Nam	e:		 Date:
	ks	ai / oo / ie	_et z/ee/w

f_d oo/z/oa s_im z/v/w

swim sniffs rock jumps sand food

The dog is on the hot _____.



The dog _____ the rock and

looks for _____.

The dog stands on a _____.

It is hot so he has a _____.

The wet dog ____ up.



What's missing?

Instructions: Read the book *The dog* 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.







Name:

Date:

It is hot so the dog has a swim.





The dog is on the wet sand.





He sniffs the rock and looks for food.





The dog sleeps on the rock.





The dog is a cat.





The sand is hot.





The wet dog jumps up.





Thumbs up / thumbs down

Instructions: Read the book *The dog* 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.





It is hot so he has a swim.

Set 5 The dog



The wet dog jumps up.

Set 5 The dog



The dog sniffs the rock and looks for food.

Set 5 The dog



The dog is on the hot sand.

Set 5 The dog



The dog stands on a rock.

Set 5 The dog

Sequence the story

Instructions: Read the book *The dog* to complete this activity.

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



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ız.	dog	
hot	ıs.	2
0	on	
he	the	
has	hot	
۵	sand	Name: Date:
swim	•	
•	000	

Read it, mix it, make it

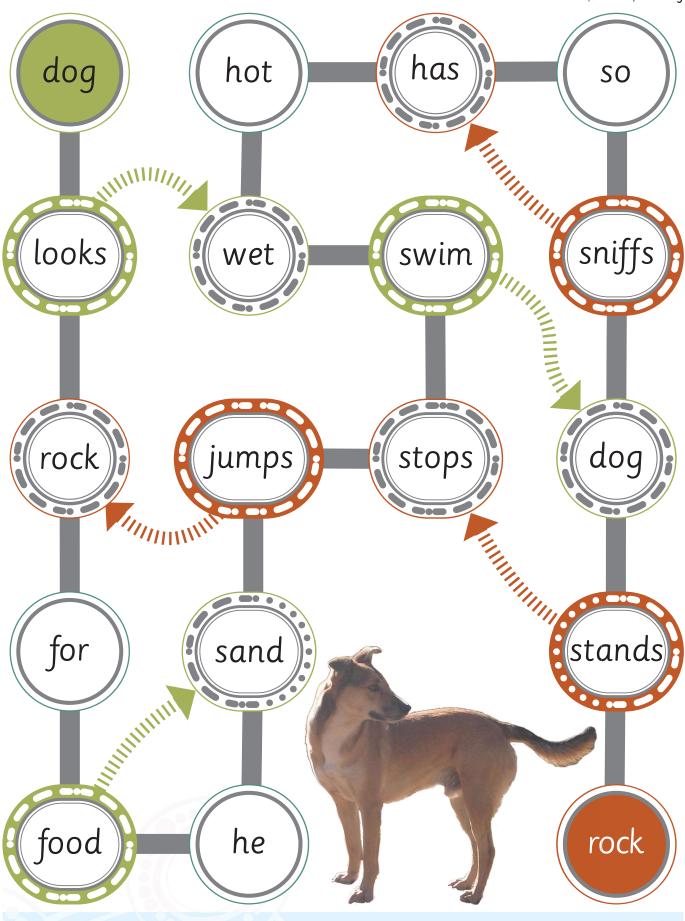


Instructions:

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. Glue the correct sentence into a book.

Extension: Write the sentence and illustrate.



The dog – stepping track game

S P E L D Specific Learning Difficulties SA

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.

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