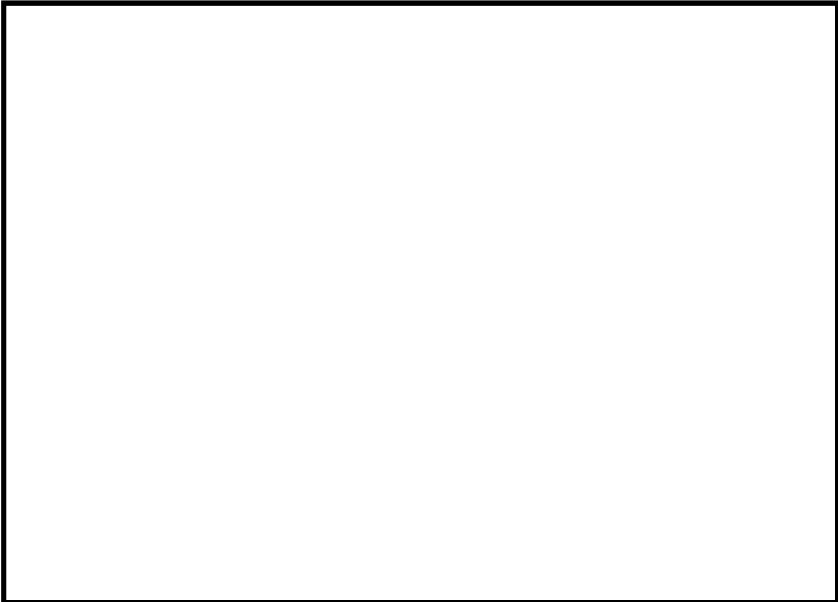
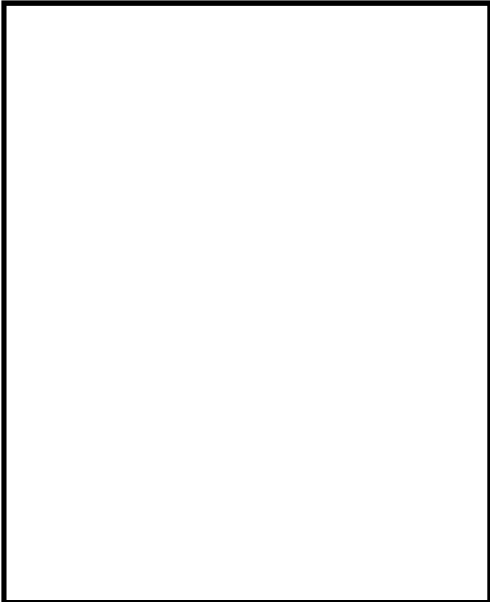
