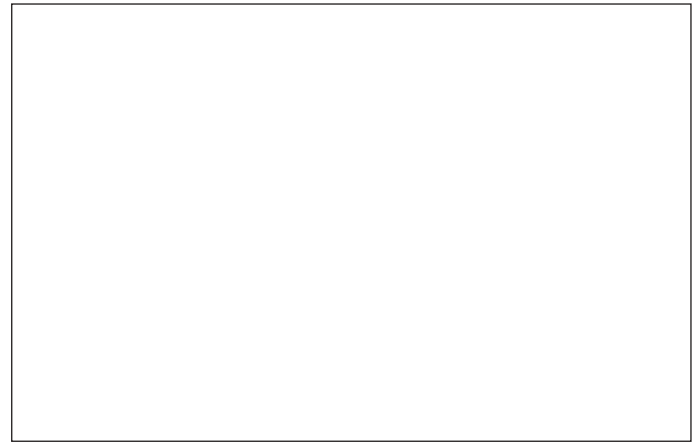
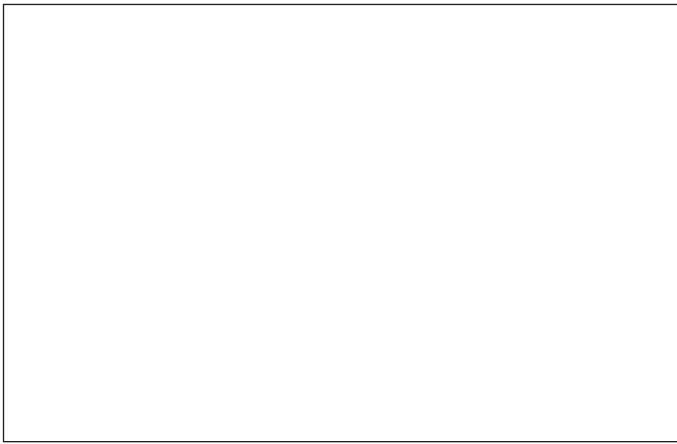
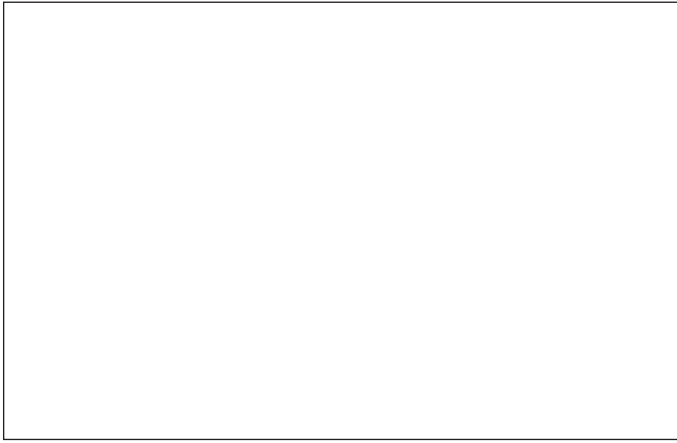
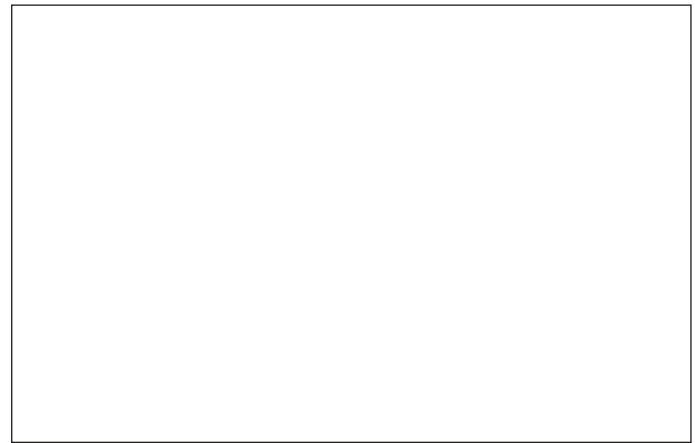
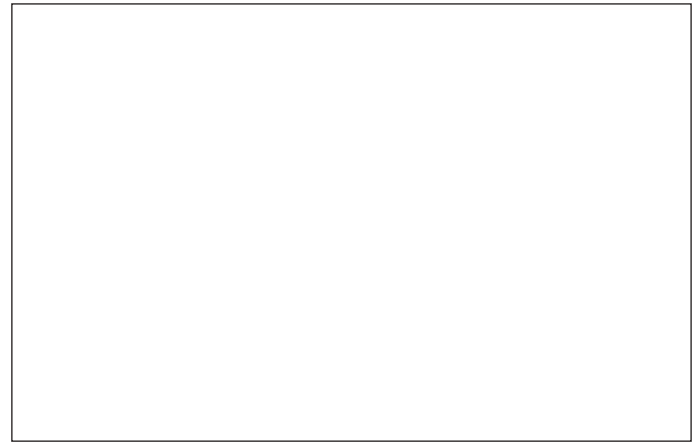
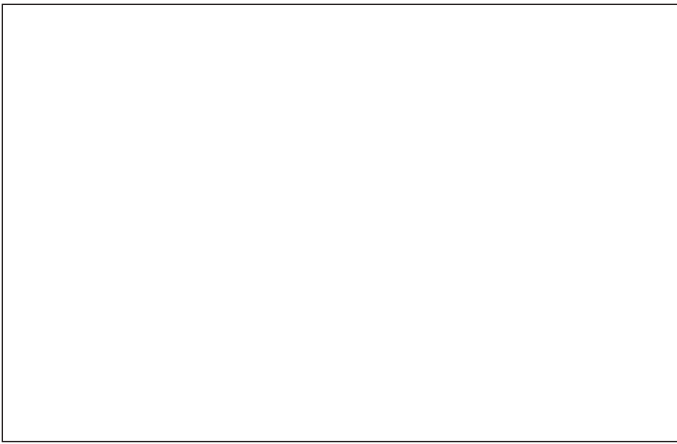


I do not like stories about ...



