

*This is the best part of the story.*



*My favourite story*

Biff couldn't sleep.

Dad told her a story.

The story was about a dragon.

Biff went downstairs.

Mum told her a story.

The story was about a dolphin.

Floppy went on the concrete.

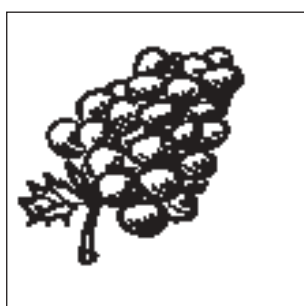
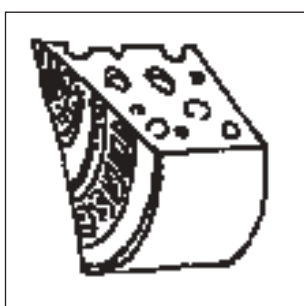
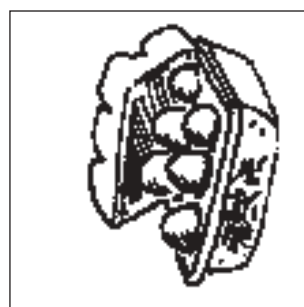
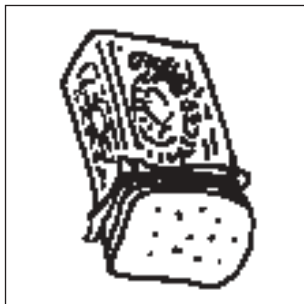
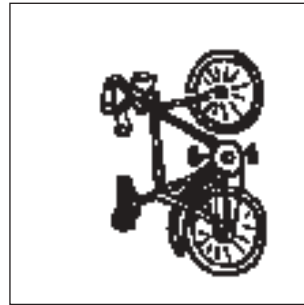
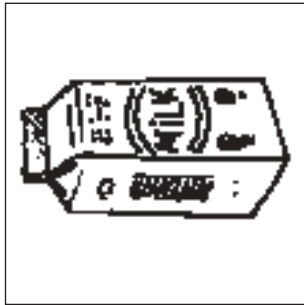
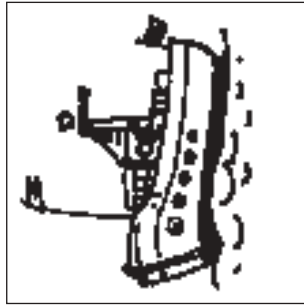
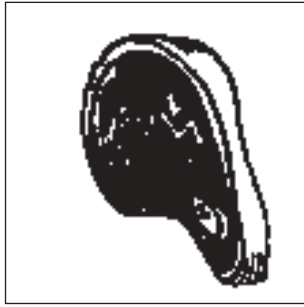
Floppy went in the mud.

Floppy barked and barked.

