	instructional Hallabook. Set of Book 4 Suite and Sporty at the creek	
Name:	Date:	
t_n_	a-e / u-e / i-e	cr_k ai/ee/ie
$w_d_$	a-e / u-e / o-e	I_t_ a-e / o-e / i-e
sh_k_	i-e / a-e / u-e	n_s _ a-e / u-e / o-e
		d home sunny creek zy time tune late
Sant and	Lizard, went	
to the	to cool off.	
Spotty	in for a swim hummed a	



"It is getting _____, Spotty!" yelled Sant.

Spotty shook himself. Shake, _____.

Spotty took his damp, _____ mate ____.

What's missing?



Instructions: Read the book *Sant and Spotty at the creek* 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.



Spotty waded in for a swim and Sant hummed a tune.

Set 8 Sant and Spotty at the creek



Soon it was time to go. Spotty got out and shook himself.
Shake, shake.

Set 8 Sant and Spotty at the creek



On a sunny evening, Sant and Spotty Lizard went to the creek to cool off.

Set 8 Sant and Spotty at the creek



Drops fell on Sant's nose, legs and feet. "I hate wet feet!" cried Sant.

Set 8 Sant and Spotty at the creek



Spotty picked up Sant and shook him. "No more wet feet!"

Set 8 Sant and Spotty at the creek



Spotty took his damp, dizzy mate home.

Set 8 Sant and Spotty at the creek

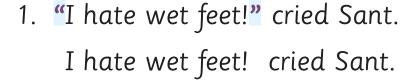
Sequence the story

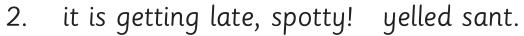
Instructions: Read the book *Sant and Spotty at the creek* to complete this activity. Cut out all cards. Match the words to the pictures and then put the events in order.



Speech marks are used to show the words that are spoken.

No more wet feet!





(3 capital letters, 1 set of speech marks)

3. spotty shook sant. no more wet feet!

(3 capital letters, 1 set of speech marks - look on page 7)

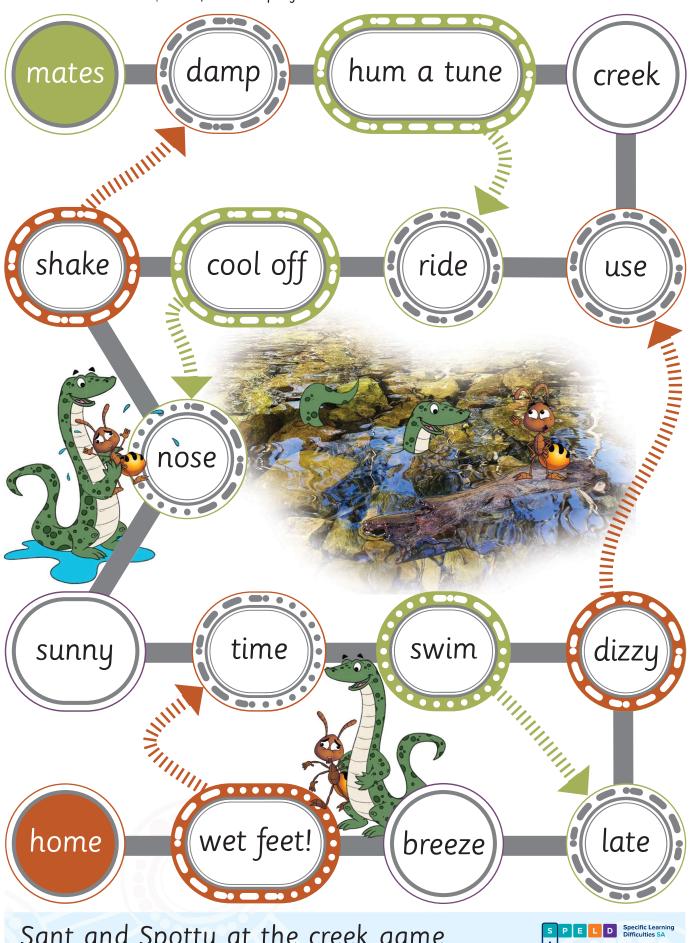
Punctuation



Instructions: Use the book *Sant and Spotty at the creek* 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.



Sant and Spotty at the creek 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.