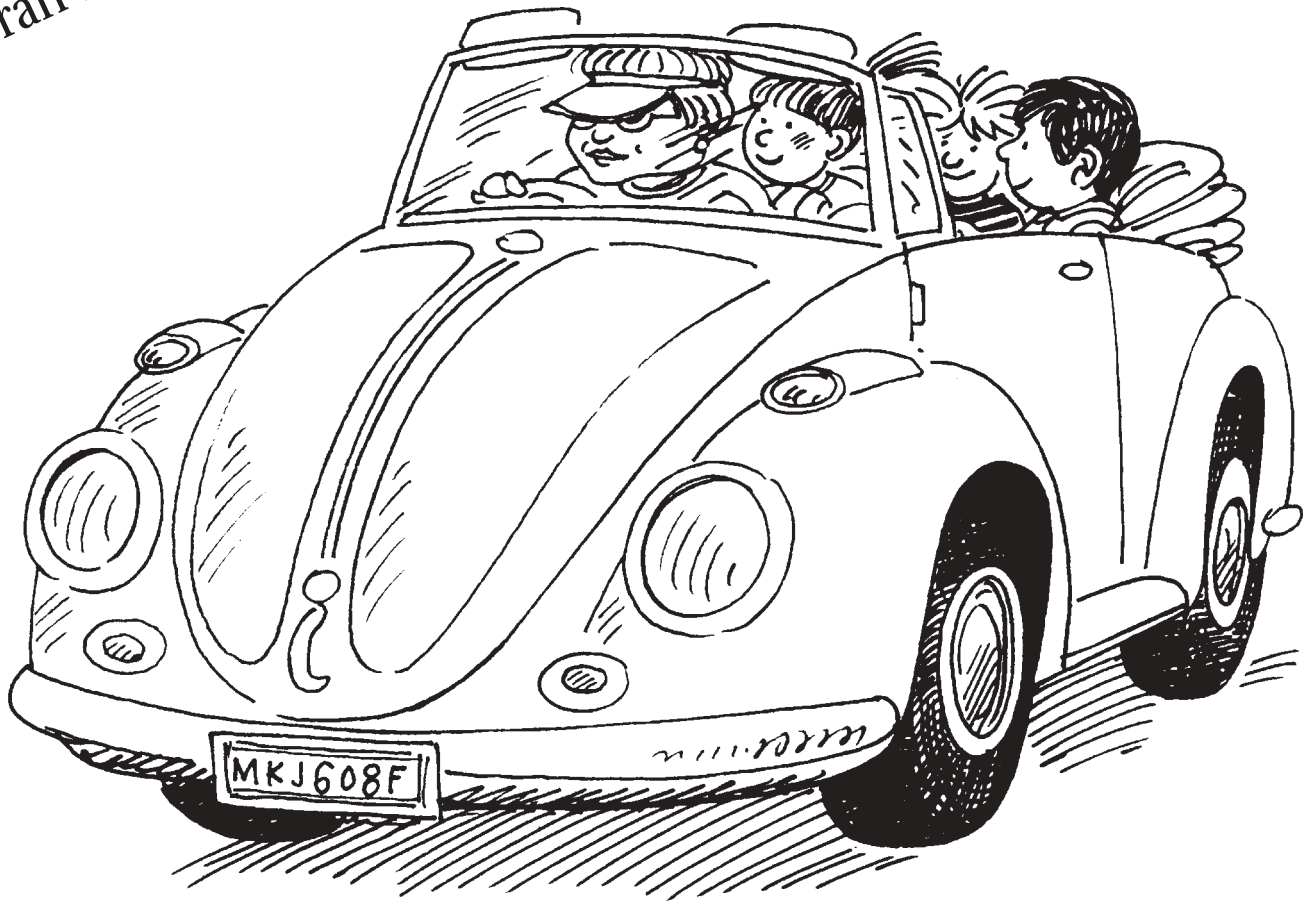
I like stories about ...



What do you know about Gran?

Gran likes the children.

Gran likes playing.



Gran is fun to be with.

What do you know about witches?



Witches wear _____.

Witches can _____.



Witches have _____.

Witches fly _____.

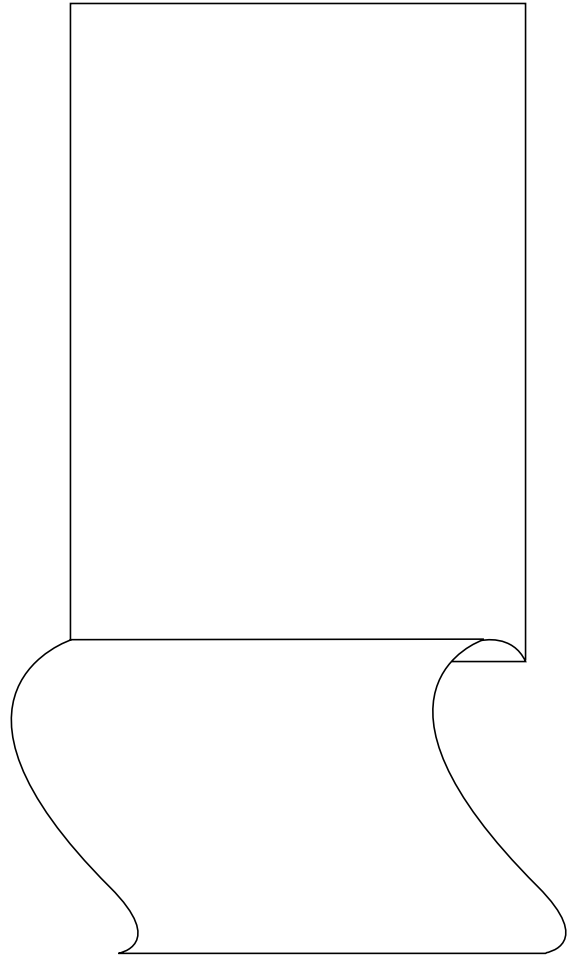
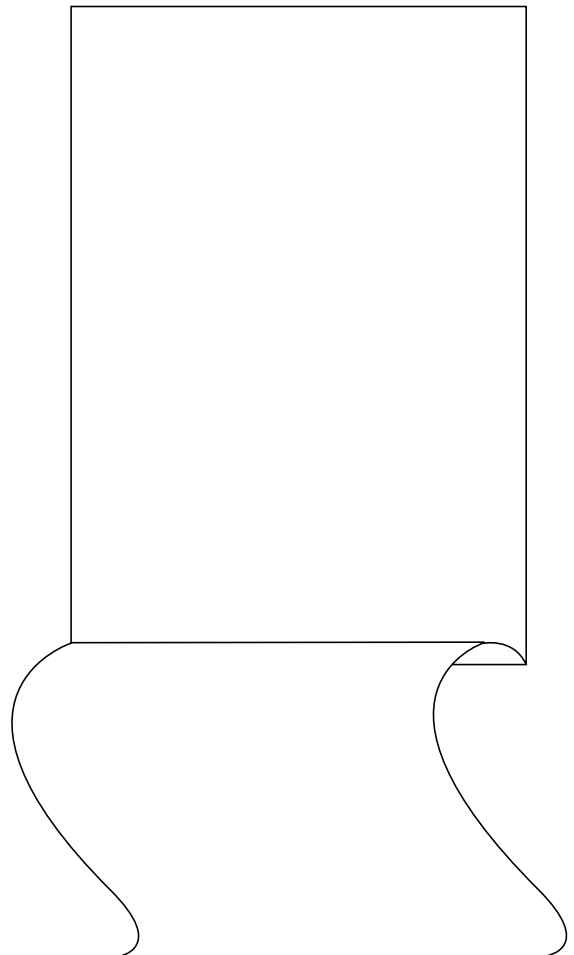
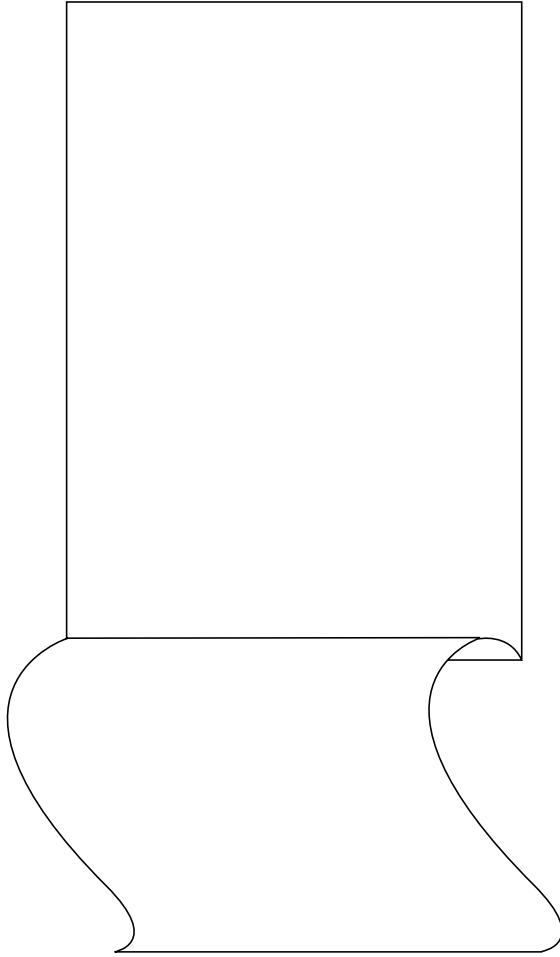
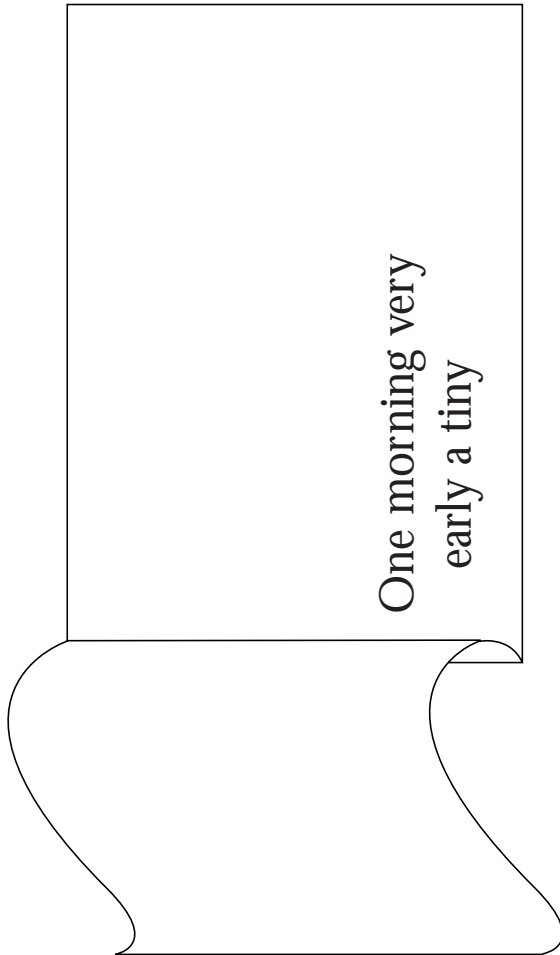


