



Name:

Date:

felt sick lot Sant ant



Sant the _____ felt hot.



He was _____.



_____ is not sick.



Sant the ant _____ bad.



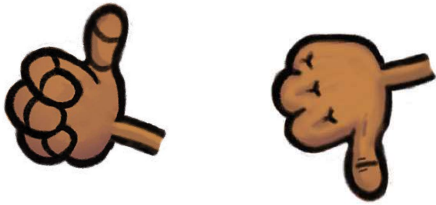
Sant had to drink
a _____.

What's missing?

Instructions: Read the book *Sant the ant gets sick* to complete these activities..

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





Name: _____

Date: _____

Sant has a drink.



Sant the ant felt cold.



Sant was sick.



Sant hops on a log.



Dad felt sick.



Sant has a rest.



Thumbs up / thumbs down

Instructions: Read the book *Sant the ant gets sick* to complete this activity. Read the sentence and decide if it is true or false in the story. Use the book to help. Circle thumbs up for true and thumbs down for false.



Set 3 Sant the ant gets sick

Sant got up.

Set 3 Sant the ant gets sick



Set 3 Sant the ant gets sick

Sant felt hot.

Set 3 Sant the ant gets sick



Set 3 Sant the ant gets sick

Sant got in his bed.

Set 3 Sant the ant gets sick



Set 3 Sant the ant gets sick

Sant had a big rest.

Set 3 Sant the ant gets sick



Set 3 Sant the ant gets sick

Sant was sick.

Set 3 Sant the ant gets sick



Set 3 Sant the ant is sick

Sant had to drink a lot.

Set 3 Sant the ant is sick

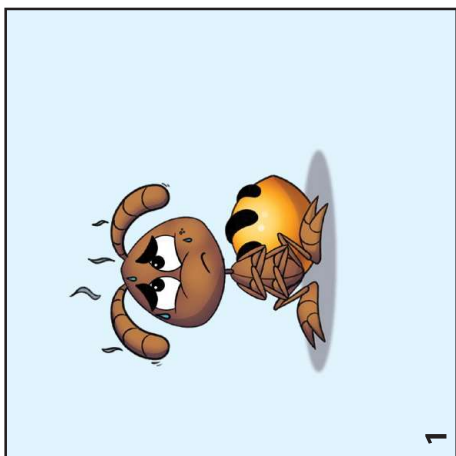
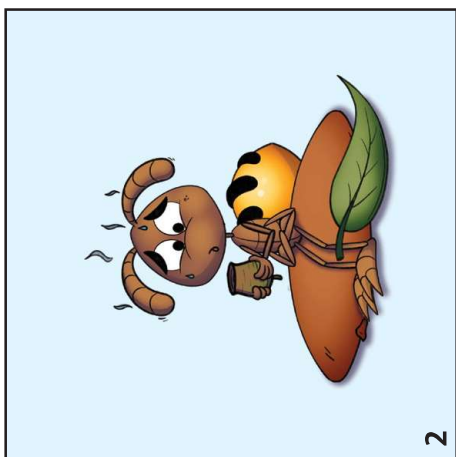
Sequence the story

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



Name: _____

Date: _____



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Sant	the	ant	felt	bad	.
Sant	had	to	drink	a	lot

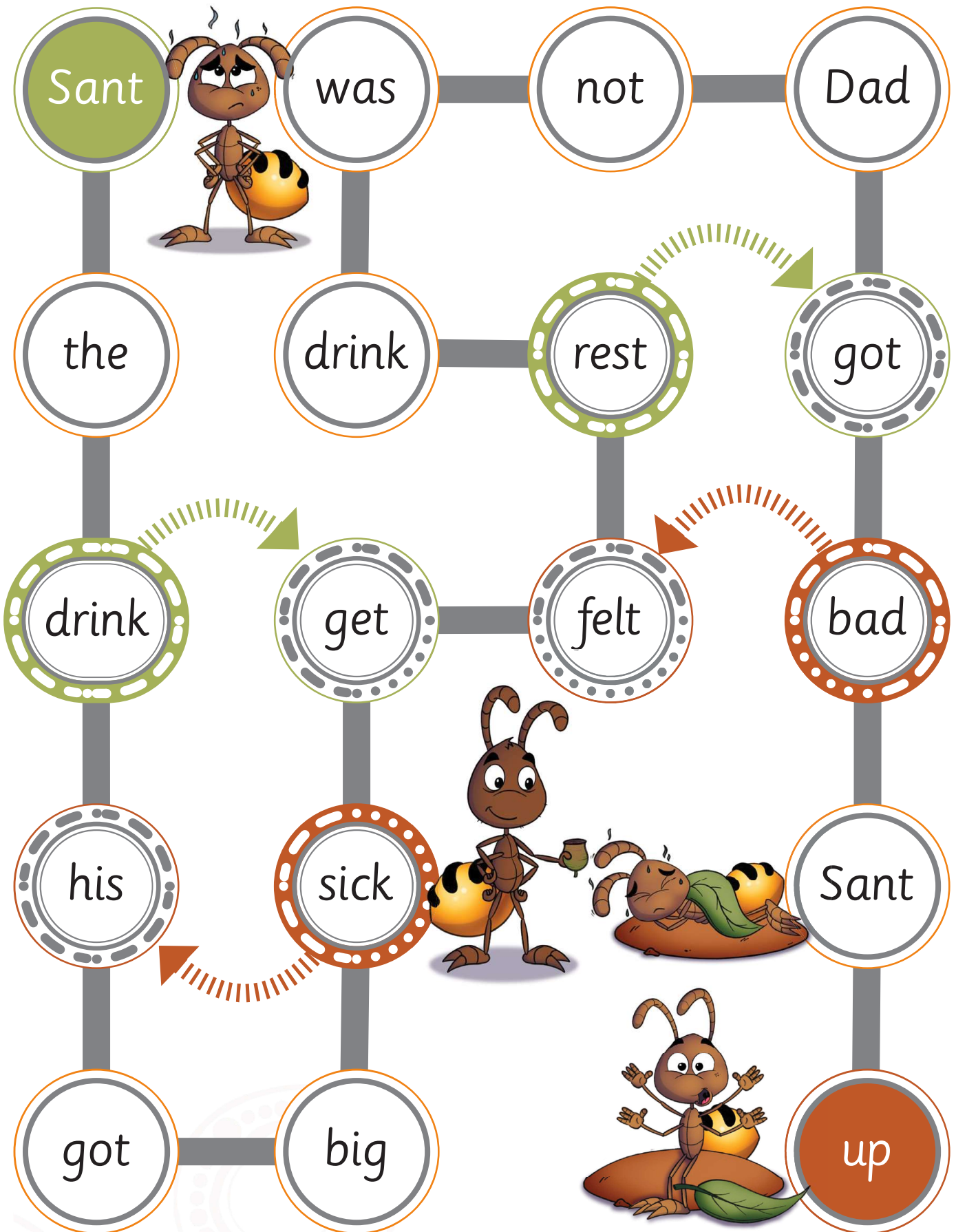
Read it, mix it, make it

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.





Sant the ant gets sick – stepping track



Materials: 1 die, player tokens, game board

Instructions: Each player puts their token on the green circle to start. Players 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.