Name: Date:

a=1	b=2	c=3	d=4	e=	=5	f=6	g=7	h=8	i=9
j=10	k=11	l=12	m=13	n=	=14	o=15	p=16	q=17	r=18
s=19	t=20	u=21	v=22	W=	=23	x=24	y=25	z=26	
4.15.	23 . 14	6.9.2	26 . 26 .	25	12 .	1.21.	14 . 3 . 8	8 23 .	8 . 25
16 . 1 .	21 .12	14 . 5 .	5.4.1	9	2.1	15 . 20 .	20 . 12 .	5 15.	21.20
6.12.	5 . 23	7.1.	19		20 .	21 .18 .	14 . 5 .	4 19.	11 . 25

Paul followe	the bottle	
upside	in the mug	_ counted down
for the	Whoosh! It _	into the
·	_ does the rocket go u	ıp? The
tablet lets o	ff a gas that fills the _	•
The gas	to escape. The	lid pops open
as the	pushes the water dov	wn and

What's missing?

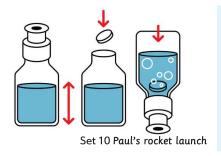


Instructions: Read the book *Paul's rocket launch* to complete these activities.

The missing words are written in a number code. Match the number with the alphabet letter to reveal the word. A bold number denotes a capital letter. Once you have the words, read the sentences and fill in what's missing.

Code answers: Remove and use for checking if needed.

down	fizzy	launch	W hy
Paul	needs	bottle	out
flew	gas	turned	sky



Why does the rocket go up? The fizzy tablet lets off a gas that fills the bottle.

Set 10 Paul's rocket launch



Quickly screw on the pop-top lid and put upside down in a mug. Stand back!

Set 10 Paul's rocket launch



Paul counted down for the launch. 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Set 10 Paul's rocket launch



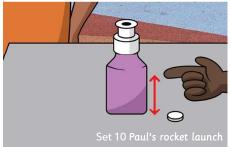
Paul's teacher showed him how to make a rocket: First get a small, plastic bottle with a pop-top lid.

Set 10 Paul's rocket launch



Whoosh! It flew into the sky.

Set 10 Paul's rocket launch



Then fill the bottle with water, two-thirds of the way. Put a fizzy tablet in the bottle.

Set 10 Paul's rocket launch

Sequence the story

Instructions: Read the book *Paul's rocket launch* to complete this activity.

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



An exclamation mark ends a phrase or sentence to express strong feelings. A question ends with a question mark.

Can you fix these sentences?

1. Whoosh! It flew into the sky.
Why does the rocket go up?
whoosh it flew into the sky
why does the rocket go up



2. quickly screw on the pop-top lid stand back what will happen

(3 capital letters, 1 exclamation mark, 1 question mark, 1 full stop)

Punctuation



Instructions: Use the book *Paul's rocket launch* and the example to put in the correct punctuation for these sentences. Rewrite the sentences with correct punctuation.

Extension: Instructor to use 1-2 sentences as supported dictation.



Name:	
Date:	

- 1 Paul's teacher and class made a ______.
- 2 They used a bottle with a ____ ___ lid.
- 3 They filled the small, _____ bottle two-thirds of the way with water.
- 4 Paul put a fizzy tablet in the bottle, and _____ put the lid on.
- 5 Paul sat the bottle _____ down in a mug.
- 6 Paul _____ down for the launch.
 The rocket went up!
- 7 How did the rocket ____ happen?
- 8 The fizzy tablet filled the bottle with ___
- 9 The gas _____ the water.
- 10 The water went ____ and out.
- 11 This let the gas _____.
- 12 The bottle flew up! ____!