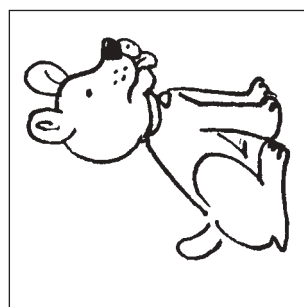
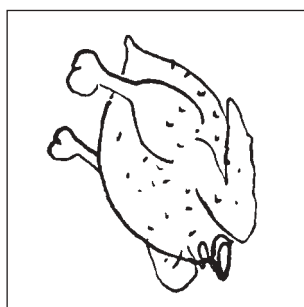
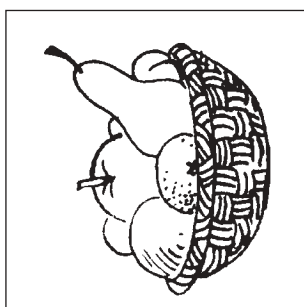
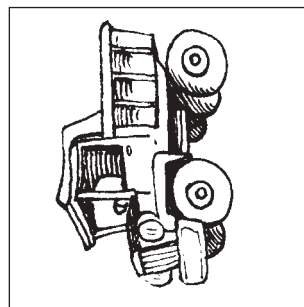
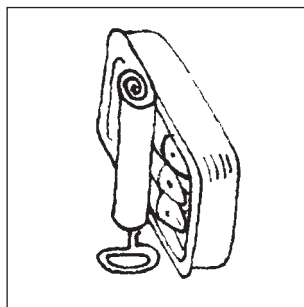
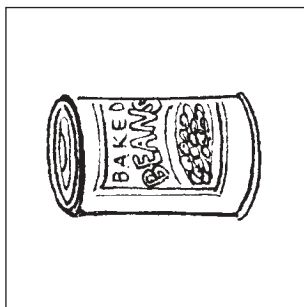
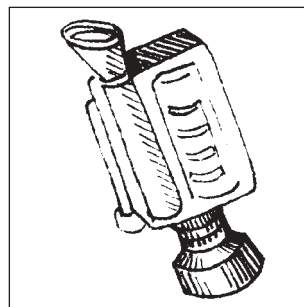
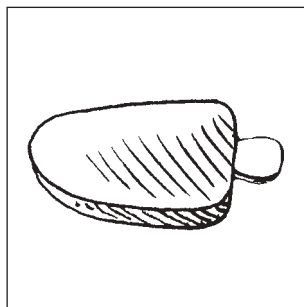
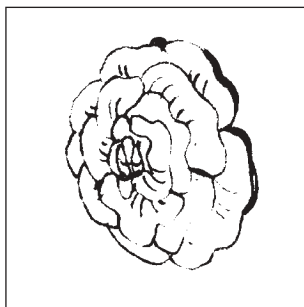
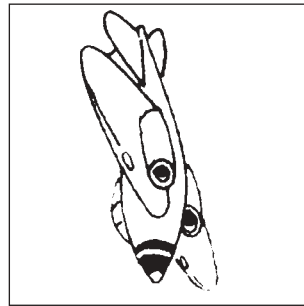
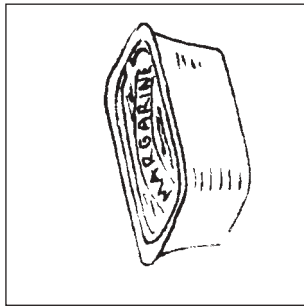
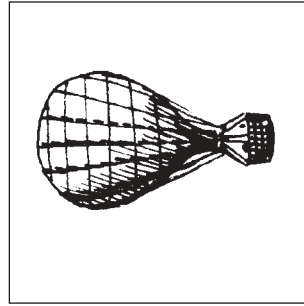
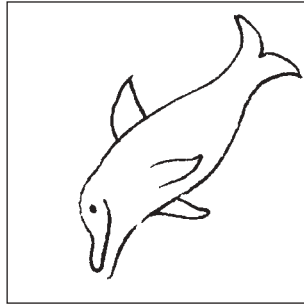
Dad couldn't sleep.

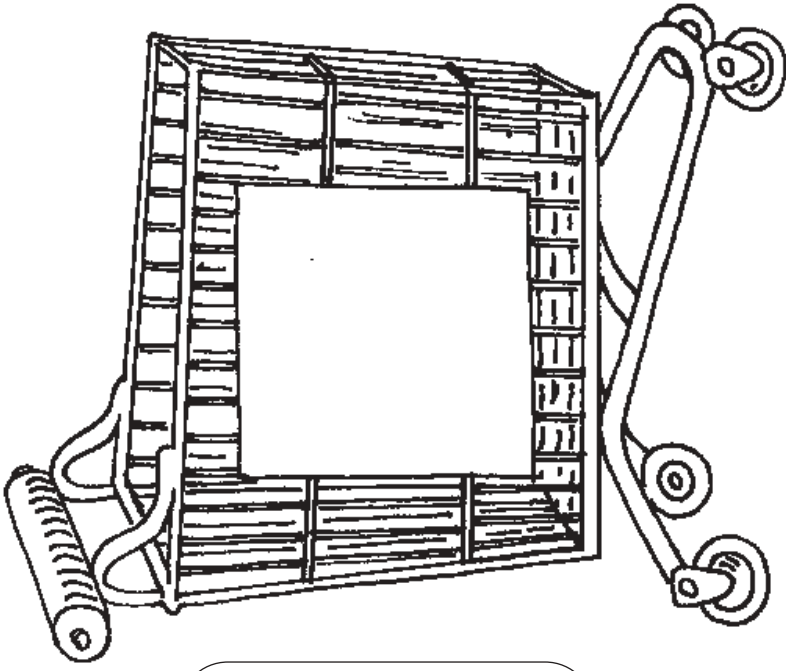
The tray was on fire.

