

Name: _____ Date: _____

g__d ou / ee / oo

s__nd or / ou / oo

h__d or / ou / ar

pr__d or / ee / ou

sh__t ou / ie / oa

m__ning or / ar / ou



finish kids with sound skips
start hard quick pat

- The _____ wait for him at the end.
- He runs. He swims. He jogs. He _____.
- The kids are _____. Tim cannot keep up.
He puffs _____.
- Bang! At the _____ of the gun, they set off.
- Tim stands with his kids at the _____.
- 1** Tim wants to go on a Fun Run _____
his kids.
- They _____ him on the back at the _____.

What's missing?

Instructions: Read the book *Tim and the Fun Run* 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.

Number the sentences according to the sequence in the story.



Set 7 Tim and the Fun Run

They set off.

Set 7 Tim and the Fun Run



Set 7 Tim and the Fun Run

Tim wants to go on a Fun Run with his kids.

Set 7 Tim and the Fun Run



Set 7 Tim and the Fun Run

He runs. He swims. He jogs.
He skips. He gets fit.

Set 7 Tim and the Fun Run



Set 7 Tim and the Fun Run

The kids wait for him at the end. "Good on you Dad!" they shout.

Set 7 Tim and the Fun Run



Set 7 Tim and the Fun Run

On the morning of the run,
Tim stands with his kids at
the start.

Set 7 Tim and the Fun Run



Set 7 Tim and the Fun Run

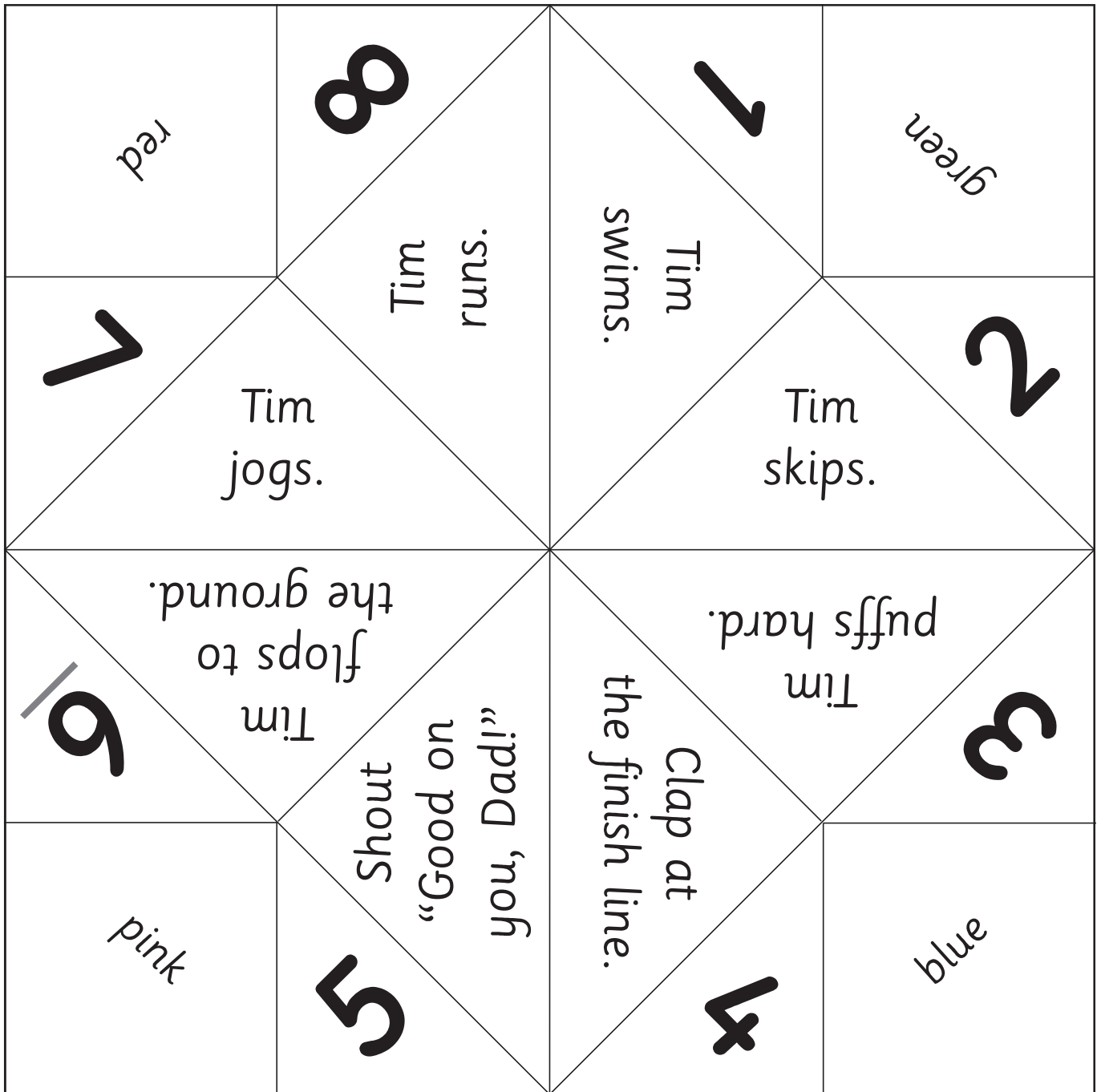
Tim grins... then flops onto
the ground.

