

Name:

Date:

t__th or / ee / oa

__oots y / b / z

bru__ sh / th / ck

wi__ ff / th / or

__orts ng / ch / sh

f__t oo / oa / th

I put on my _____ .
(run / shorts / foot)



I brush my _____ .
(shorts / top / teeth)

I can do up my _____ .
(zip / teeth / dash)

I can tie up my _____ .
(boots / zip / kick)

I can kick with my left _____ .
(shorts / kids / foot)



What's missing?

Instructions: Read the book *Yes, yes, yes* 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.



Name: _____

Date: _____



I can kick with my left foot.



I cannot kick with all the kids.



I can tie up my boots.



I can run and dash at the match.



I can kick with my left foot.



I cannot brush my teeth.



Thumbs up / thumbs down

Instructions: Read the book *Yes, yes, yes* 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.



I brush my teeth.
Can you? Yes, yes, yes.

Set 6 Yes, yes, yes



I can tie up my boots.
Can you? Yes, yes, yes.

Set 6 Yes, yes, yes



I can run and dash.
Can you? Yes, yes, yes.

Set 6 Yes, yes, yes



I can catch and kick.
Can you? Yes, yes, yes.

Set 6 Yes, yes, yes



I can kick with my left foot.
Can you? Not yet!

Set 6 Yes, yes, yes



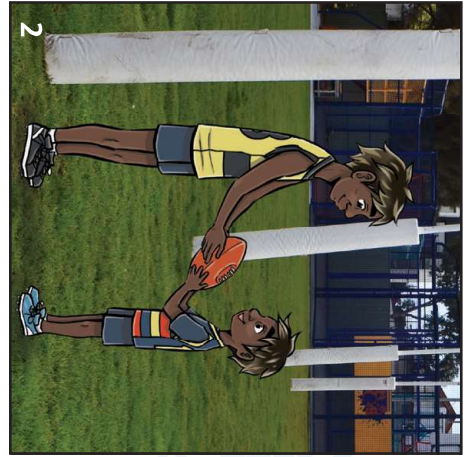
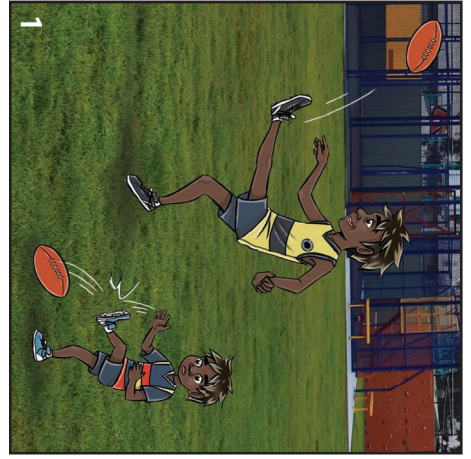
Keep going. You will get it.

Set 6 Yes, yes, yes

Sequence the story

Instructions: Read the book Yes, yes, yes to complete this activity.

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



Name:

Date:

1	2	1	2	1	2	1	2
I	can	kick	with	my	left	foot	.
Keep	going	.	You	will	get	it	.

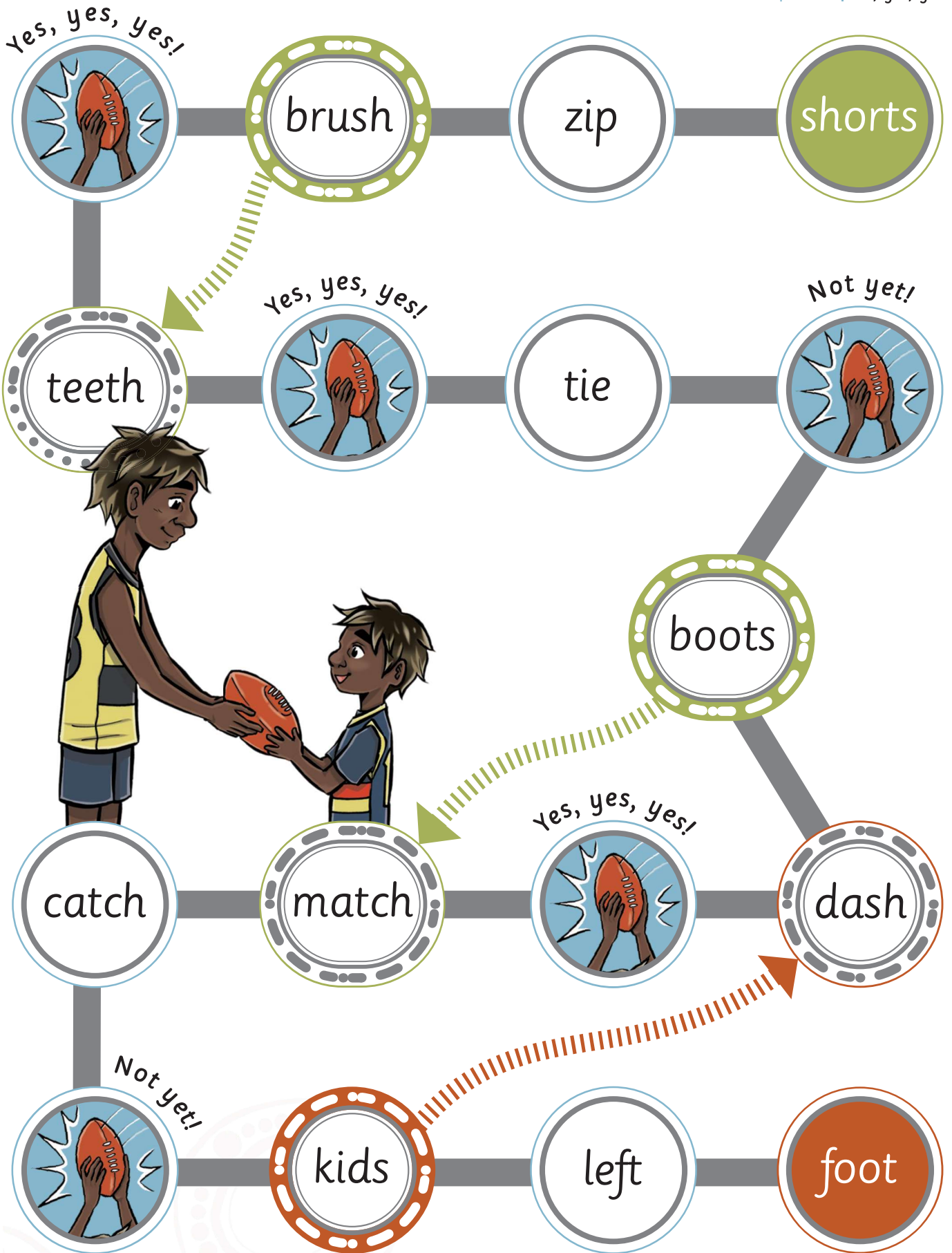
Read it, mix it, make it

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.





Yes, yes, yes – 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. Watch out for the footballs! If a player lands on a space with a footy that has Yes, yes, yes! go forward one space. If the space with the footy has Not yet! go back one space.