Name: _____ Date: _____

wi___es *oo / sh / th*   c___l *or / oo / ai*

___opping   ___em *th / ch / sh*

sh / th / ck

Flash   wish   shopping   bumped   box
Nikisha   that   CRASH   rushes   BANG

Nikisha is The _____.

" _____! _____!

"What was _____?" thinks Nikisha.

Little Max has _____ into a truck.

"I _____ I had some help to pick up my

_____." The Flash _____ to

help. She puts them in the _____.

What's missing?

Instructions: Read the book *The Flash [2]* to complete these activities.
What sound is missing? Fill in the missing sounds.
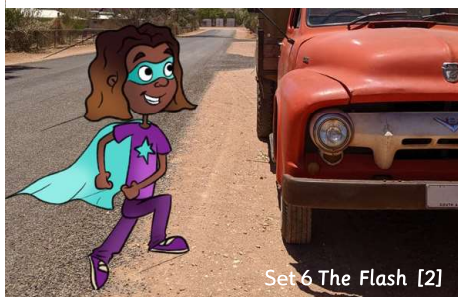**What word is missing?** Fill in the missing word using the book to help you.

SPELD SA Specific Learning Difficulties SA

BANG! CRASH! "What was that?" thinks Nikisha.

The Flash rushes to help.

"I wish I had some help to pick up my shopping," wishes Max.

"The Flash can help!" Nikisha rushes to pick up his things.

She puts them in the box. When, all of a sudden...

YAP! YELP!
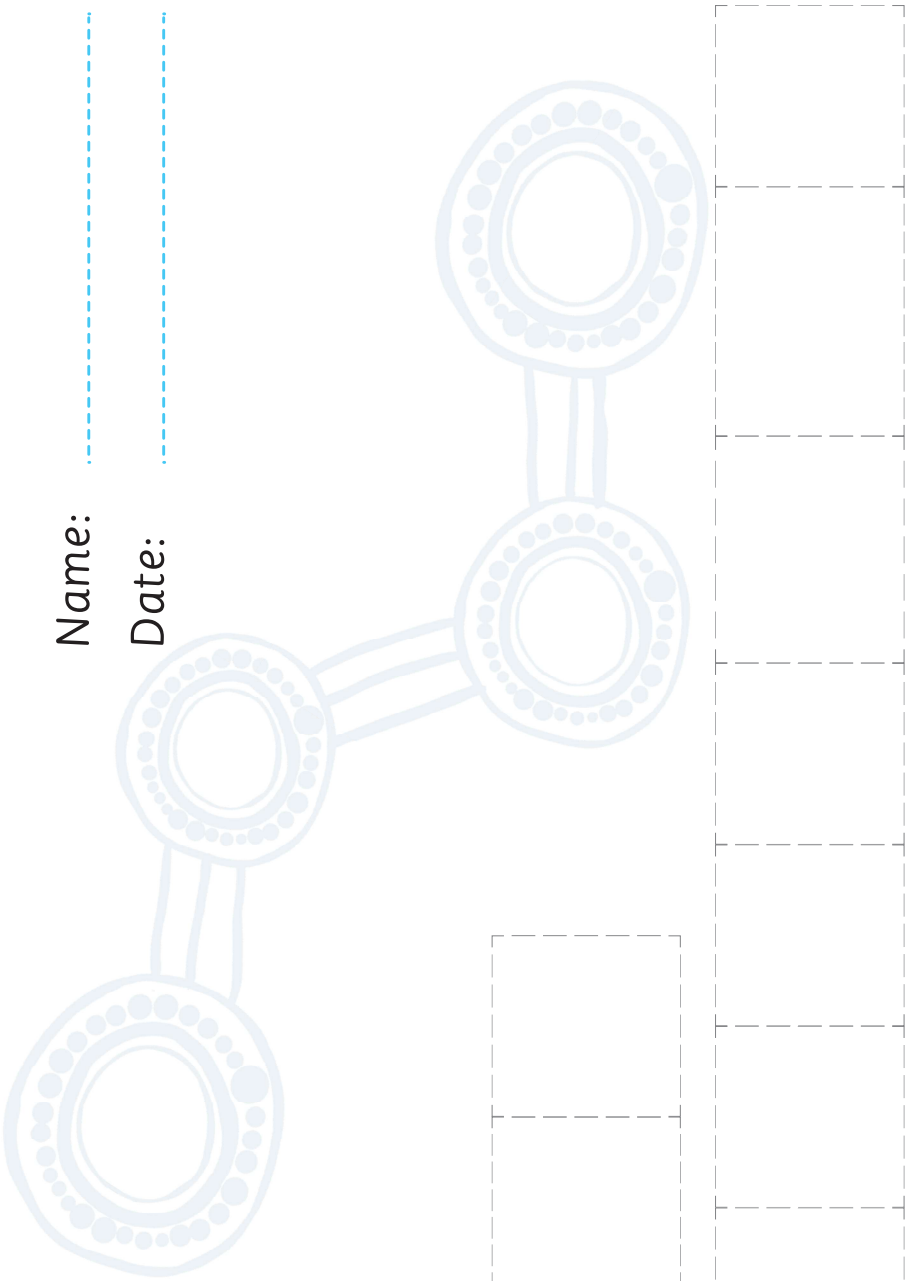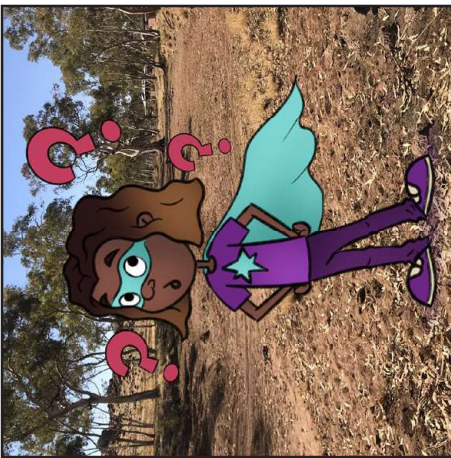"What was that?" thinks Nikisha.