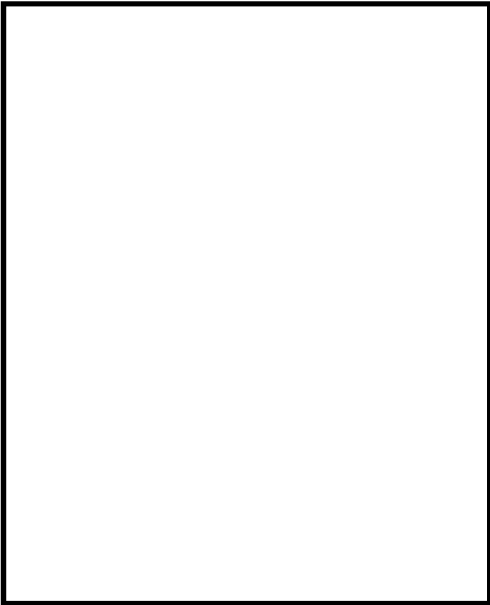
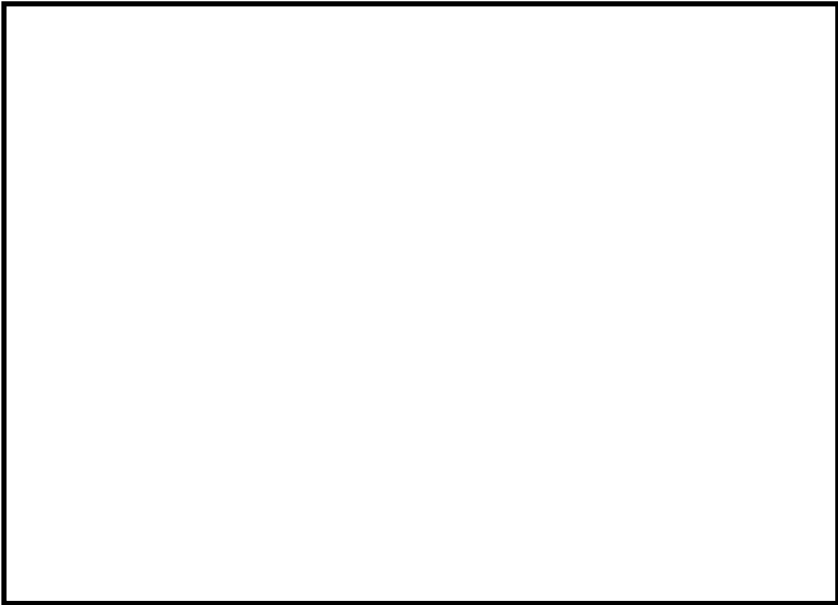
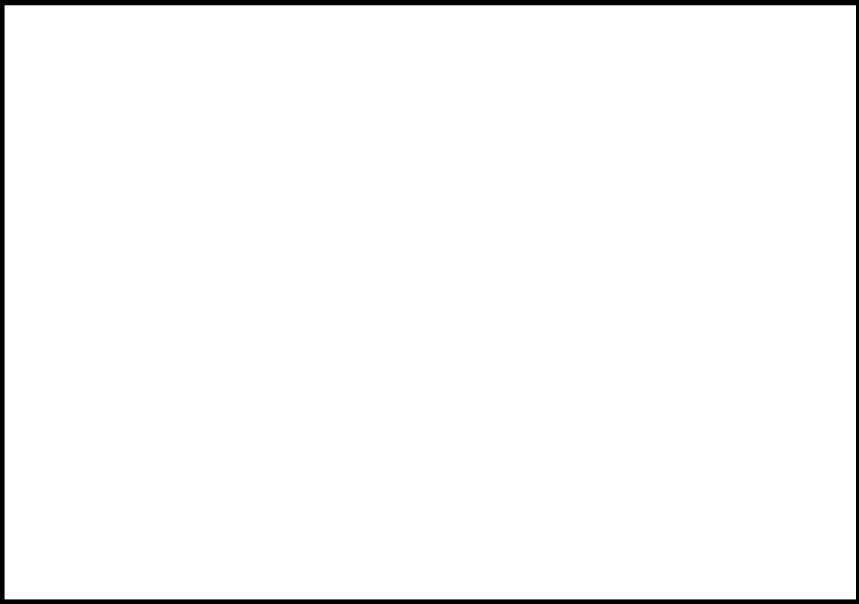
