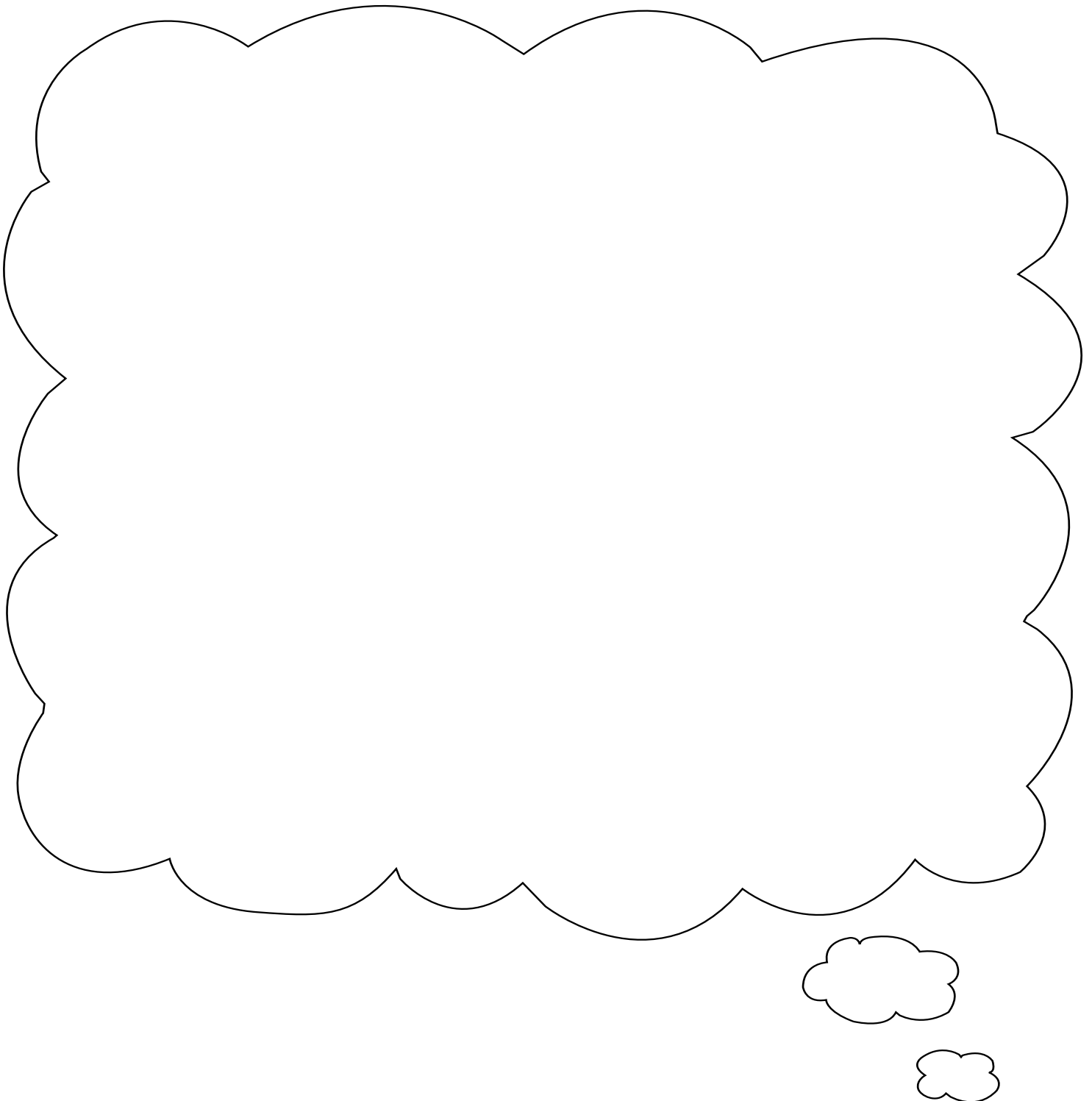


If I were a friendly giant, I would _____

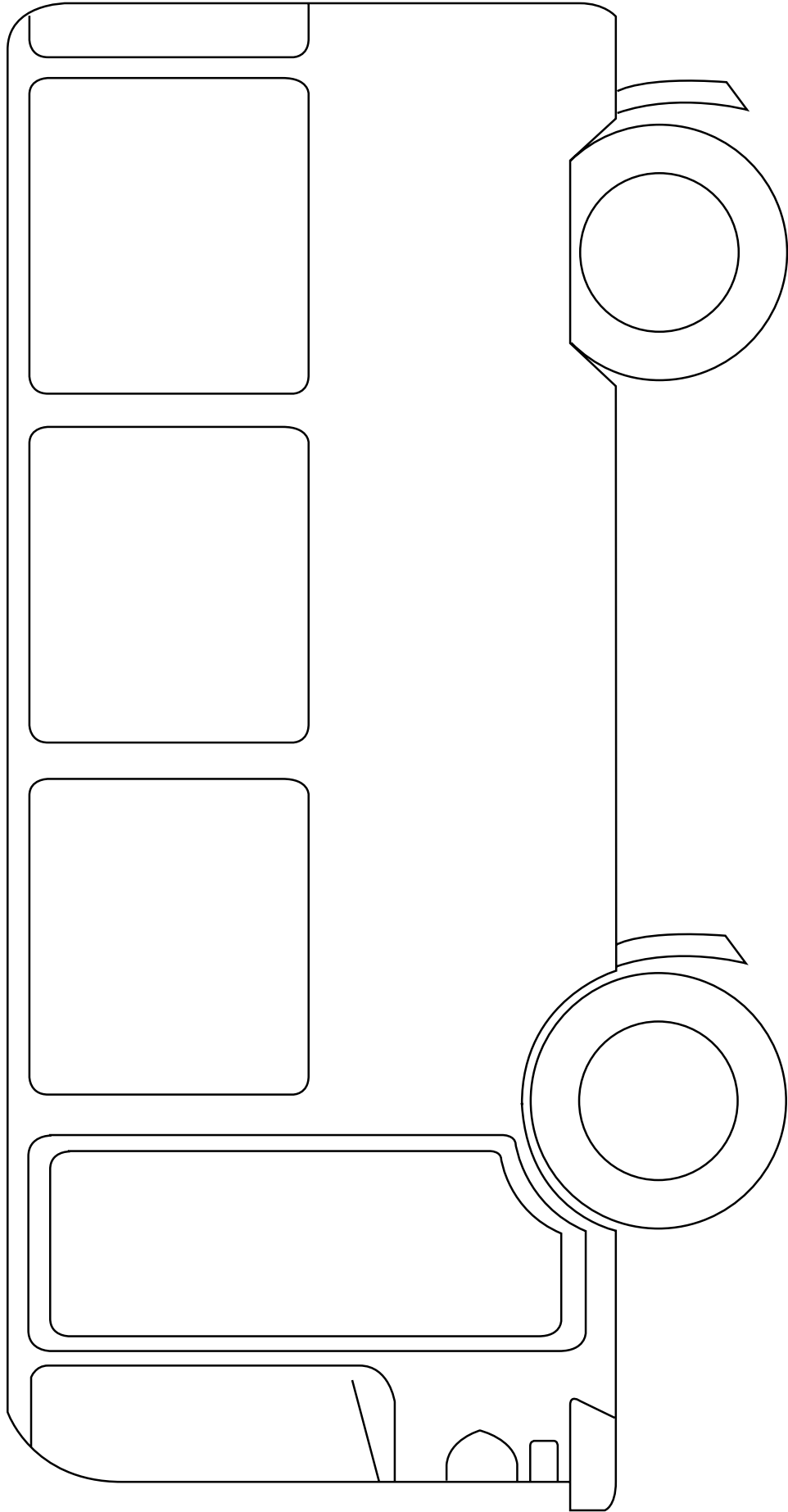


Name: _____

I look forward to _____

I worry about _____

Name: _____



Name: _____

The best thing about going swimming is

The worst thing about going swimming is

Name: _____

In the garden



The children were playing in the sandpit.



The children got smaller and smaller.



