth



Brush and chop the mushrooms.

Set 6 Chicken and sweetcorn broth



Mix in the sweetcorn.

Set 6 Chicken and sweetcorn broth



Chop the chicken into little bits. Put them in the pot.

Set 6 Chicken and sweetcorn broth



Bring the broth to the boil and cook until the chicken is cooked.

Set 6 Chicken and sweetcorn broth

Sequence the story

Instructions: Read the book *Chicken and sweetcorn broth* to complete this activity. Cut out all cards. Match the words to the pictures and then put the events in order.





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.

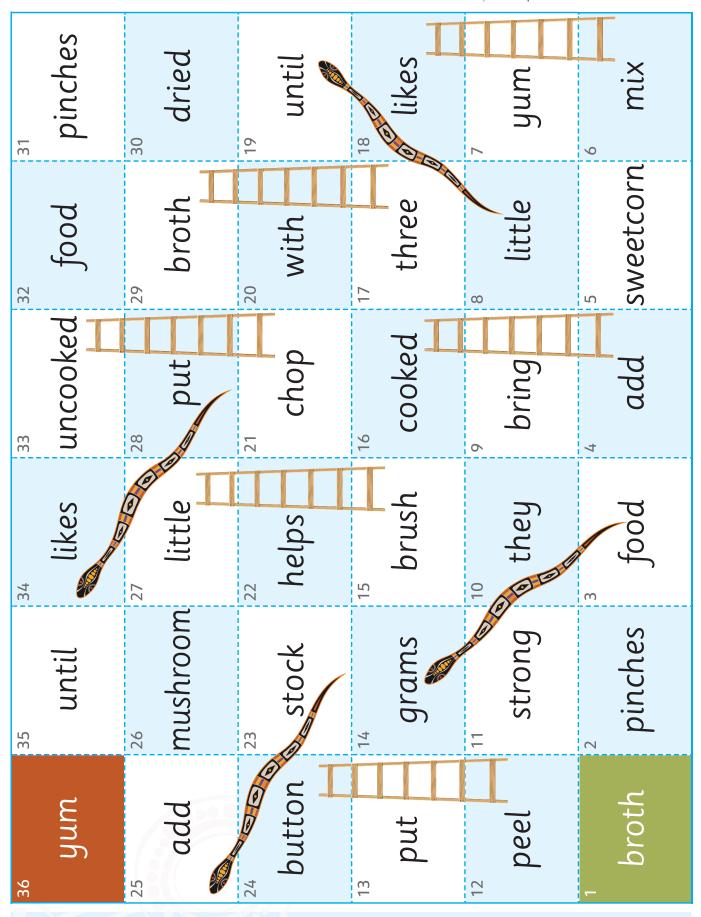
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What's happening?
Instructions: What is happening in this picture? Write sentences to describe what you see. Read Chicken and sweetcorn broth for ideas.





Chicken and sweetcorn broth game

S P E L D Specific Learning Difficulties SA

Materials: 1 die, player tokens, game board: print on A3 if needed.

Instructions: Players put their token on the start. They take turns to roll the die and move forward spaces, saying each word as they pass. If a player lands on a ladder they answer the question "Is it a verb?" and go up it. If a player lands on a snake they go down.

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