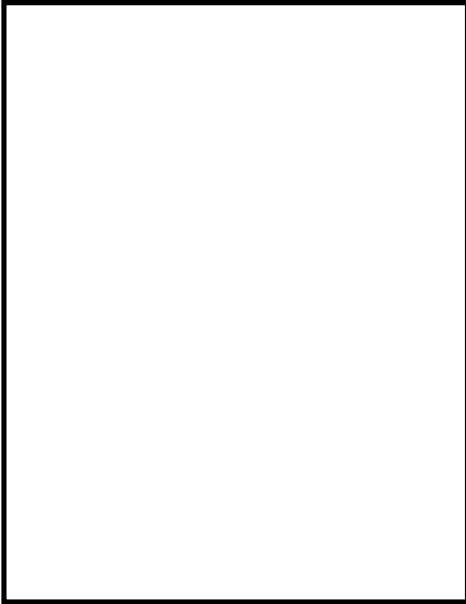
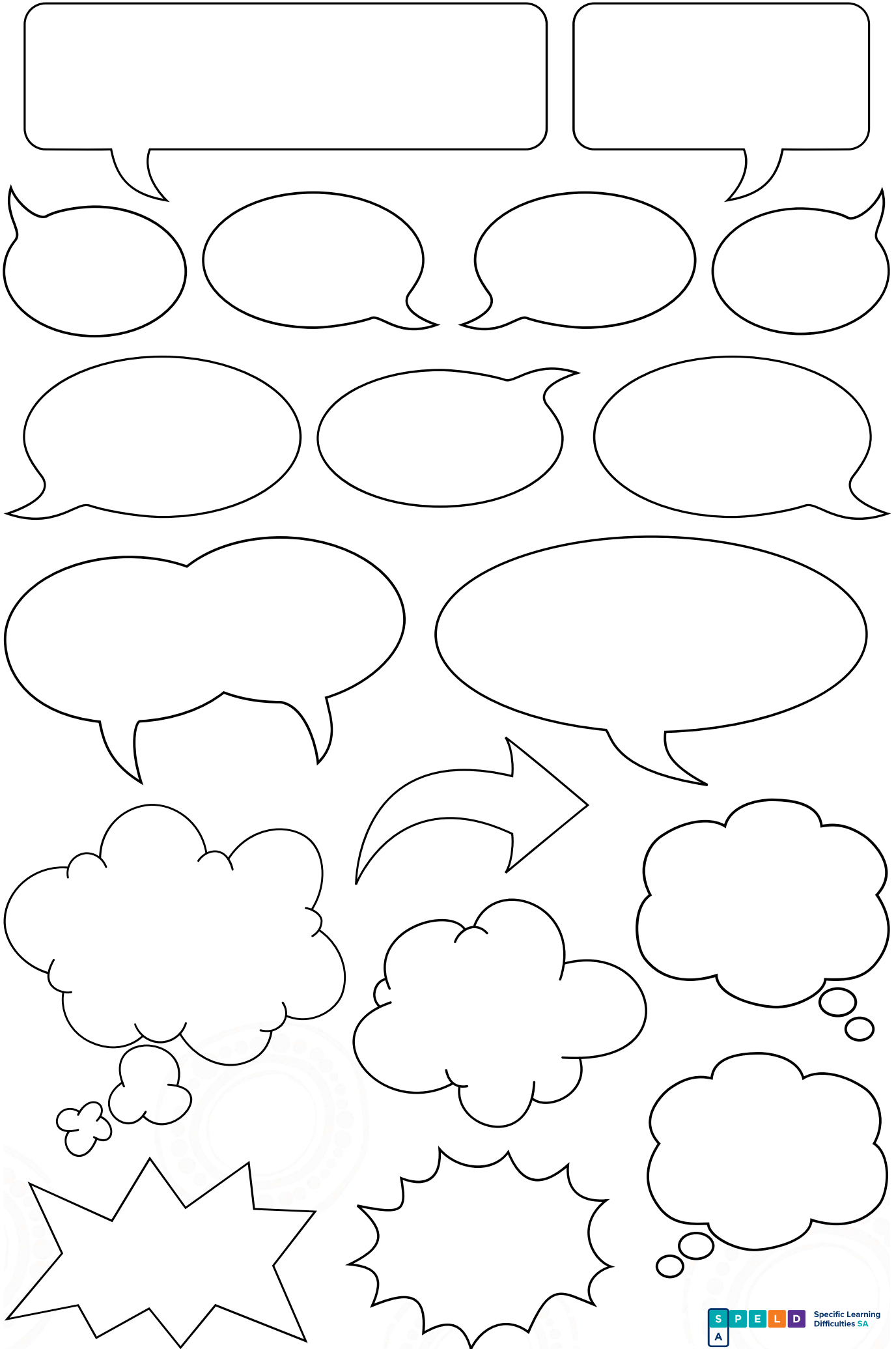