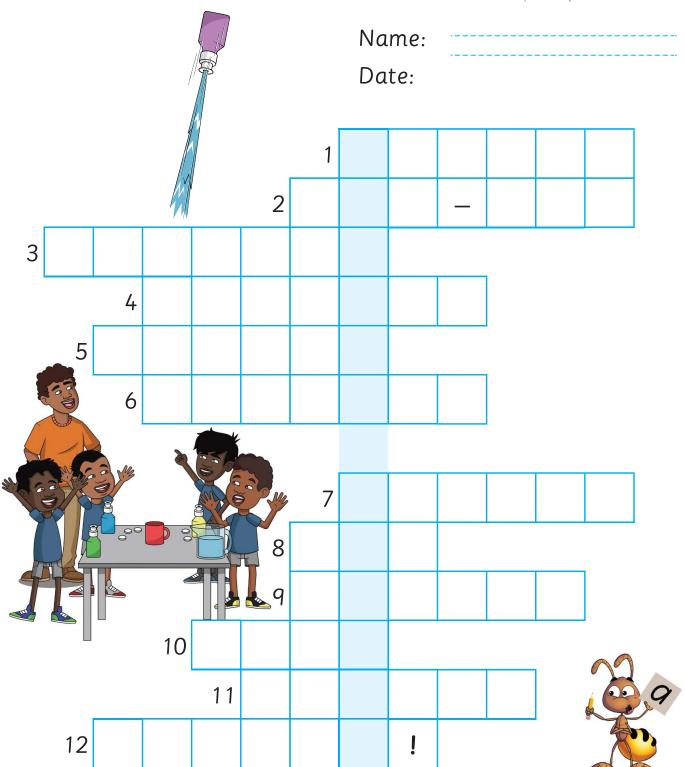
Paul's rocket launch puzzle clues



Instructions: Read *Paul's rocket launch* to complete this activity.

First complete this clues page, by reading each sentence, referring to the story and choosing a word to complete the sentence. The number of letters for each missing word are given. Use the number of each clue to write the missing word into the crossword grid on the puzzle page.

Can you reveal the mystery highlighted words?



Paul's rocket launch puzzle



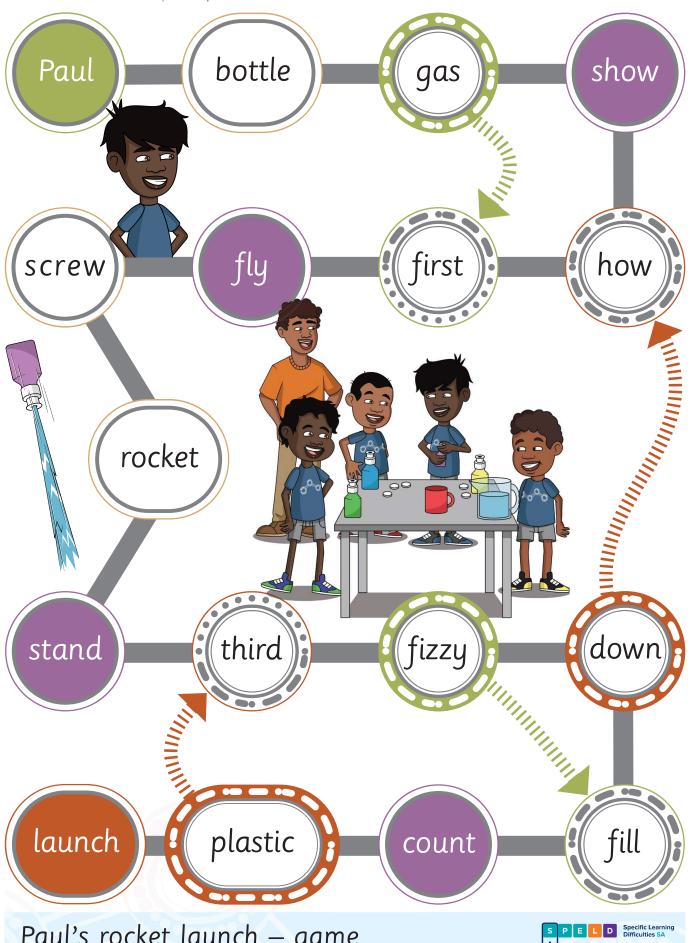
Instructions: Read *Paul's rocket launch* to complete this activity.

First complete the clues page, by reading each sentence, referring to the story and choosing a word to complete the sentence. Then write the clue words into the crossword puzzle using the numbers to reveal the mystery highlighted words.

Clues: 1. rocket, 2. pop-top, 3. plastic, 4. quickly, 5. upside, 6. counted, 7. launch, 8. gas, 9. pushed, 10. down, 11. escape, 12. Whoosh!

Answer: rocket launch

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Paul's rocket launch - game

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. When players land on a purple space, read the verb and then say the past tense.

Variation: When players land on the purple space they use the verb in a sentence, using past, present or future tense.