

Name:

Date:

a=1	b=2	c=3	d=4	e=5	f=6	g=7	h=8	i=9
j=10	k=11	l=12	m=13	n=14	o=15	p=16	q=17	r=18
s=19	t=20	u=21	v=22	w=23	x=24	y=25	z=26	

1 . 13 . 2 . 5 . 18	19 . 20 . 15 . 16	2 . 9 . 11 . 5 . 19
7 . 1 . 13 . 5	13 . 5 . 5 . 20	12 . 9 . 7 . 8 . 20 . 19
13 . 5 . 1 . 14 . 19	15 . 2 . 5 . 25	18 . 21 . 12 . 5 . 19

Traffic _____ are on roads where two roads _____.

Green _____ go, _____ means
it's nearly time to stop, red means stop.



All cars, trucks and even _____ must obey the traffic
lights and _____ when the light goes red.

Obeying the _____ keeps everyone safe.

In the traffic light _____, the leader holds
up a card and the children must _____ it.



What's missing?



Instructions: Read the book *Traffic lights* to complete this activity.

The missing words are written in a number code. Match the number with the alphabet letter to reveal the word.
Once you have the words, read the sentences and fill in what's missing.

Code answers: Remove and use for checking if needed.

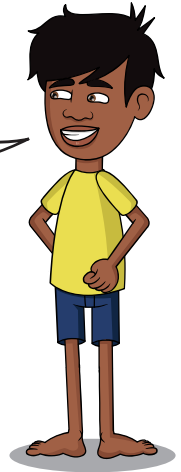
amber	stop	bikes
game	meet	lights
means	obey	rules

A comma is used to separate words in a list.

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Add the commas in the lists.



1. There are three lights – green, amber and red.
there are three lights – green amber and red

2. all cars trucks and bikes must obey the traffic lights
(1 capital letter, 1 comma, 1 full stop – look at page 4)

3. a leader has 3 cards – red amber and green
(1 capital letter, 1 comma, 1 full stop – look at page 6)

Punctuation



Instructions: Use the book *Traffic lights* 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.

36 rules	35 must 	34 bikes	33 trucks	32 obey 	31 cars 
25 yell	26 everyone 	27 yell	28 slow	29 here 	30 lights
24 traffic 	23 cards 	22 room	21 lights 	20 safe	19 time
13 meet	14 they 	15 red	16 go	17 leader 	18 stop
12 roads	11 obeying 	10 where 	9 try	8 around	7 say 
1 game	2 three	3 amber 	4 means	5 nearly	6 green

Traffic lights – red, amber and green game

Materials: 1 die, player counters, game board

Instructions: Players put their token on the start. They take turns to roll the die and move forward spaces, saying each word as they pass. When the player lands on a traffic light space, green means go forward 2, amber means go forward 1, red means go back 2.

Variation: Clap the syllables for a traffic light word.