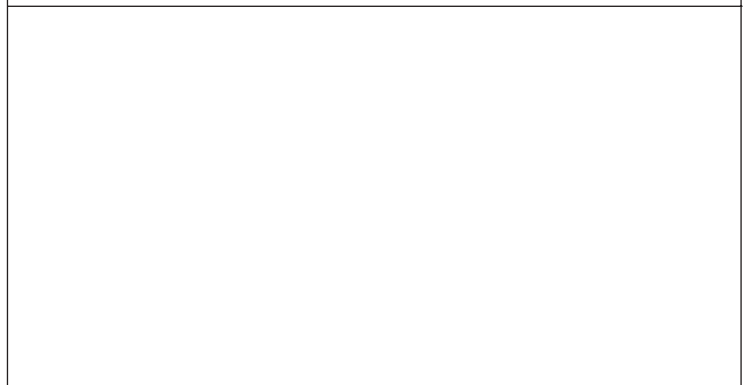
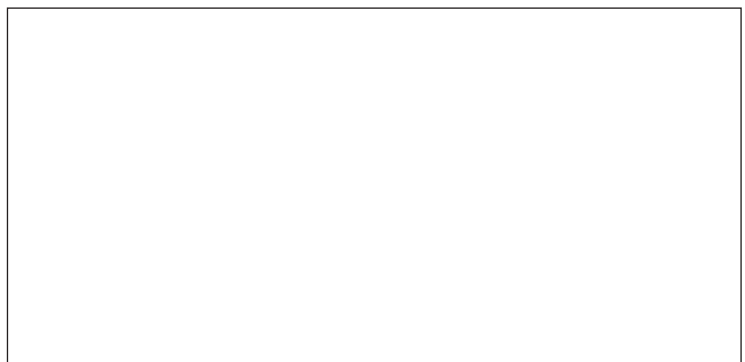
Chip saw a bumble-bee. He didn't like it.



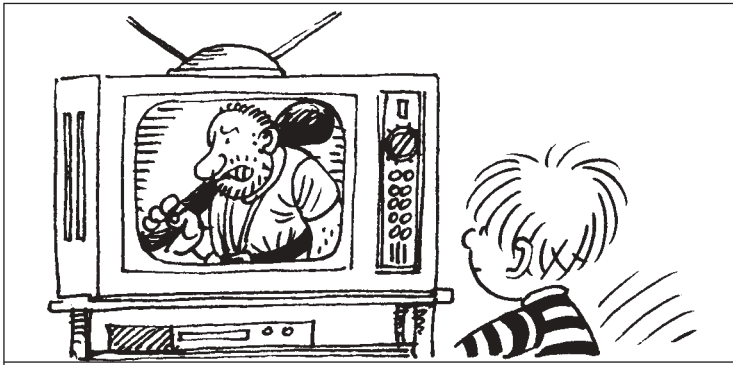
Kipper was hot. 'I don't like climbing mountains,' he said.



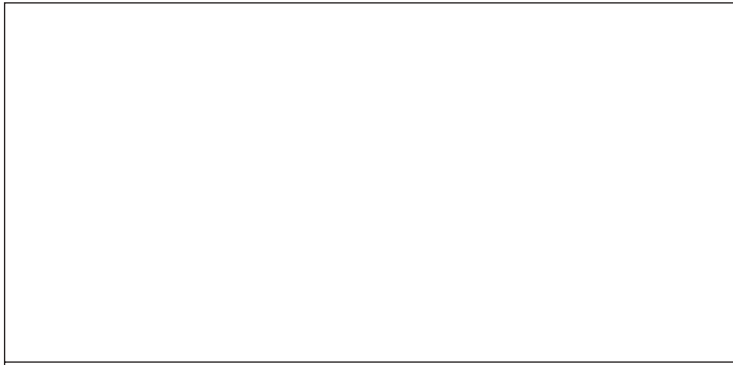
The car took them down the mountain.



Name: _____ *Kipper and the giant*



Kipper was watching a programme called 'The angry giant'.



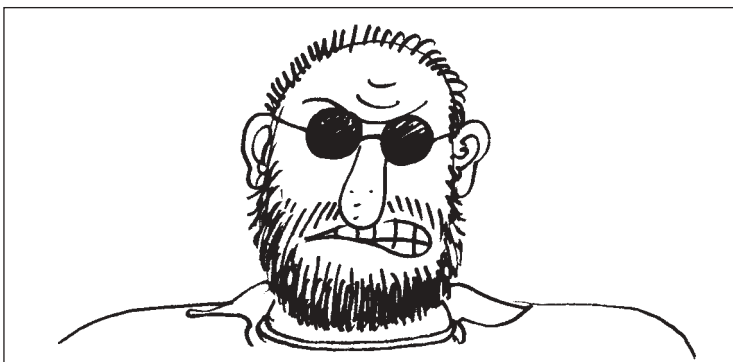
Kipper came to a village but it was tiny.



The people threw things at Kipper. 'Go away,' they yelled.



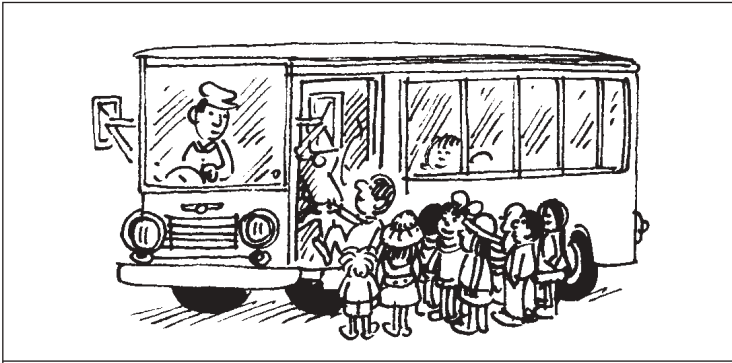
Kipper helped the villagers to mend their houses.



The giant was very angry when he saw Kipper in the village.



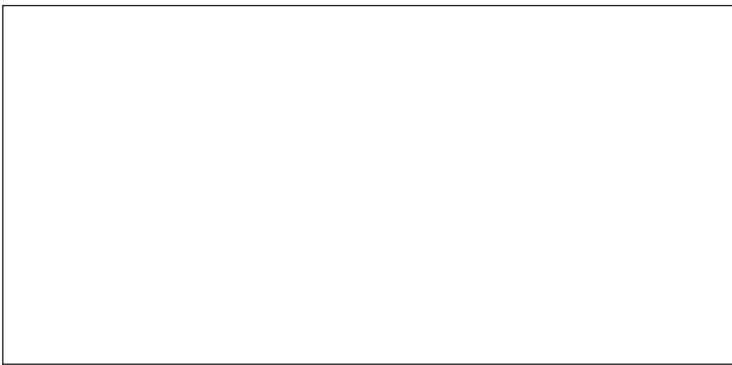
Name: _____ *The outing*



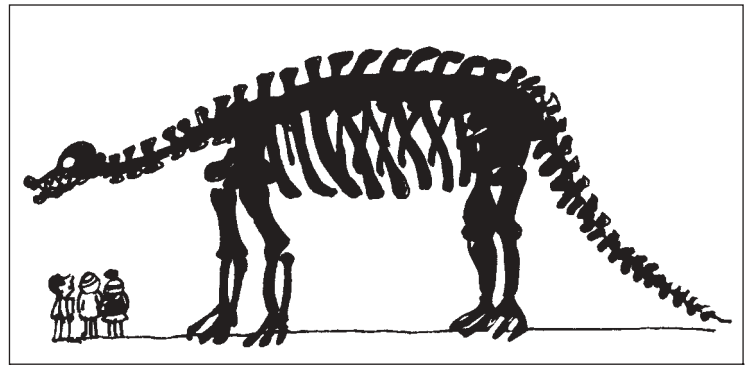
A bus came to the school.
The children climbed in.



Wilf kicked a stone and his shoe
came off.



It rained and rained.
The children were fed up.



They looked at a big dinosaur.
'It's an apatosaurus,' said Nadim.



A lady told them about dinosaurs
and showed them some pictures.