Comic strip


Name:


Date:


























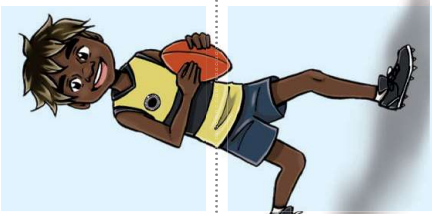
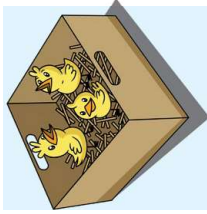


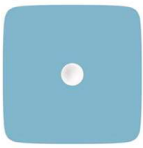

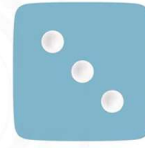


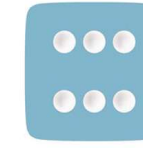
Hear the sounds in words!



Instructions: The instructor says a word and the student repeats. Practice saying the word slowly, stretching out the sounds. Say the word slowly again and have the student move a counter into a square for each sound/phoneme.

Variation:







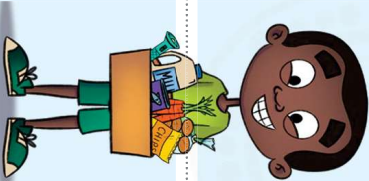
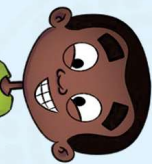


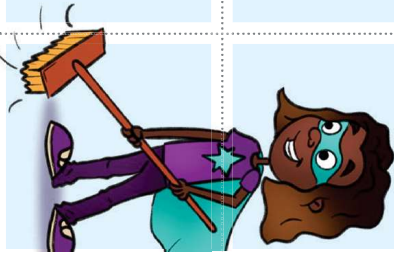

Follow the instructions above and then either write the graphemes or use letter tiles in the box that represent the sounds in the word.

					
rush	dash	box	fish	shopping	chomp
yes	check	much	thick	shut	things
crash	think	that	mix	bunch	shed
shot	shop	zip	this	thin	next
chop	chips	lunch	rich	with	wish
six	yet	yum	dish	chat	yell
					

Roll and read ★

Materials: 2-4 players, a die, some coloured counters – one colour per player.

Instructions: Take turns to roll the die and say the first word on that number row. Place a colour counter over the word if read correctly. Read the next available word in that number row each turn and cover. Read the last word in a row to win. **Variations:** Read the word and identify how many sounds are in the word; put the word into a sentence; ask a question with the word; cover then write the word; write a sentence using the word.

Set 6 ★★ 					
six	thinks	smash	next	yelp	dash
shopping	shot	box	wishes	think	yapping
chips	porch	ten	fresh	flash	thank
pinch	yum	chest	three	shed	shelf
broth	chop	yap	fish	chicken	mix
things	bunch	torch	shock	swish	brush
					

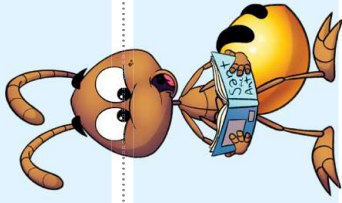
Roll and read ★★



Materials: 2-4 players, a die, some coloured counters – one colour per player.

Instructions: Take turns to roll the die and say the first word on that number row. Place a colour counter over the word if read correctly. Read the next available word in that number row each turn and cover. Read the last word in a row to win. **Variations:** Read the word and identify how many sounds are in the word; put the word into a sentence; ask a question with the word; cover then write the word; write a sentence using the word.

Would you like to be a friend of the main character? Why/Why not?



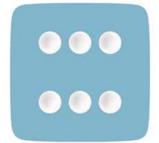
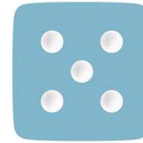
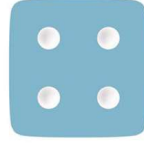
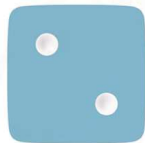
Did anything happen in the story that has happened to you? Explain.

Which words did you find interesting or new?

If you could rename the story, what would be a good name? Why?

Look at the vocabulary page and say one of the words in an interesting sentence.

If you were to meet the author of this book, what would you ask them?



Roll and reflect



Instructions: This activity is best done after several reads of the same book. In an adult-led small group, students take turns rolling a die and respond to the question for the number rolled. The adult will need to read the questions for the students. If students have difficulty responding, prompt or refer back to the book and model aloud the thinking of coming to an answer. Gradually release the support given as students become more familiar with the activity.

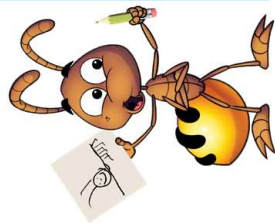
Story map

Setting



Name: Date:

Characters



Beginning

Middle

End