Witches sometimes _____.

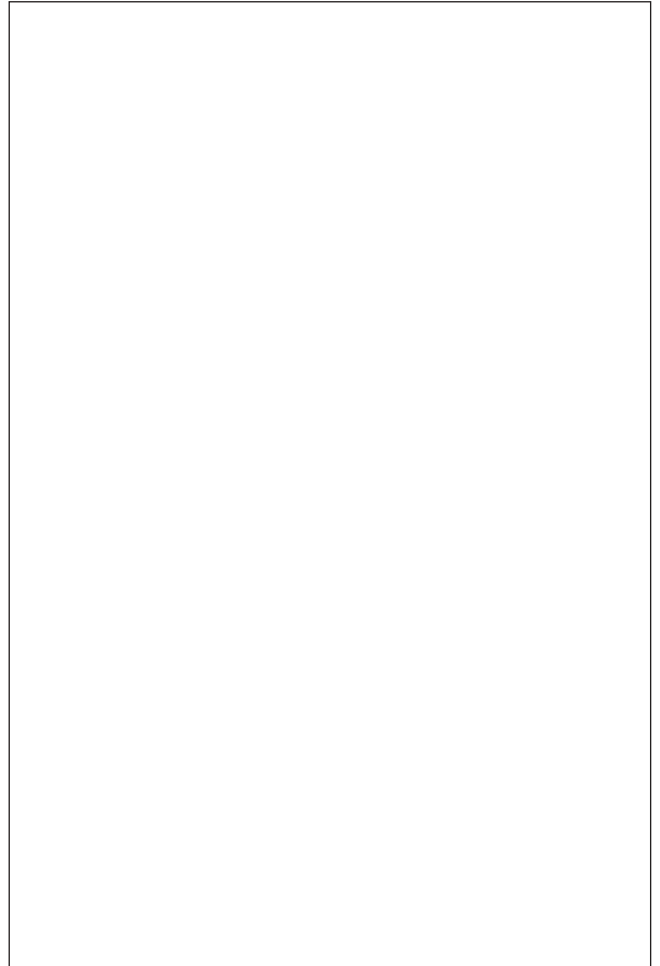
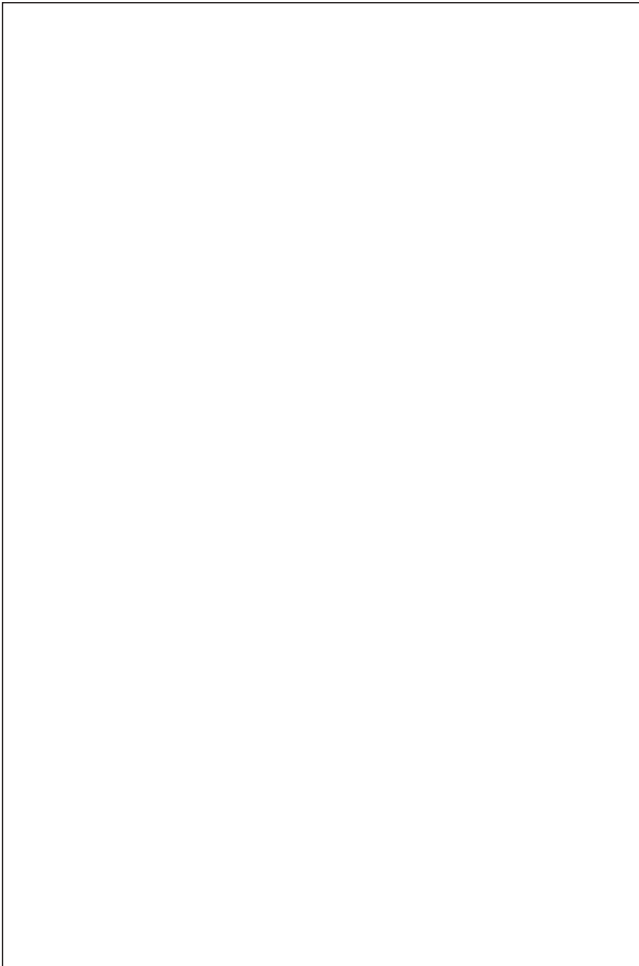
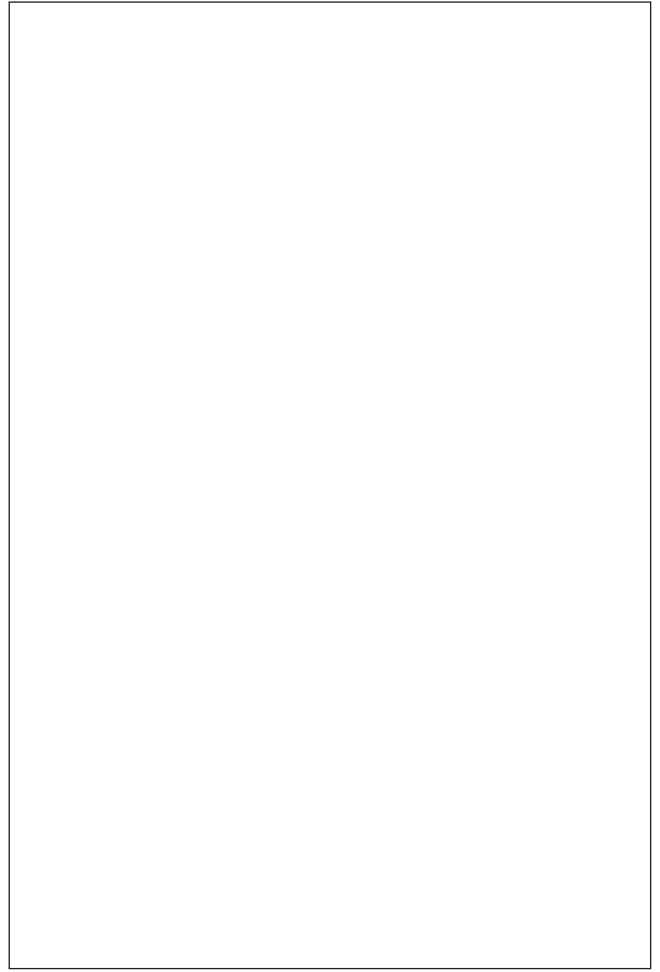
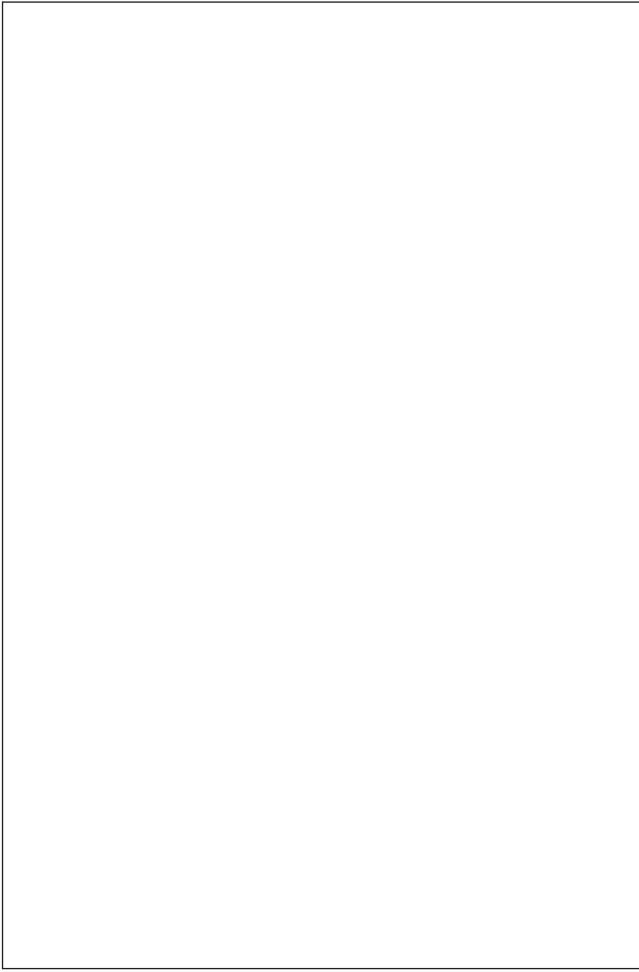
Witches _____.