Name: _____ *Land of the dinosaurs*

The magic took the children to
the land _____

page 2

Biff took a photograph of the _____

page 5

Nadim found some eggs.
One of the eggs began _____

page 7

The flying dinosaur flew down to

page 10

It picked up the little dinosaur in

page 10

to crack

its teeth

the eggs

of the dinosaurs

giant footprint

Name: _____ *Robin Hood*

The magic took the children to

page 8

The children could see Robin
with some _____

page 8

Suddenly the Sheriff's men _____

page 14

They grabbed Robin Hood and
put a rope _____

page 14

Kipper hid in the big _____

page 16

ran in

black pot

round him

of his men

a wood

Name: _____ *The treasure chest*

The children had masks and

flippers and _____

page 18

They saw an octopus.

It was sitting on _____

page 24

The octopus didn't like the bubbles so

it _____

page 25

The children opened the chest and

page 26

Biff and Wilma pushed the chest

over and all the _____

page 27

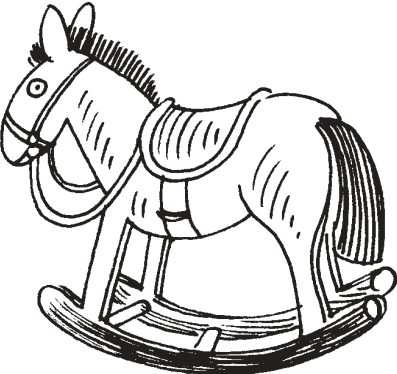
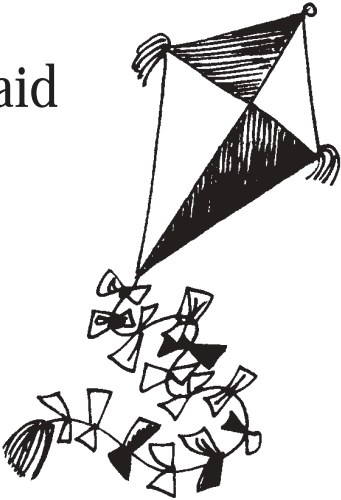

a chest

tanks of air

swam away

gold fell out

looked inside

<p>The children Victoria had</p>	<p>went into a little room</p>	<p>Victoria's room. in her bedroom.</p>
<p>It was 'We keep</p>	<p>the one toys in here,'</p>	<p>Biff had. said Will.</p>
<p>'Come and Biff, Chip,</p>	<p>look.' and Kipper</p>	<p>looked at the</p>
<p>children's Chip loved</p>	<p>toys. the</p>	<p>rocking horse.</p>
<p>'I wish we had 'So do I,'</p> 	<p>a horse like said</p> 	<p>this,' he said. Biff.</p> 

Kipper looked in his pockets but the key was not there.

The mower ran over the magic key with a clang.

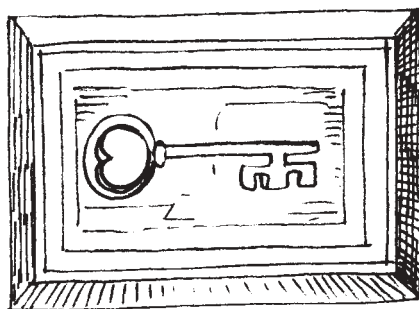
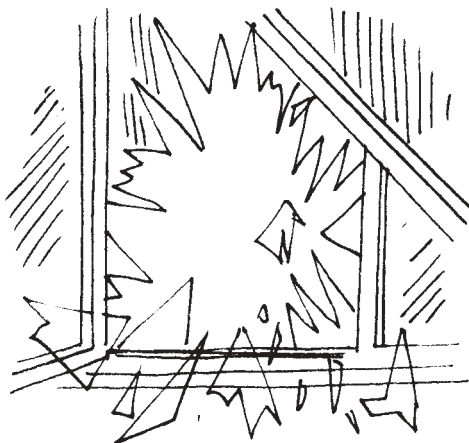
One of the boys looked in the bin and found the key.



The key hit a greenhouse with a crash and broke the glass.

Suddenly Kipper saw a little picture. It had one key in it.

The children pulled the key from the picture and rubbed off the paint.



Name: _____ *In the garden*

What was it like? Finish each sentence and draw the picture.

The grass was like _____

The sand looked like _____

The cat looked like _____

small

plastic

big

haunted

rotten

red

greedy

broken

best

shiny

beautiful

gloomy

house

shed

bedroom

bag

apple

coat

cart

horse

go-kart

wheel

nest

wood

Name: _____ *The laughing princess*

The princess's story

I am a princess but I couldn't _____ (laugh, shout)

My father put up a _____ (tree, notice)

Everyone tried to be _____ (funny, sad)

Some children came with some _____ (jokes, teeth)

A dog ran off with them in its _____ (mouth, bone)

The king ran after the dog. He fell _____ (after, over)

He looked so funny that I laughed and _____ (cried, laughed)

(Check: Have you put a full stop at the end of every sentence?)

Draw the king with the teeth.

Name: _____ *Christmas adventure*

Father Christmas's story

I was asleep in a _____ (bed, chair)

I had been at work all _____ (night, day)

I hadn't put up any _____ (presents, decorations)

I had been much too _____ (tired, busy)

I had no Christmas _____ (dinner, sandwiches)

Some children came. They put up a Christmas _____ (tree, dinner)

I found some lemonade and some _____ (presents, crackers)

(Check: Have you put a full stop at the end of every sentence?)

Draw Father Christmas in his red coat.

Name: _____ *The go-kart race*

Anneena's story

I took my go-kart to the _____ (park, school)

I had a race with _____ (Biff, Wilma)

I crashed into a _____ (tree, bush)

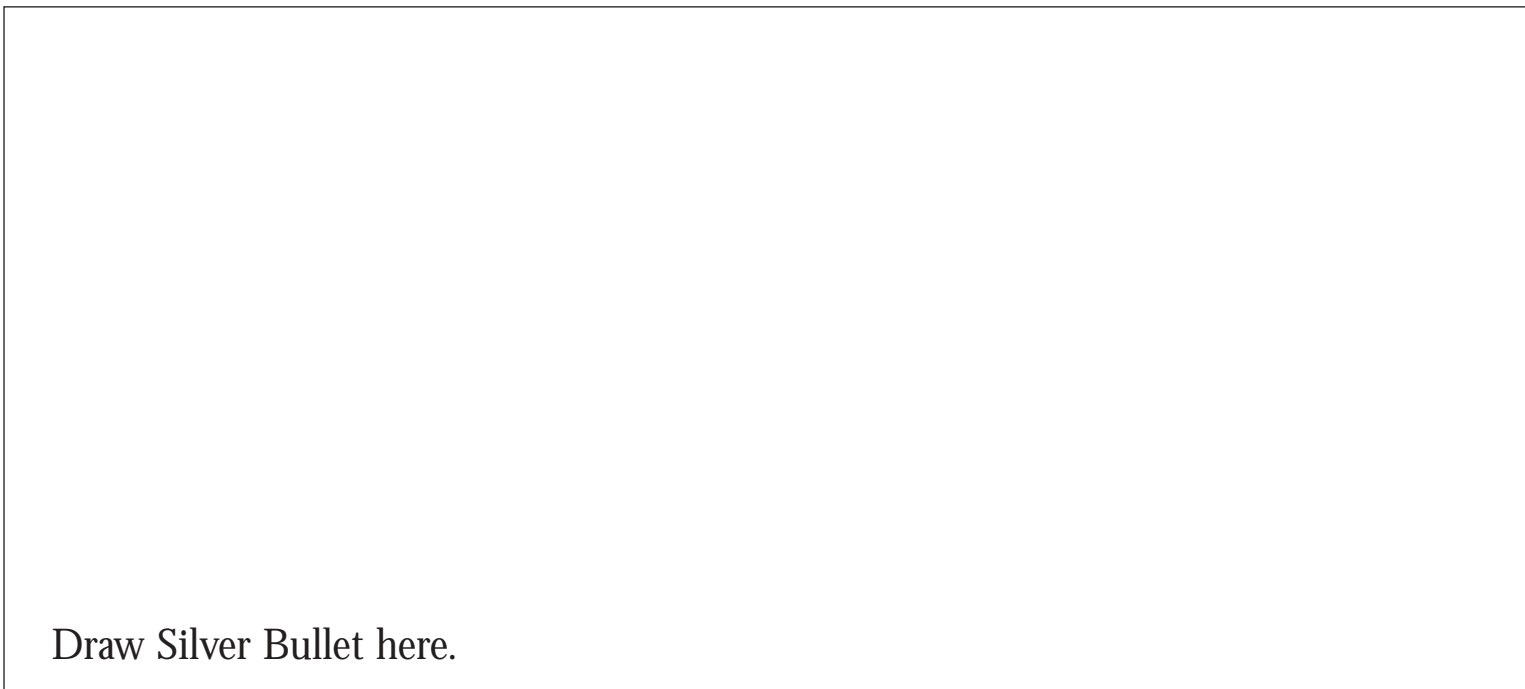
My go-kart was _____ (broken, upset)

Wilma's front wheels were _____ (brilliant, bent)

The mums and dads made a new _____ (go-kart, bike)

We called it Silver _____ (Horse, Bullet)

(Check: Have you put a full stop at the end of every sentence?)



