

Name: _____ Date: _____

z ____ ms or / ee / oo fr ____ oo / ee / oa

w ____ d ai / oo / ie ____ ist tw / fl / bl

wind band good from free stuck
zooms foot having

Zoom! Zoom! Zack has a jet _____ his dad.

If the jet is set _____ the band spins.

When the band spins, the jet _____ up.

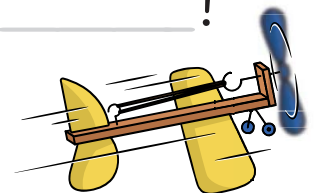
When the _____ stops, the jet stops too.

Zack is _____ fun, zooming his jet.

Zack sees the jet go up and get _____ on

the roof. "Good job there is lots of _____!"

The jet lands at his _____.



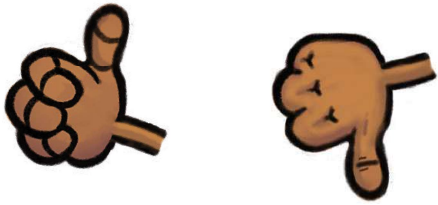
Zack is feeling _____ again. Zoom! Zoom!

What's missing?

Instructions: Read the book *Zoom! Zoom!* to complete these activities.

What sound is missing? Fill in the missing sounds.

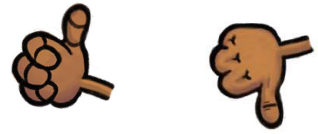
What word is missing? Read the sentence. Choose a word to complete the sentence. Use the book to help.



Name:

Date:

The band is connected to a prop.



When the band spins, the jet stops.



Zack is having fun but the jet gets stuck on the roof.



A magpie picks up the jet.



The jet has 2 wings, 4 tails and a band you cut.



The jet is wood.



Thumbs up / thumbs down

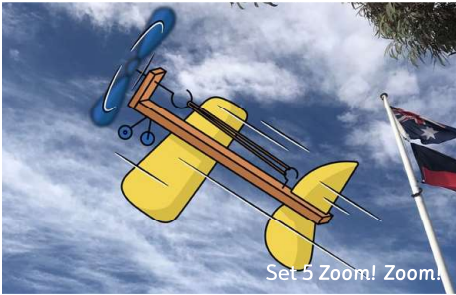
Instructions: Read the book *Zoom! Zoom!* to complete this activity.

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.



“Good job there is lots of wind!” The jet lands at his foot.

Set 5 Zoom! Zoom!



When the band spins, the jet zooms up. When the band stops, the jet stops too.

Set 5 Zoom! Zoom!



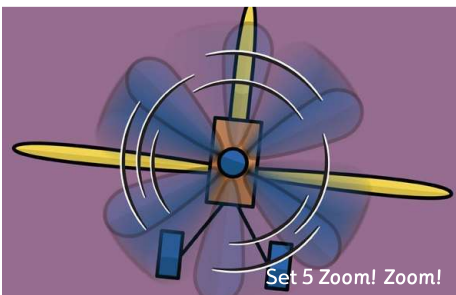
Zoom! Zoom! Zack has a jet from his dad.

Set 5 Zoom! Zoom!



Zack is having fun, zooming his jet.

Set 5 Zoom! Zoom!



If the jet is set free the band spins.

Set 5 Zoom! Zoom!

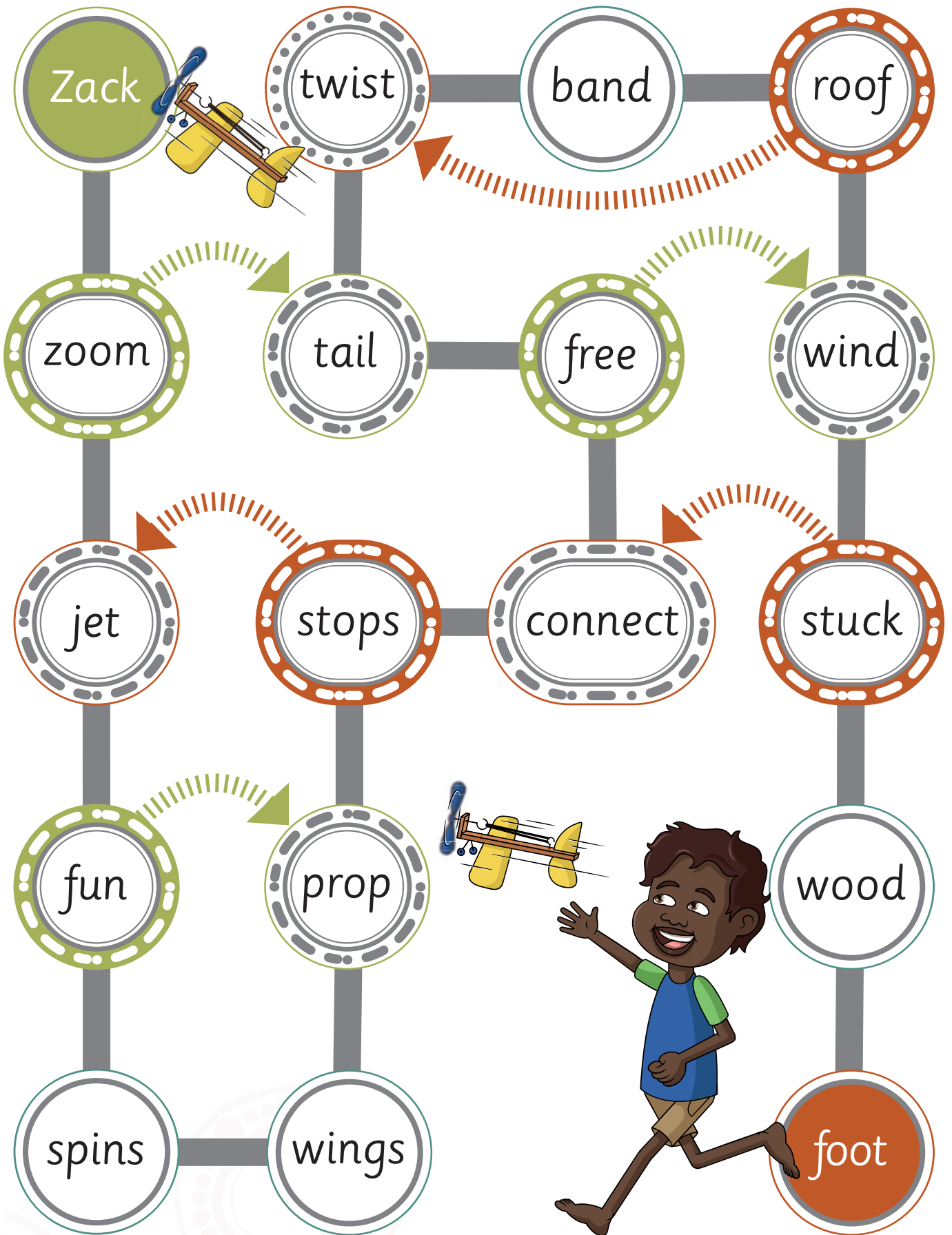


Zack sees the jet go up and get stuck on the roof.

Set 5 Zoom! Zoom!

Sequence the story

Instructions: Read the book *Zoom! Zoom!* to complete this activity.
Cut out all cards. Match the words to the pictures and then put the events in order.



Zoom! Zoom! – 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.