Sequence the story

Instructions: Read the book *The Flash* [2] to complete this activity.
Cut out all cards. Match the words to the pictures and then put the events in order.

Name:

Date:

BANG ! CRASH ! " What was that ? " thinks Nikisha .

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.

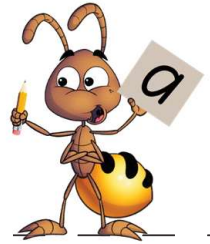SPELD SA — Specific Learning Difficulties SA

The Flash

Name: _____

Date: _____

Nikisha is The Flash. She is cool, she can run, but most of all, she likes to help.

_____! _____!

"What was that?" thinks Nikisha.
The Flash rushes to help.

When, all of a sudden... _____!

_____! "What was that?" thinks

Nikisha. Who will The Flash help next?

Who will The Flash help next?

Instructions: Who will The Flash help next? Write The Flash's next adventure!

Cut out each section. Paste the beginning part of the story into a workbook. Think of 2 sound words that The Flash hears, then write about the next problem that The Flash can solve. When The Flash has solved the problem, paste in the ending, filling in 2 different sound words that The Flash hears to rush off and help someone else. Colour in the pictures of The Flash and use them to illustrate your story.

Bingo Caller's word grid

rushes	fish	yelp	box	bunch	chips
shopping	the	little	flash	cool	thinks
dropped	CRASH	BANG	pick	wish	torch

1   Set 6 *The Flash* [2]

CRASH	the	yelp
shopping	fish	little
dropped	box	BANG

2   Set 6 *The Flash* [2]

fish	box	rushes
dropped	little	thinks
CRASH	the	torch

3   Set 6 *The Flash* [2]

flash	chips	bunch
BANG	yelp	cool
shopping	pick	wish
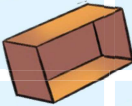
4   Set 6 *The Flash* [2]

chips	bunch	rushes
flash	cool	thinks
pick	wish	torch

5   Set 6 *The Flash* [2]

box	fish	yelp
little	the	pick
shopping	wish	torch

6   Set 6 *The Flash* [2]

thinks	cool	chips
CRASH	bunch	rushes
dropped	BANG	flash

The Flash [2] – bingo game

Materials: 2x copies of the word grid: 1 cut up in a container and 1 for the Bingo Caller, counters for players, individual player boards (enlarge if needed)

Instructions: The Bingo Caller takes a word out of the container, reads it aloud and crosses it off the word grid. Players cover the word with a counter on their player board if they have that word. When all words are covered on a player board, the player calls out 'Bingo!' The Bingo Caller uses the word grid to check the winner's bingo card.
Variation: This game can be shortened by players getting 3 in a row.