Name: _____ *The shiny key*

Nadim's story

I wanted a magic _____ (adventure, armchair)

The key was stuck to a _____ (ear-ring, toffee)

I made the key very _____ (sticky, shiny)

The magic took us to a _____ (ring, wood)

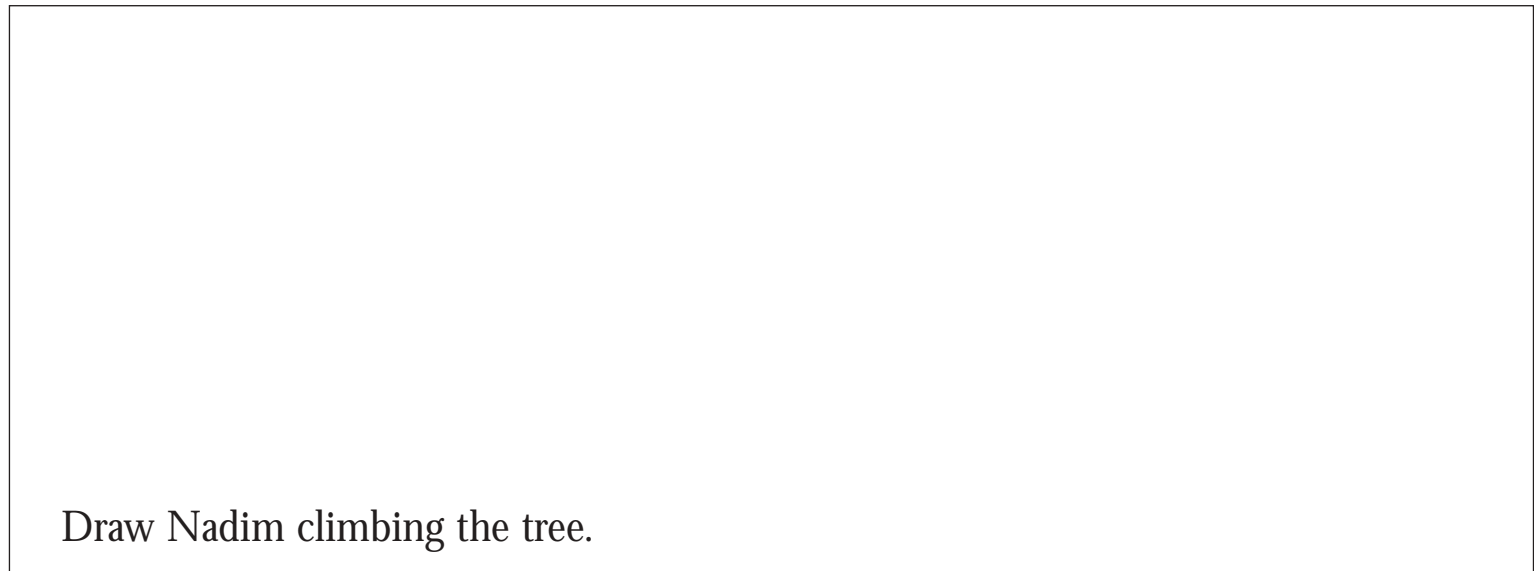
Some soldiers said we were _____ (thieves, stolen)

A magpie took the key and flew to the _____ (prison, woods)

I looked in the magpie's _____ (tree, nest)

It was full of shiny _____ (things, thieves)

(Check: Have you put a full stop at the end of every sentence?)



Name: _____ *A fright in the night*

This story has all the names missing. See if you can remember whose name should fill the gap.

_____ and _____ went to stay with _____.

'Be good,' called _____.

_____ wanted the bed by the door.

_____ wanted the bed by the window.

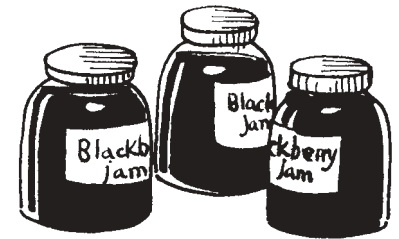
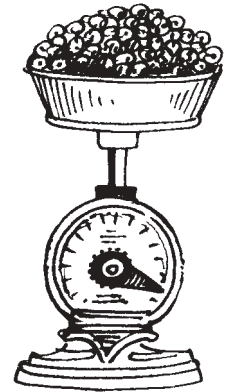
'That's good,' said _____.

_____ saw some blackberries.

_____ had some plastic bags.

_____ made the blackberry jam.

_____ and _____ helped.



(Check: Have you started each name with a capital letter?)

Draw: Gran Biff Chip Mum

Name: _____ *Rotten apples*

This story has all the names missing. See if you can remember whose name should fill the gap.

_____ put the box of apples by the dustbin.

_____ was excited.

Everyone liked _____.

_____ rang a bell.

_____ bought some logs.

_____ gave the horse an apple.

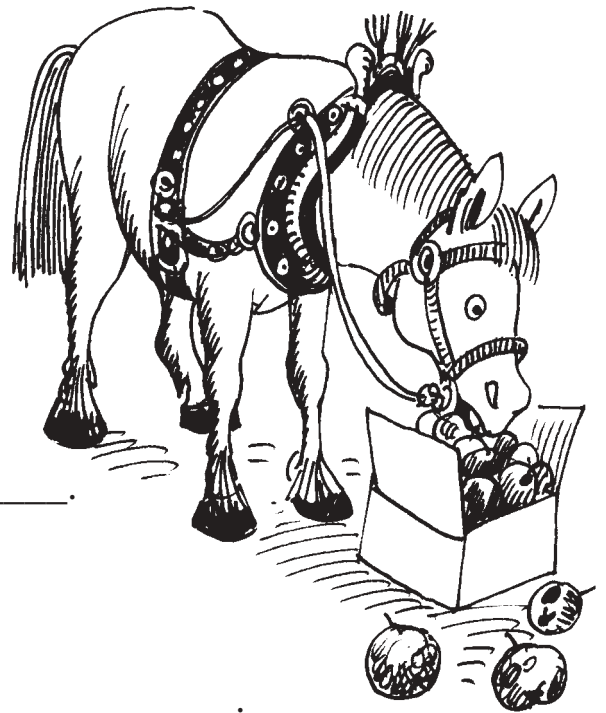
The children wanted a ride.

'Jump up!' called _____.

The horse ran down the street.

'Slow down!' shouted _____.

'Stop!' shouted _____.



(Check: Have you started each name with a capital letter?)

Draw:	Harry Smith	Mum	Kipper	Biff
-------	-------------	-----	--------	------

Name: _____ *The jigsaw puzzle*

This story has all the names missing. See if you can remember whose name should fill the gap.

'What are your names?' asked _____.

'My name is _____,' said the girl.

'My name is _____,' said the boy.

'Why have you got a plate?' asked _____.

'It's not a plate,' said _____.

'It's a frisbee.'

A man ran towards _____ father.

'Quickly!' shouted _____.

'We must hide my father.'

