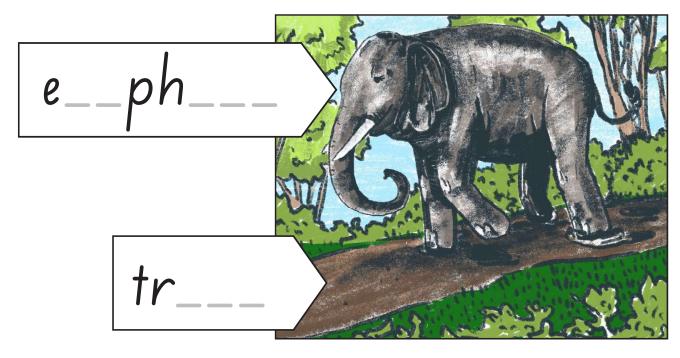
Name:	





insects



The elephant sucks mud up and sprays the mud onto its back.

Write, read, draw

Instructions: Read the book *Mud, mud, mud* to complete these activities.

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

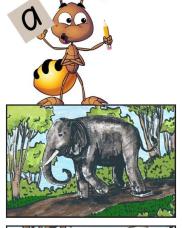
Words for drawing: Read the words and draw a picture.



Name: Date: SUNSCY___N ai / ee / or C___t ai / oa

atta__ing ie/j/ck

___s ie/oa



sunscreen stomps sucks protect insects trunk

An elephant _____ across the track.



The elephant _____ mud up in its _____.



The mud helps to _____ the elephant's skin.



It acts as a _____ and stops ____ and ticks from attacking its skin.

What's missing?

Instructions: Read the book *Mud, mud, mud* 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.



It acts as a sunscreen and stops insects.

Set 4 Mud, mud, mud



It lies in the mud. The mud sticks to its skin.

Set 4 Mud, mud, mud



An elephant stomps across the track.

Set 4 Mud, mud, mud



The elephant sucks mud up in its trunk and sprays the mud onto its back.

Set 4 Mud, mud, mud



It sees a puddle and steps into the mud.

Set 4 Mud, mud, mud



The elephant sits in the mud.

Set 4 Mud, mud, mud

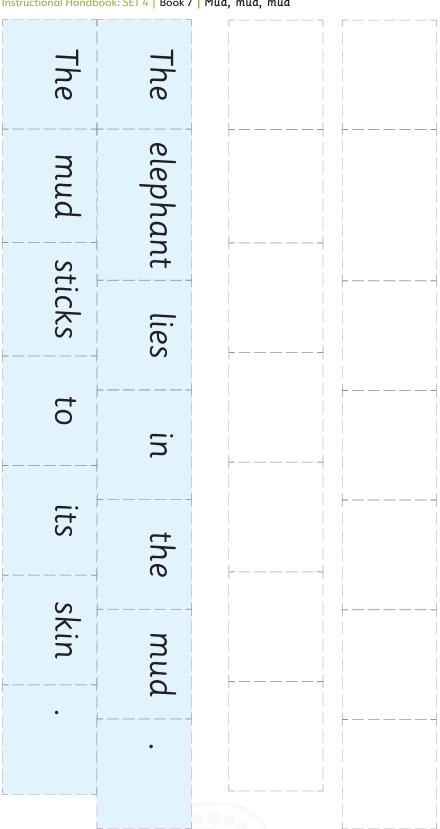
Sequence the story

Instructions: Read the book *Mud, mud, mud* to complete this activity.

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



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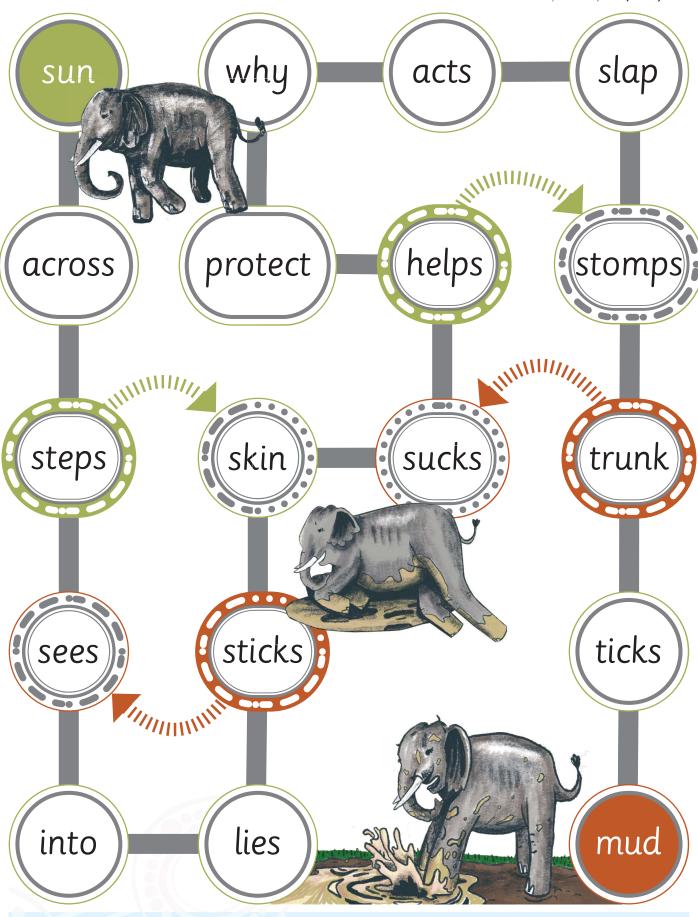
Read it, mix it, make it

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.





Mud, mud- stepping track game

S P E L D Specific Learning Difficulties SA

Materials: 1 die, player tokens, game board

Instructions: 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. Arrows send the player forward or back when they land on them at the end of their turn.

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