How do stories start? Look in books to find out.



Village in the snow
Draw 4 pictures to show what happened.



Vanishing cream

The children put on a play.
It was about a witch.

Kipper was in his room.
The key began to glow.

The witch wanted some help.
'Don't be lazy,' said the witch,
'or I'll turn you into a cat.'

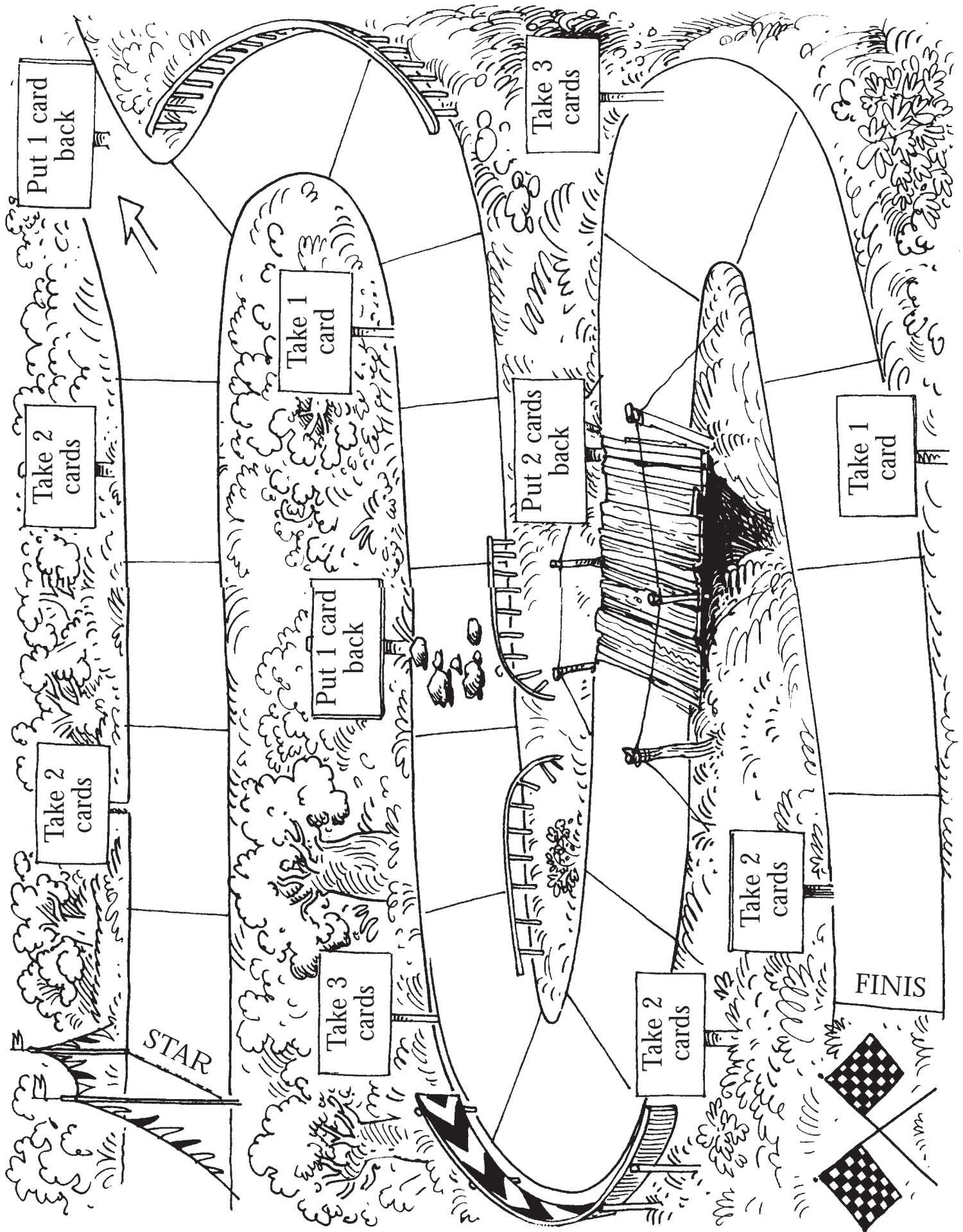
Kipper painted a door.
'I don't like painting,' said Kipper,
'but I don't want to be a cat.'

Kipper found a bottle.
It was vanishing cream.

He put the cream on his hands
and face.

A man came to the house.
He came down the chimney.