'Don't tell the soldiers about the secret room,' said _____.

'They will kill my father if they find him.'



(Check: Have you started each name with a capital letter?)

Draw:	Edmund	Jane	Kipper	Chip
-------	--------	------	--------	------

Name: _____ *The motorway*

These sentences have the wrong endings. Sort them out and write the sentences on the lines.

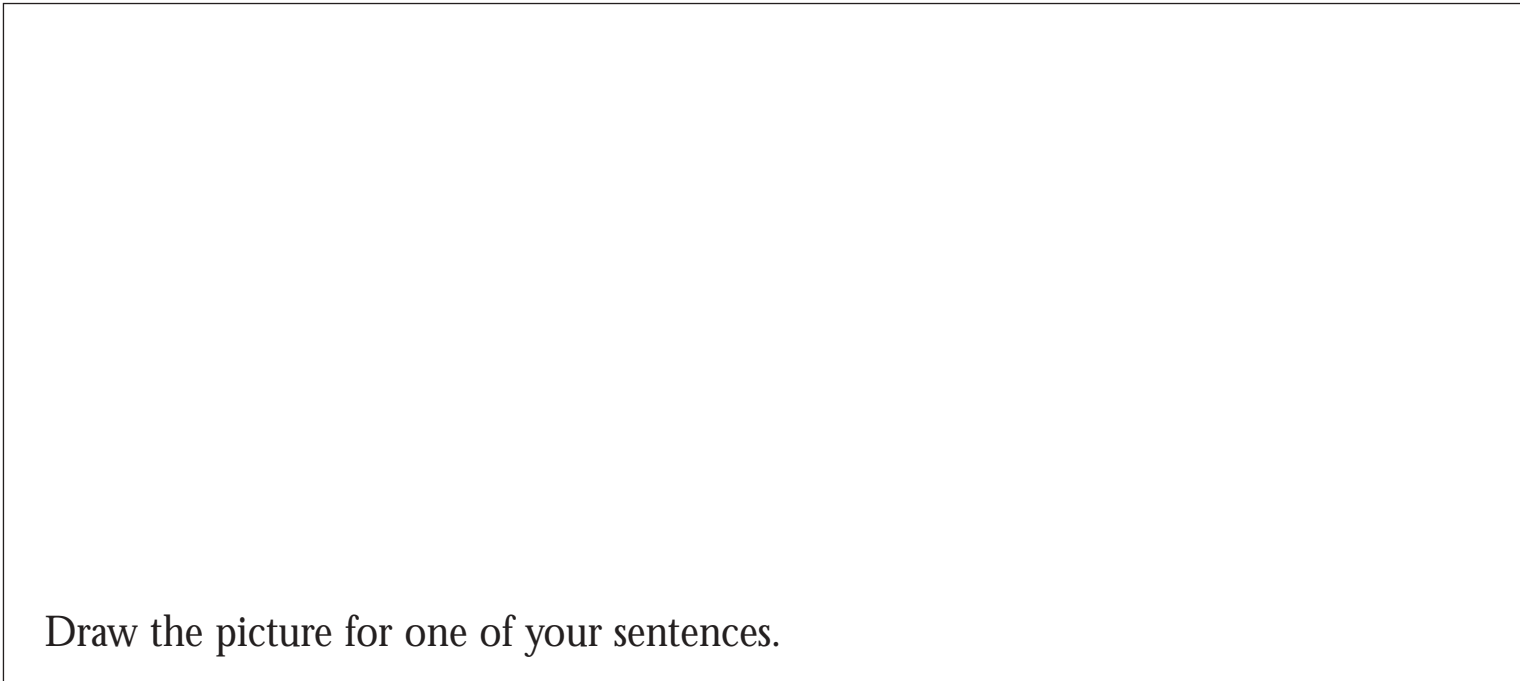
- | | | |
|---|----------------------------|----------------------|
| 1 | The wind took the kite | a cup of tea. |
| 2 | Big lorries and bulldozers | up in the sky. |
| 3 | Biff and Chip made Gran | came to the village. |

1 _____

2 _____

3 _____

(Check: Does every sentence begin with a capital letter and end with a full stop?)



Draw the picture for one of your sentences.

Name: _____ *The hunt for gold*

These sentences have the wrong endings. Sort them out and write the sentences on the lines.

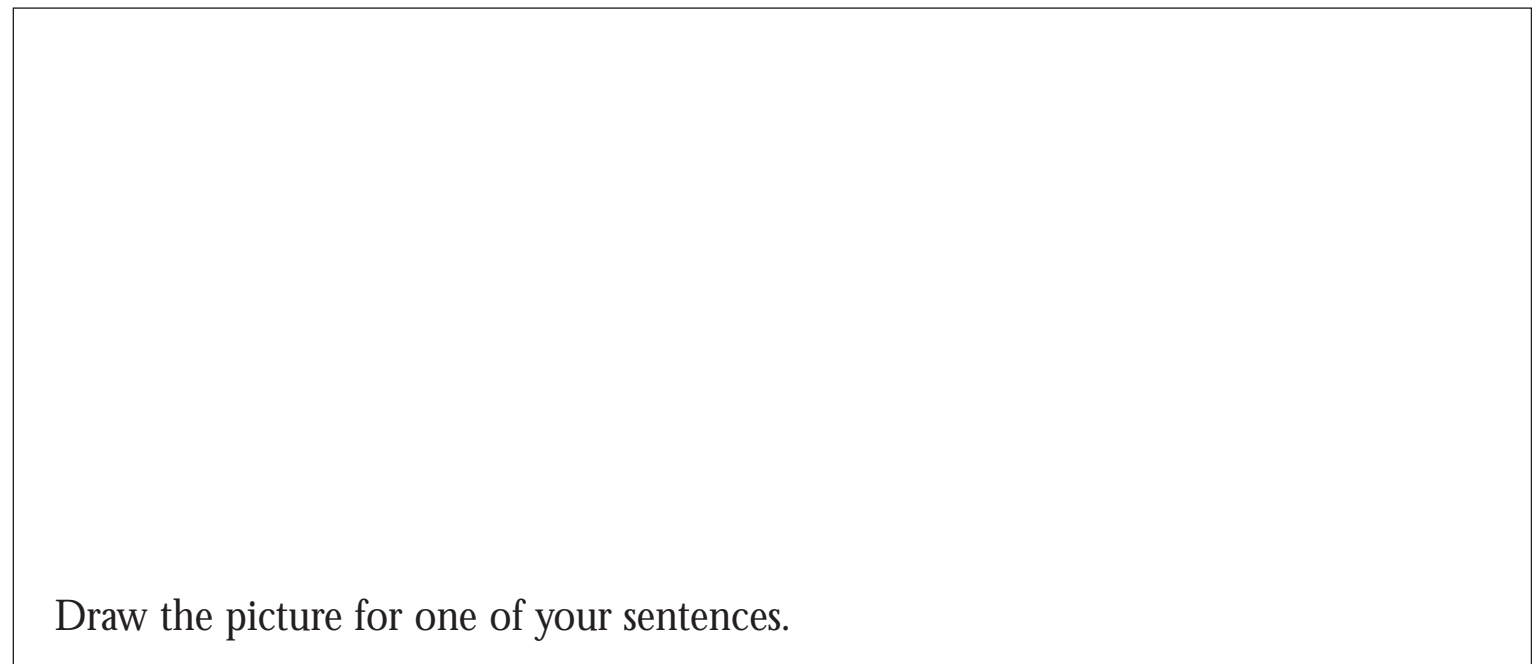
- | | | |
|---|---------------------------|---------------------|
| 1 | Alice and Luke looked for | at the gold nugget. |
| 2 | The robbers wanted gold | gold every day. |
| 3 | Everyone looked | and money. |

1 _____

2 _____

3 _____

(Check: Does every sentence begin with a capital letter and end with a full stop?)



Draw the picture for one of your sentences.

Name: _____ *Chinese adventure*

These sentences have the wrong endings. Sort them out and write the sentences on the lines.

