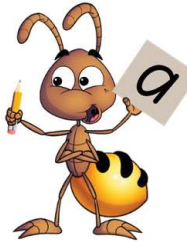


Name: _____ Date: _____

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cook king claims sweet myself
cool jet song long

Dan _____ to be the king of Amata
hip hop.

“I can sing you a _____, it’s not too _____.”

“I look so _____ as I swim in the pool.”

“I jump like a _____ and get
_____ wet.”

“I love to _____ from my
_____ cookbook.”

“I’m the _____ of Amata hip hop.”



What’s missing?

Instructions: Read the book *Dan, king of hip hop* to complete these activities.

What sound is missing? Fill in the missing sounds.

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



“I love to cook from my sweet cookbook.”

Set 5 Dan, king of hip hop



“I look so cool as I swim in the pool.”

Set 5 Dan, king of hip hop



“I can sing you a song, it’s not too long.”

Set 5 Dan, king of hip hop



“I jump like a jet and get myself wet.”

Set 5 Dan, king of hip hop



“Dan, Dan, Dan the man. Dan the man in a big, green van.”

Set 5 Dan, king of hip hop



“I look so good in my black and red hood.”

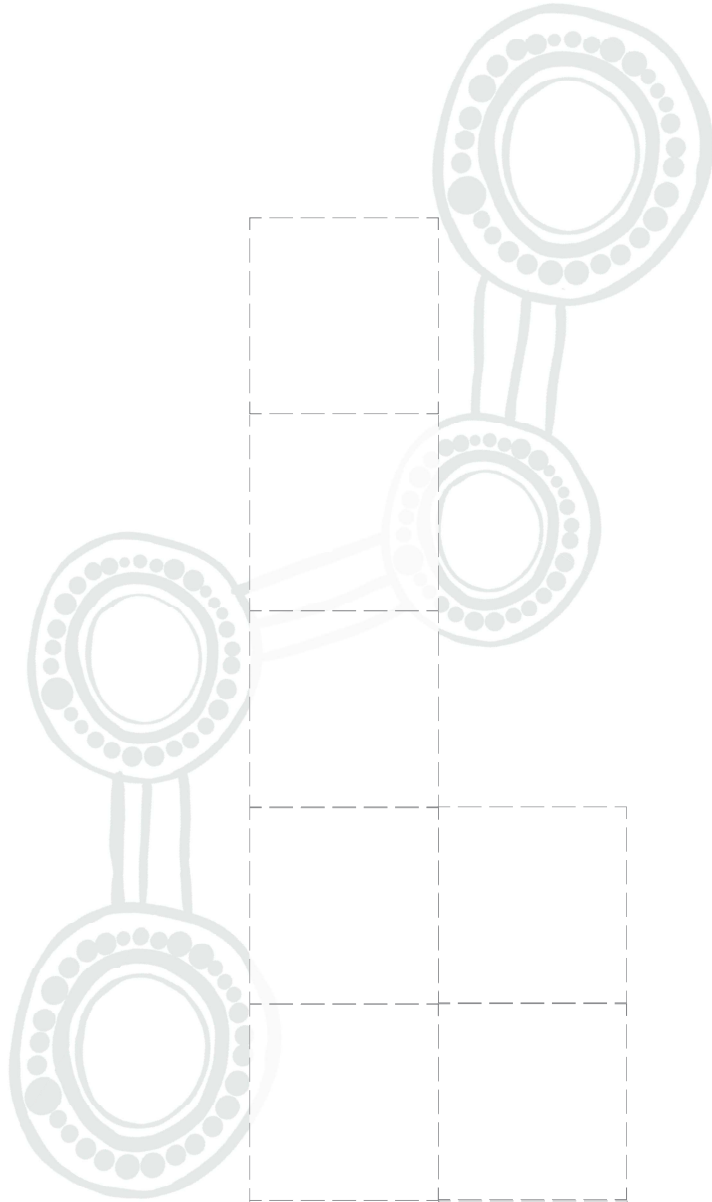
Set 5 Dan, king of hip hop

Sequence the story

Instructions: Read the book *Dan, king of hip hop* to complete this activity. Cut out all cards. Match the words to the pictures and then put the events in order.