He took the witch's book
of spells.



The Great Race game

They didn't see

the signpost.

They came to

the mountains.

The Baron put

oil on the road.

The car crashed

through the fence.

Gran skidded

on to a bridge.

The car went

down the mountain.

The Baron's car crashed

into a river.

Gran was

winning the race.

The Baron was

behind.



Rules for The Great Race game

A game for two players

You will need:

- ◆ a copy of the baseboard track on Sheet 5.8
- ◆ the half sentence cards on Sheet 5.9. These need to be cut up into individual cards
- ◆ a playing piece for each player. Photocopy and cut out the two cars on Sheet 5.9
- ◆ a 1–6 dice.

How to play

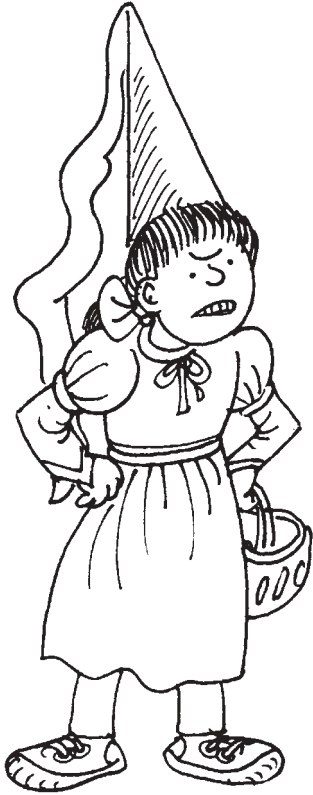
Give each player two sentence cards. Ask the children to put them together and read them to you. Decide whether they make a sensible sentence or not. Explain that the object of the game is to collect half sentence cards and fit them together to make sensible sentences. The players keep these two sentence cards whether they make a sentence or not.

They take turns to roll the dice and move along the track the number of spaces shown.

If there is a notice board on the space where the player lands he takes or puts back cards as instructed.

Play continues until both players have passed the finish.

The players then arrange their cards to make the maximum number of whole sentences. The winner is the player with most sentences even if he was not first past the finish.



Biff was cross with the

She saw some

'Can I be a knight?' she

The knights

you are a girl,' they said.

can't be knights.'



laughed.

said.

magic.

'But

'Girls

knight.



tree.

dragon

lived

A

under

the

Blank writing area for the first sentence.



away.

Floppy

ran

Blank writing area for the second sentence.



her

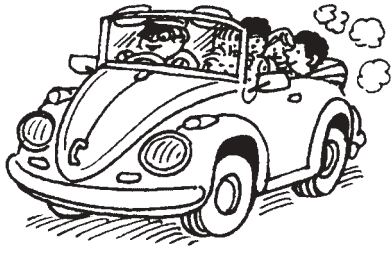
Biff

took

belt.

off

Blank writing area for the third sentence.



in

went

car.

children

Gran's

The

Blank space for writing the sentence.



went

castle.

Gran

the

on

Blank space for writing the sentence.



yelled

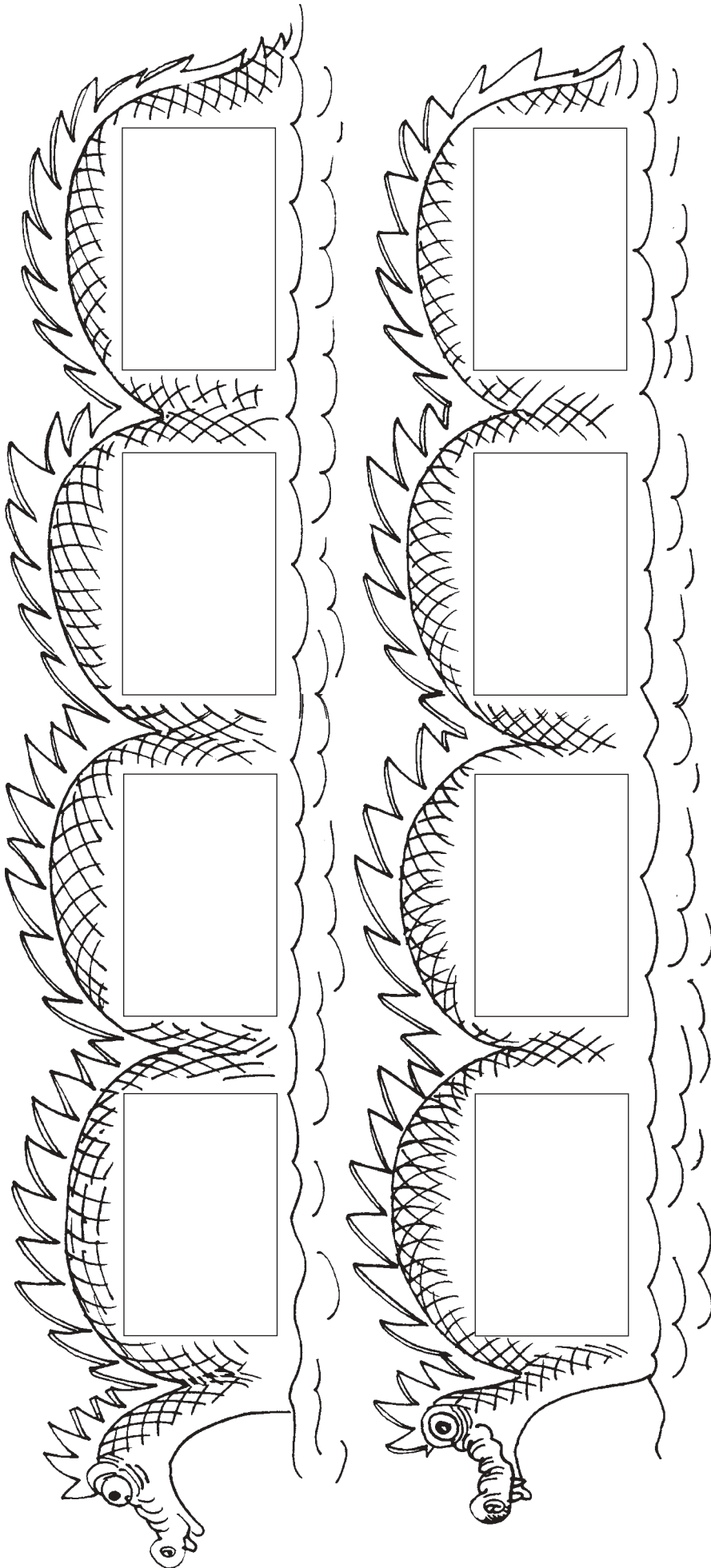
man.

'Go

the

home,'

Blank space for writing the sentence.



Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Empty rectangular box for writing.

Kipper ran to the cellar

Wilma picked up a lamp

The elves were sad

The elves were happy

because they were underground.

because the key was glowing.

because people came to see the caves.

because they had no work.

The children had a new teacher

They sat in the reading corner

Biff couldn't go skateboarding

Biff couldn't be a knight

because the key began to glow.

because Mrs May was ill.

because it was story time.

because she was a girl.

Biff was worried

Gran was upset

Chip didn't know the way

Gran won the race

because the map blew away.

because Mum was cross.

because the Baron's car crashed.

because the car was too fast.

A key was in the

The key was

Biff

up the key.

The magic

Biff and Chip got

and smaller.

Everything

big.

looked at the house.

It looked

a big house.

They

like

box

glowing

looked

picked

began

smaller

Something coming.