- | | | |
|---|------------------|-----------------|
| 1 | Dad and Mum gave | a big firework. |
| 2 | Gran let off | a little table. |
| 3 | Floppy hid under | Gran a present. |

1 _____

2 _____

3 _____

(Check: Does every sentence begin with a capital letter and end with a full stop?)

Draw the picture for one of your sentences.

Name: _____ *Roman adventure*

These sentences have the wrong endings. Sort them out and write the sentences on the lines.

- | | | |
|---|-------------------------|-----------------------|
| 1 | Biff pretended she was | they saw the banner. |
| 2 | They took the pizzas | a chariot driver. |
| 3 | The people laughed when | to the chariot races. |

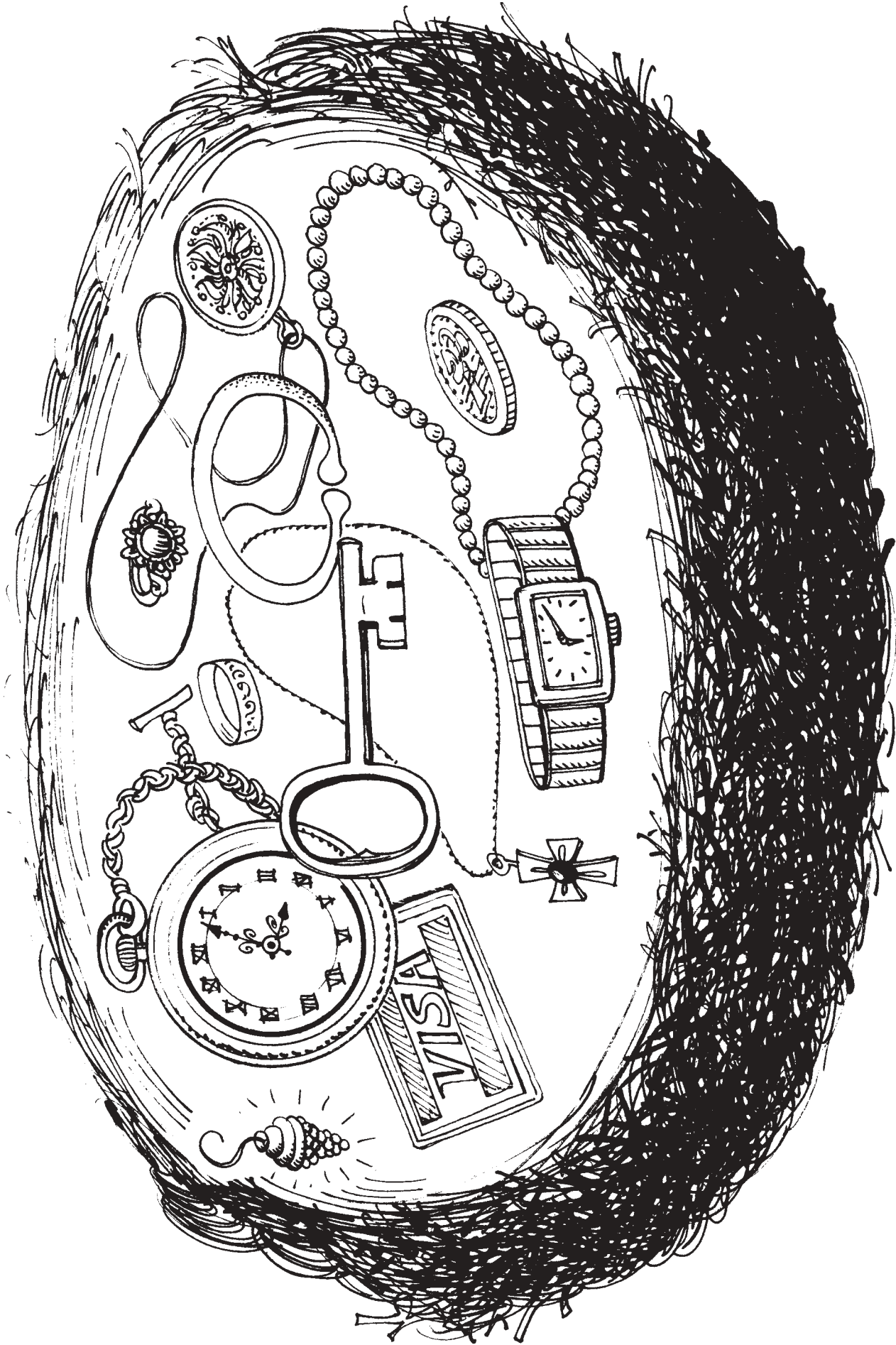
1 _____

2 _____

3 _____

(Check: Does every sentence begin with a capital letter and end with a full stop?)

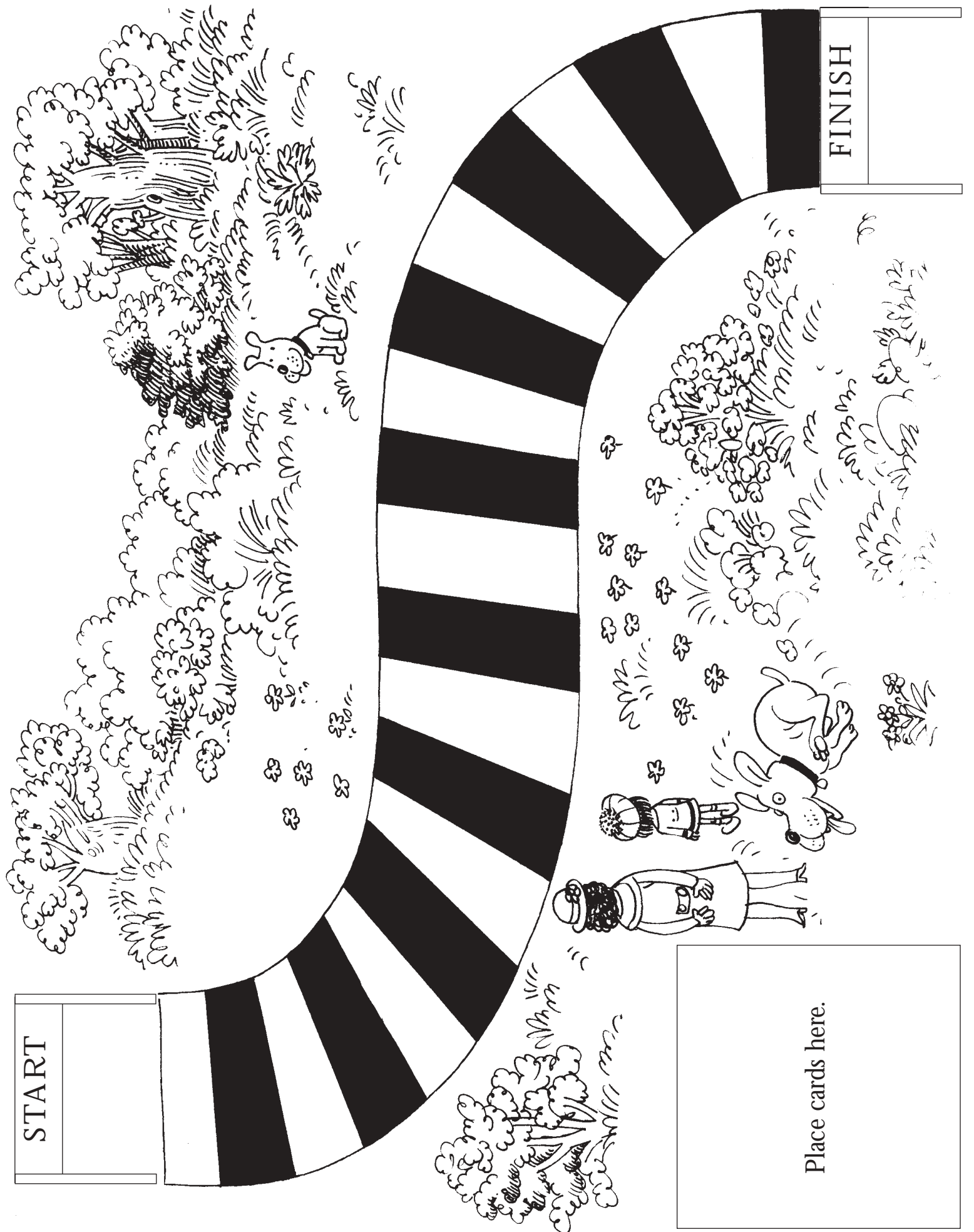
Draw the picture for one of your sentences.