Set 7 Tim and the Fun Run

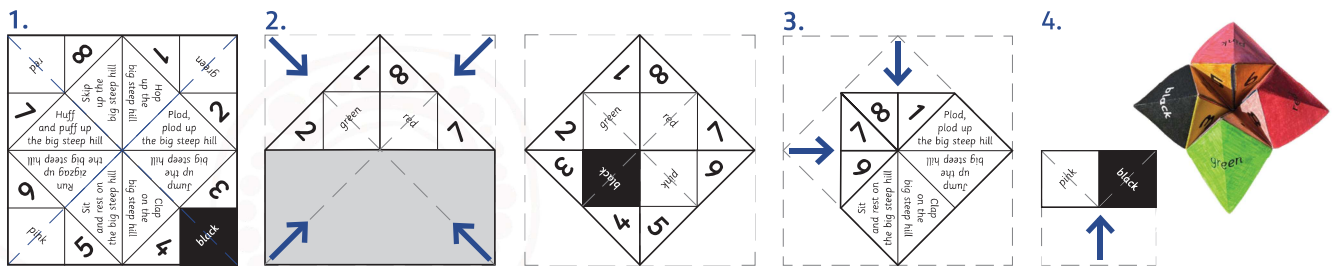
Sequence the story

Instructions: Read the book *Tim and the Fun Run* to complete this activity.

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



1. Cut out the chatterbox. Find the centre of the square by folding in half diagonally, both ways. Open up and place print side down.
2. Fold the 4 corners of the square into the middle.
3. Turn over and fold the 4 corners into the middle.
4. Fold in half to make a small rectangle. Slip fingers under the flaps and turn corners towards each other. Start playing!



Tim and the Fun Run – chatterbox



Instructions:

How does Tim get fit for the Fun Run? Select colours and numbers on the chatterbox. Once you get to the final selection, follow the instructions and act out what Tim does to get fit to go in the Fun Run.

Print one chatterbox per person. Colour or decorate as needed.

A sentence starts with a capital letter and ends with a full stop.

Name:

Date:

Can you put in the capital letters and full stops?