Chip up a pin.

'Oh , he said.

It was a mouse.

The ran away.

was glowing.

was the magic key.

The was over.

help

picked

little

It

mouse

magic

Something

was

Mum went into cellar.

The children looked .

' looks spooky,' said Chip.

Dad a light.

Kipper found old sheet.

'Look this,' said Kipper.

'What it?' asked Chip.

' a whatsit,' said Dad.

the

an

It

in

got

at

is

It's

‘Come ,’ said the wizard.

‘You can wash , then

you tidy up.

‘Don’t lazy,’ said the wizard,

‘ I’ll turn you into frogs.’

Biff looked the mess.

Biff and Chip the washing up.

‘ don’t want to be frogs,’ they said.

in

We

did

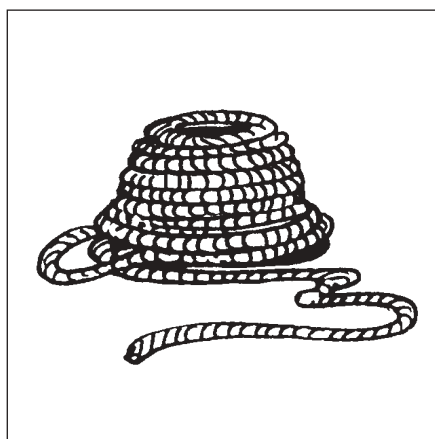
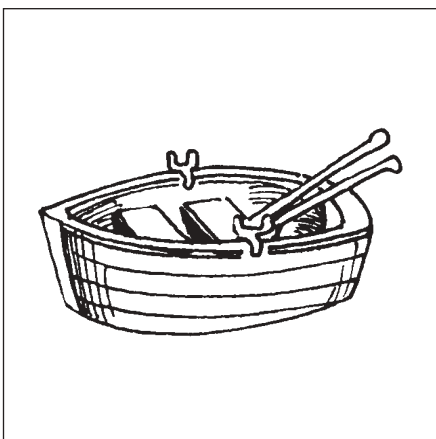
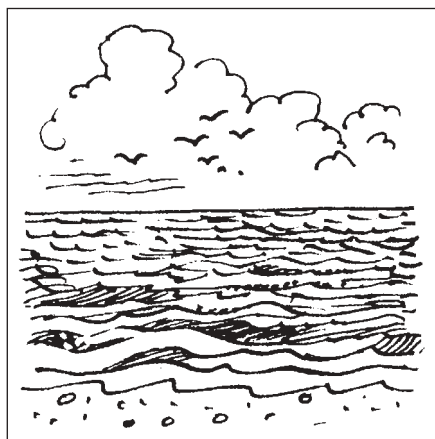
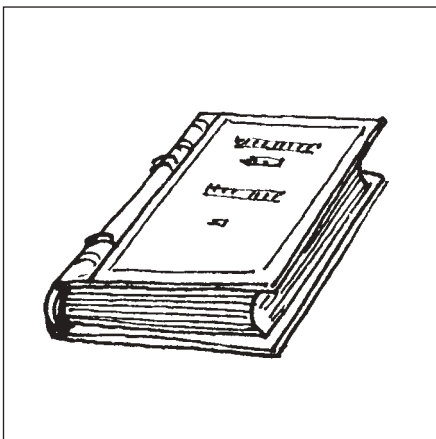
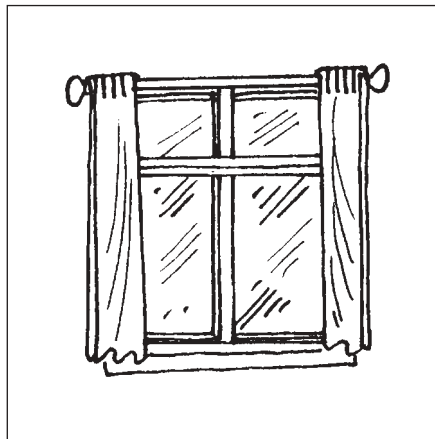
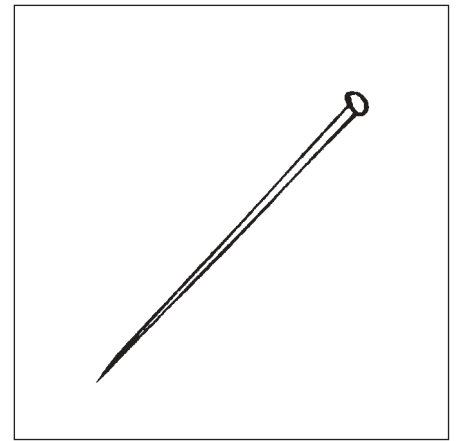
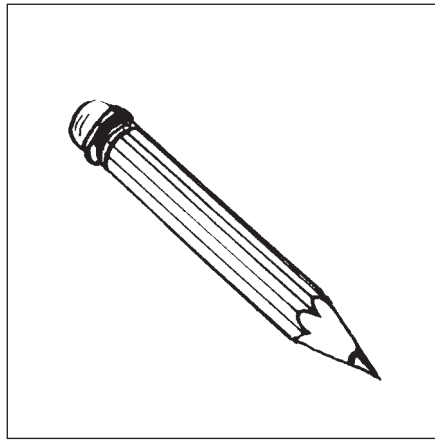
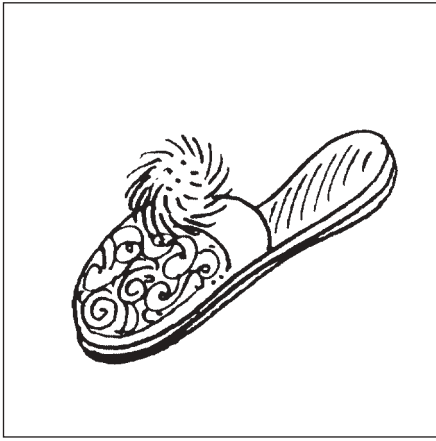
be