The magpie's nest

Name: _____

What was in the magpie's nest? Draw one thing in each space.




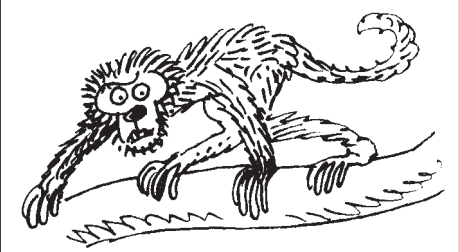
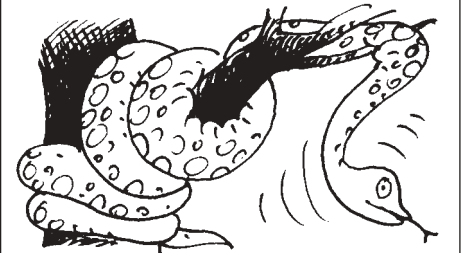

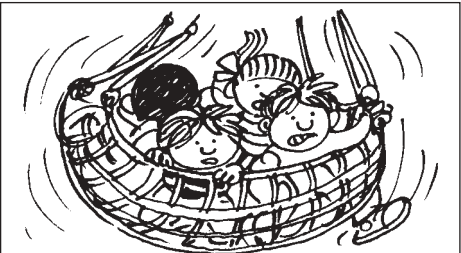

<p>Your go-kart is broken. Miss a go.</p>	<p>Your go-kart is brilliant! Go on 3 spaces.</p>	<p>A dog ran in front of you. Miss a go.</p>
---	---	--

<p>Your front wheels are bent. Go back 3 spaces.</p>	<p>You went very fast. Go on 3 spaces.</p>	<p>You crashed into Anneena. Miss a go.</p>
--	--	---

<p>Everyone cheered you. Go on 3 spaces.</p>	<p>Your go-kart looked best. Go on 1 space.</p>	<p>You crashed into Biff. Miss a go.</p>
--	---	--

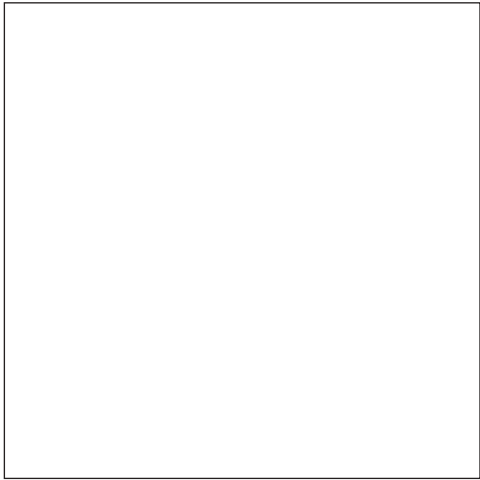
<p>You went off the path. Miss a go.</p>	<p>You went past Wilma. Go on 3 spaces.</p>	<p>You went past Biff. Go on 3 spaces.</p>
--	---	--

<p>The two children made a rocket ship out of bits and pieces.</p>	<p>One computer game was called 'Red Planet'.</p>	<p>The three boys went inside the rocket.</p>
<p>They found six boots in the rocket.</p>	<p>They looked in the buggy and found four spacesuits.</p>	<p>There was room for four inside the buggy.</p>
<p>The buggy landed with a crash and broke in two.</p>	<p>They saw five creatures in the cave.</p>	<p>The five creatures looked at the boys.</p>
<p>Wilf filled one spacesuit with air.</p>	<p>The three children and Floppy floated back to the rocket.</p>	<p>Nadim turned on the computer. 'Ten, nine, eight, seven, six ...'</p>

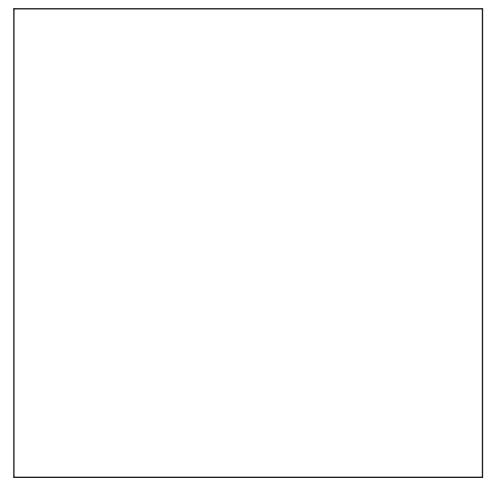
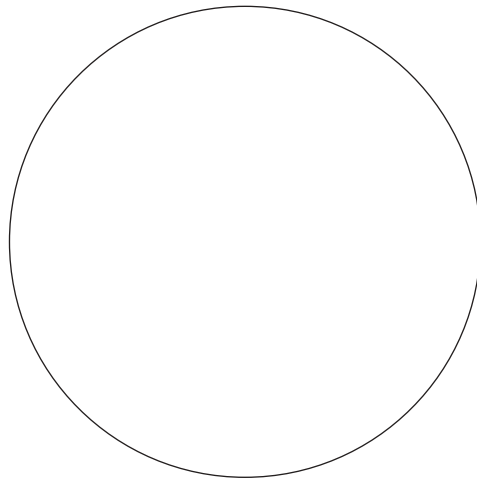
START →	magic	asleep	snake	angry	trees
↑					
bank	 <p>The magic took them into a jungle.</p>	 <p>The monkey was angry with the children.</p>	Suddenly		
came	 <p>There was a big snake in the way.</p>	 <p>There were alligators asleep on the bank.</p>	monkeys		
took	 <p>Suddenly they fell into a big net.</p>	 <p>A man and a lady came out of the trees.</p>	alligators		
were					There
was					they
out	fell	way	with	them	lady

Name: _____

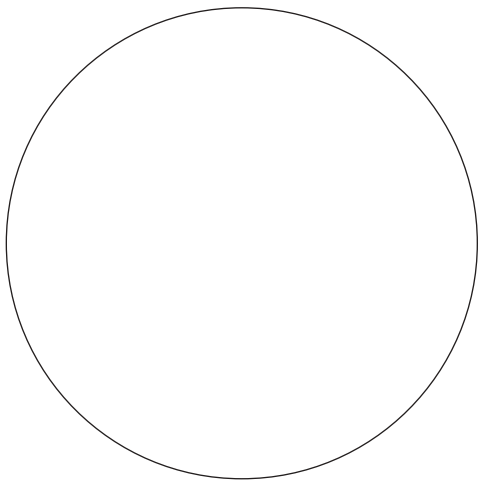
Go-ing swimm-ing!