Name: _____

Date: _____



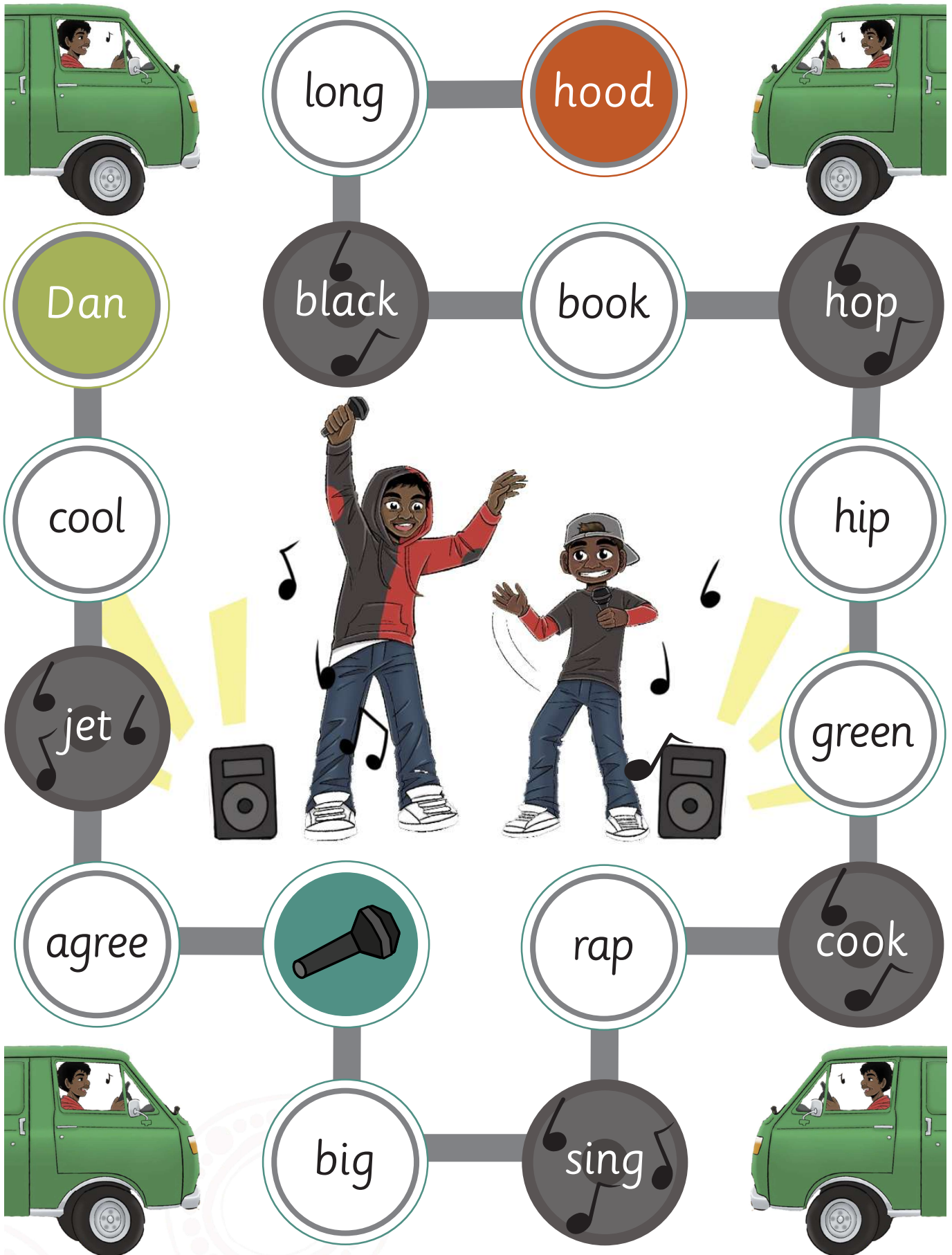
| | | | | | | | |
|-----|-----|------|----|------|----|----|-------|
| “ | I | look | so | good | in | my | black |
| and | red | hood | . | ” | | | |

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.



Dan, the king of hip hop – rap game



Materials: 1 die, player tokens, a game board, many counters as 'raps' in the middle.

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. When a player lands on a word they say a rhyme for that word to collect a 'rap' to put in their van. A player collects extra 'raps' when they land on the speaker circles if they can say 2 or 3 rhymes. If a player lands on the microphone they must return their rap counters to the middle. There are 2 winners for this game – the player to finish first and the player with the most raps.