up

can

or

at



slipper

pencil

pin

mouse

window

pirate

book

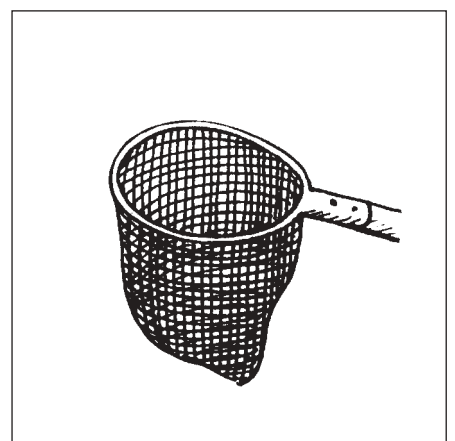
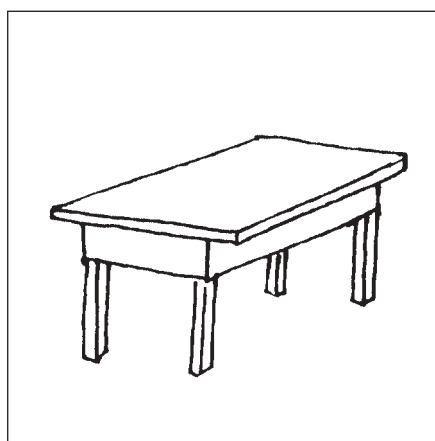
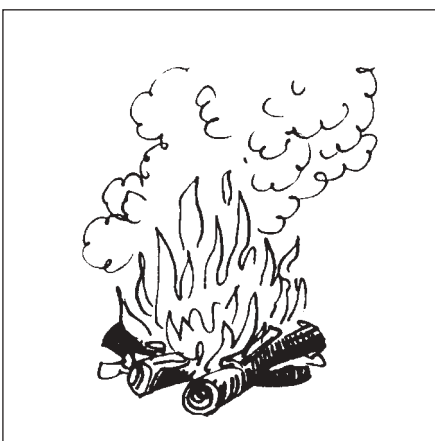
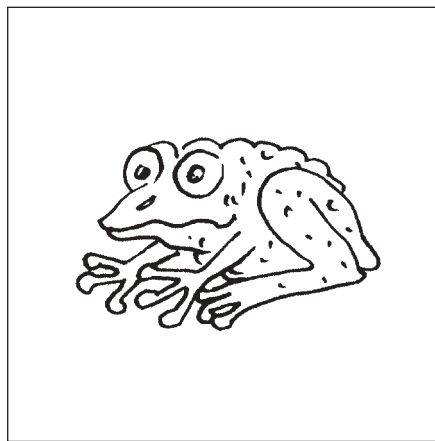
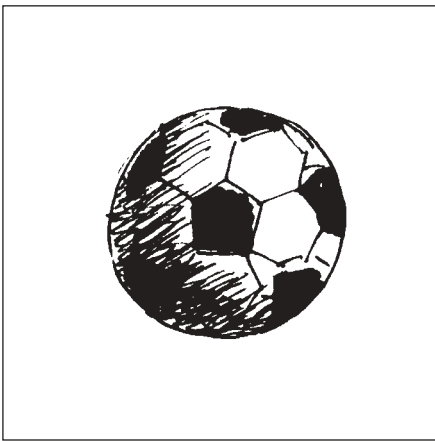
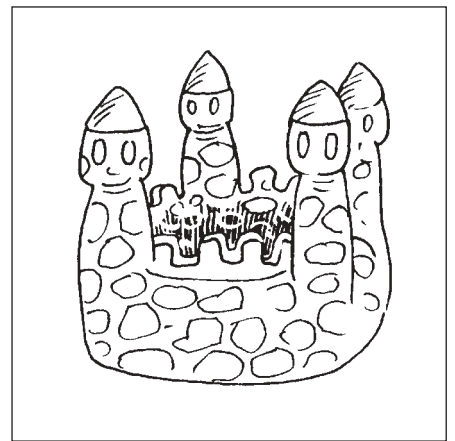
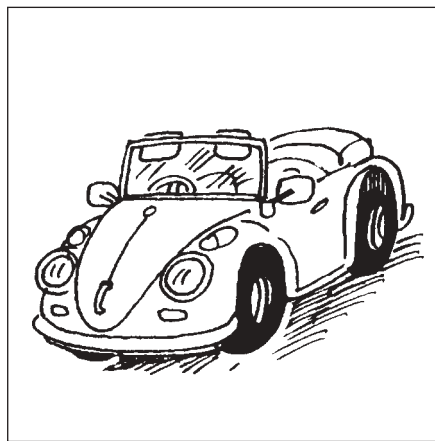
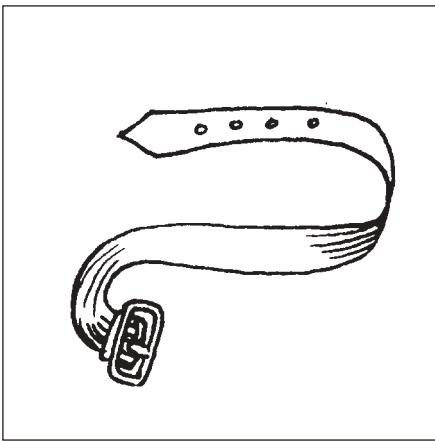
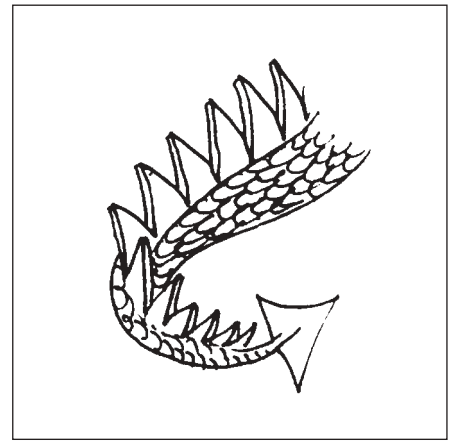
sea

shell

boat

rope

dragon



wood

owl

tail

belt

car

castle

football

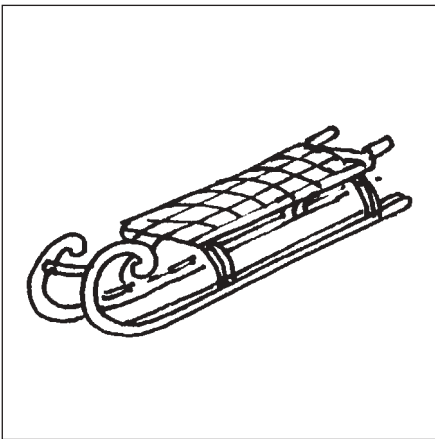
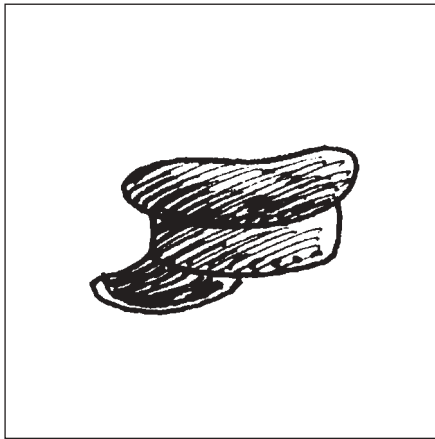
frog

king

fire

table

net



village

snow

mountains

boy

hat

coat

toboggan

light

elf

wizard

knight

monster

about go adventure
 called of everyone
 lived my picked
 were an turned
 threw out called

© OUP

away It's frightened
 help my glowing
 magic of turned
 don't ran threw
 Help an called

© OUP

began One everyone
 into out frightened
 over ran yelled
 live of picked
 told my turned
 with There little

© OUP

took an adventure
 like Go everyone
 told into threw
 magic out glowing
 lived One called
 him box key

© OUP

about

go

One

adventure

Go

out

an

help

over

away

Help

picked

began

into

ran

called

It's

threw

don't

like

told

Don't

lived

took

everyone

magic

turned

frightened

my

were

glowing

of

yelled

Look for **about** in these sentences.
Draw a ring around it each time.

The book was about a dragon.

The story was about a village.

Biff told Gran about the key.

Kipper ran about the garden.

Find **about** in the word box.

Draw a ring around it each time.

away about
and over
about and
began about
about magic

Look for **were** in these sentences.
Draw a ring around it each time.

Mum and Dad were at home.

The children were at school.

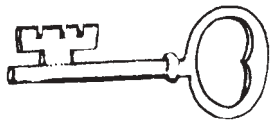
Biff and Chip were watching
television.

Wilf and Wilma were playing.

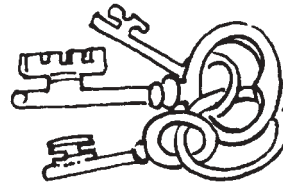
Find **were** in the word box.

Draw a ring around it each time.