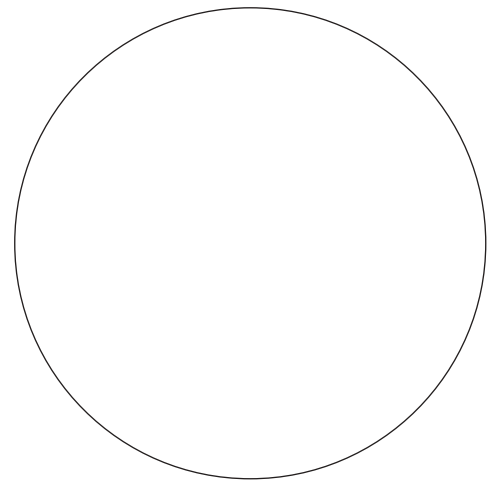
diving



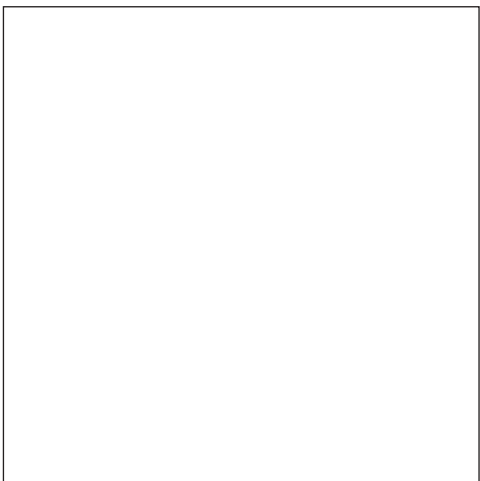
splashing

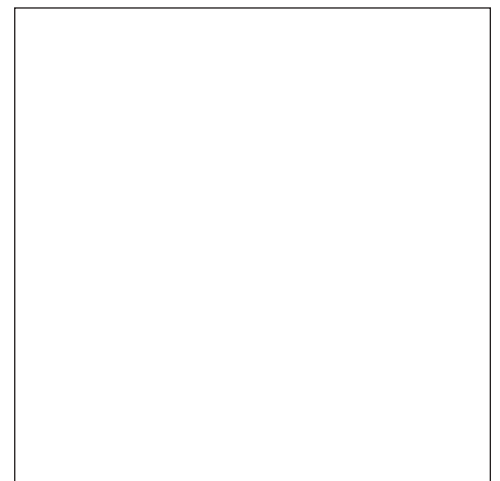


shivering



floating





Rules for The go-kart game

A game for two to four players

You will need:

- ◆ a copy of the track on Sheet 31 (enlarged to A3 if preferred)
- ◆ a set of cards from Sheet 32
- ◆ a counter for each player
- ◆ a 1-3 dice

How to play

Place the instruction cards in a pile on the baseboard. The players place their counters at the start. They take turns to roll the dice and move the number shown.

If a player lands on a shaded section he must take the top card on the pile and follow the instructions.

The winner is the first player to pass the finishing post.

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Rules for The creature game

A game for two to six players

You will need:

- ◆ a copy of Sheet 33 cut into cards
- ◆ a pencil and paper for each player

How to play

Spread the cards face down on the table. Players take turns to turn over a card and read the sentence. They identify the number word and draw part of a creature as follows:

one: the head two: the body three: the arms

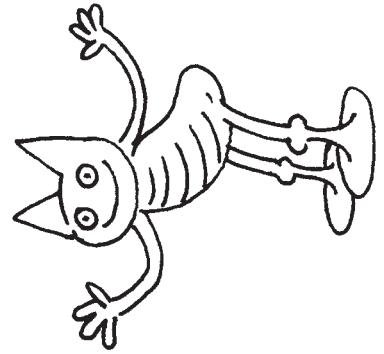


four: the legs five: the ears six: the eyes



After a card has been read it is replaced on the table in the same position. This encourages children to remember the location of number words they need. Eyes and ears cannot be drawn until the child has drawn a head. Arms and legs cannot be drawn until there is a body.

The winner is the first person to complete one creature (or more, as you decide).



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Rules for Word hunt in the jungle

A game for two to four players

You will need:

- ◆ a copy of Sheet 34 for each player
- ◆ a pencil and a counter for each player
- ◆ a 1-6 dice

How to play

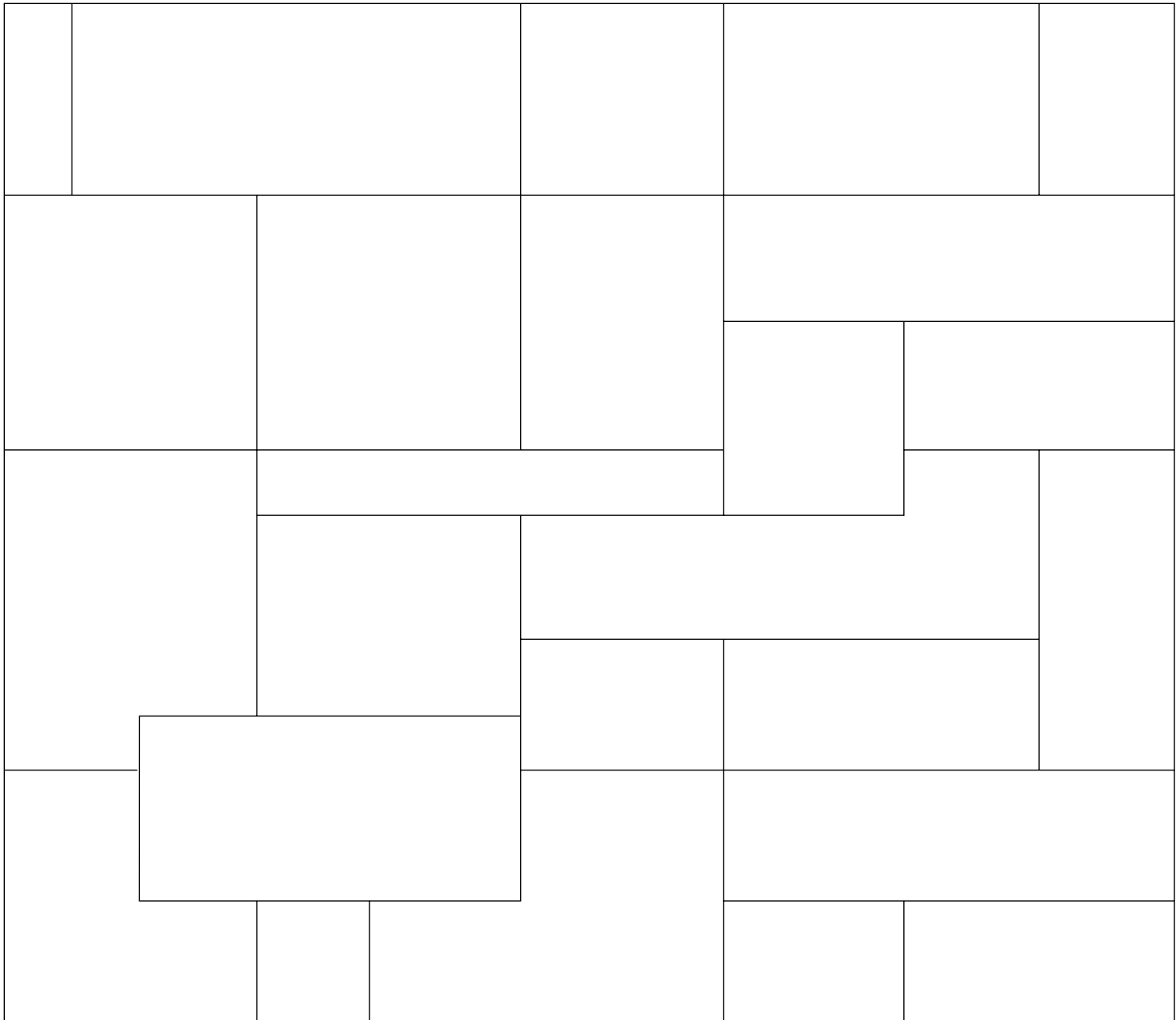
Players take turns to throw the dice and move around the track. They read the word in the space reached and find that word in a sentence. The player underlines that word on his sheet.

The winner is the first player to underline two words in each sentence.

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Name: _____

The giant's garden



Name: _____

FIGURE 1



FIGURE 2

FIGURE 3

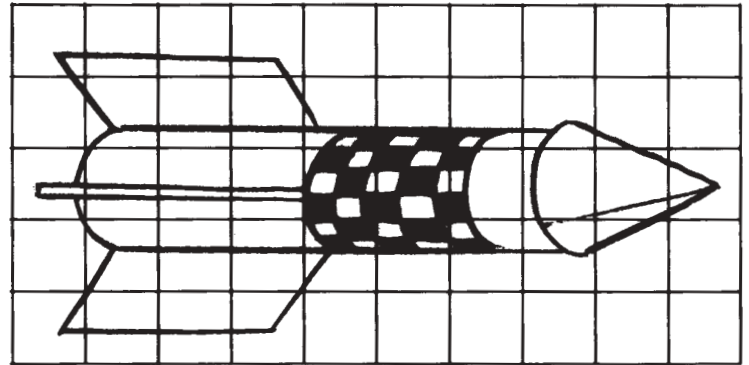


FIGURE 4