1. Tim wants to go on a Fun Run with his kids.

tim wants to go on a fun run with his kids

2. it is a long run and so he needs to get fit
(1 capital letter, 1 full stop)

3. the kids are quick tim cannot keep up
(2 capital letters, 2 full stops)

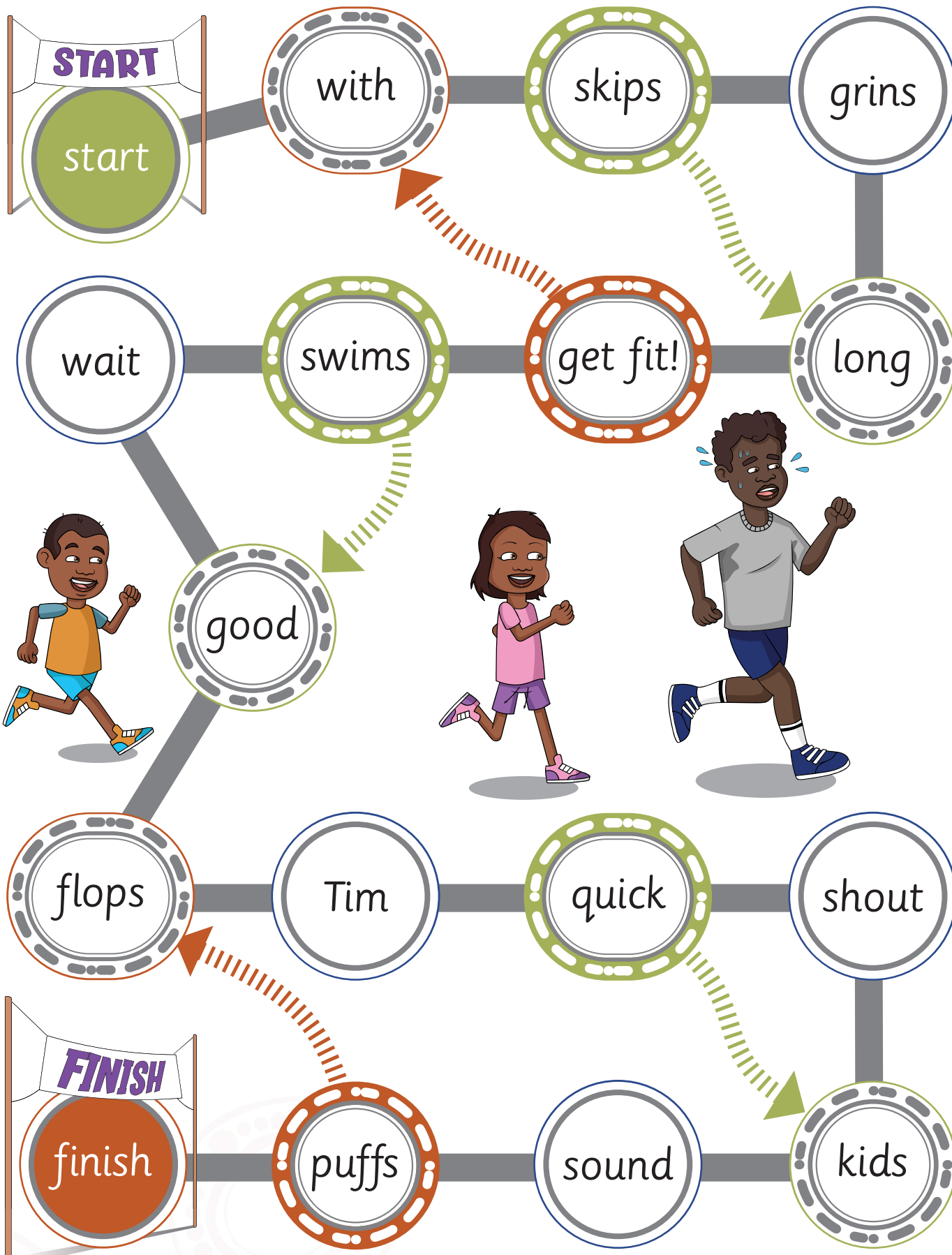
Punctuation

Instructions:

Use the book *Tim and the Fun Run* 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.



Tim and the Fun Run— stepping track 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.