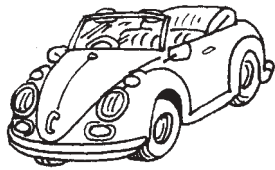
went were
were wet
threw wanted
were help
was what



key



a lot of _____ keys _____



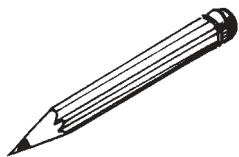
car

a lot of _____



boy

a lot of _____



pencil

a lot of _____



tree

a lot of _____

They _____ in a cottage.

stay

staying

stayed

'We can _____ sailing,' said Biff.

go

going

went

Gran _____ a picture.

paint

painting

painting

Everyone _____ at Gran's picture.

look

looking

looked

Gran wanted to _____ a joke on Mum.

play

playing

played

It _____ the children laugh.

make

making

made

e

o

l

p

n

dr

fr

kn

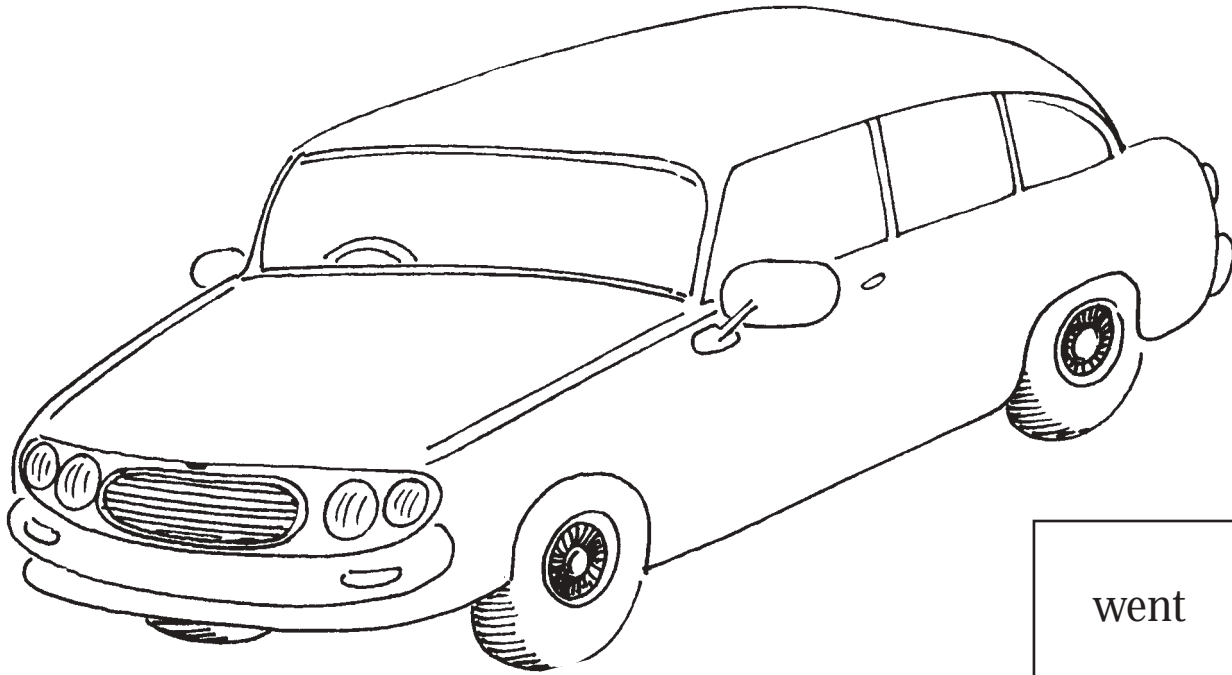
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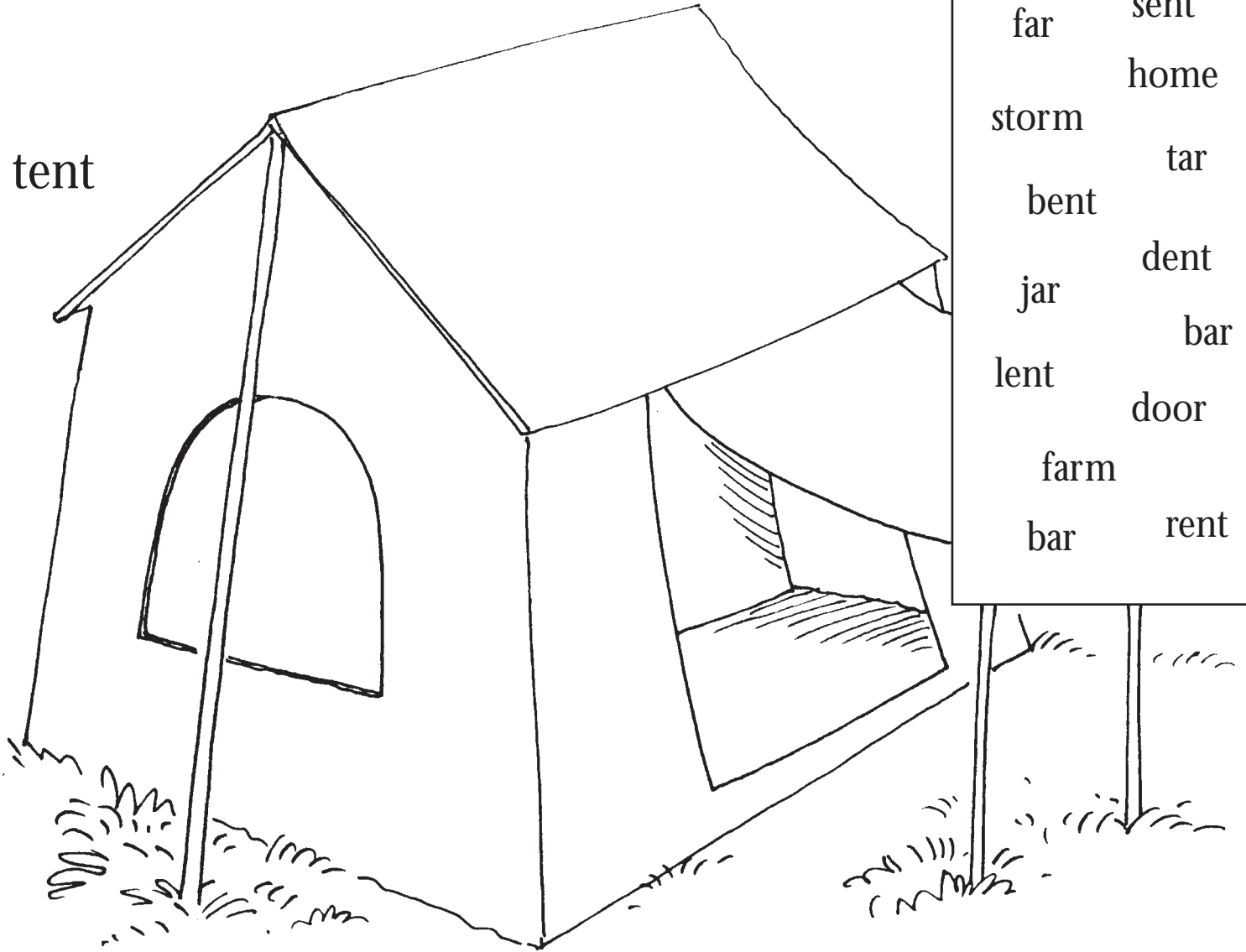
sn

tr

car



tent



went	star
far	sent
	home
storm	tar
bent	
jar	dent
	bar
lent	door
farm	
bar	rent