'What a good dog,' everyone said.



ACTIVITY SHEET 2.5: For SHOPPING GAME





got

took

put in

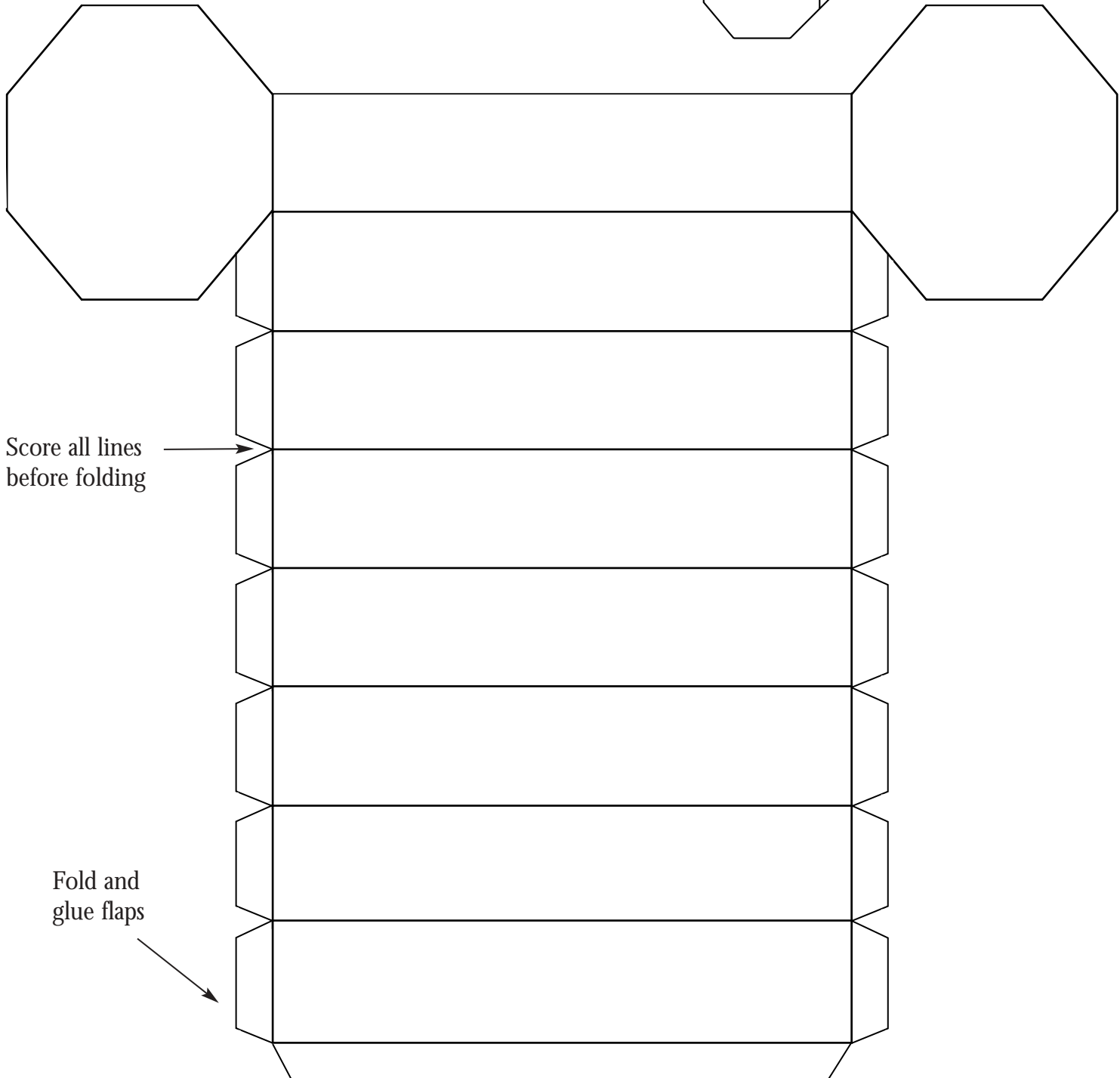
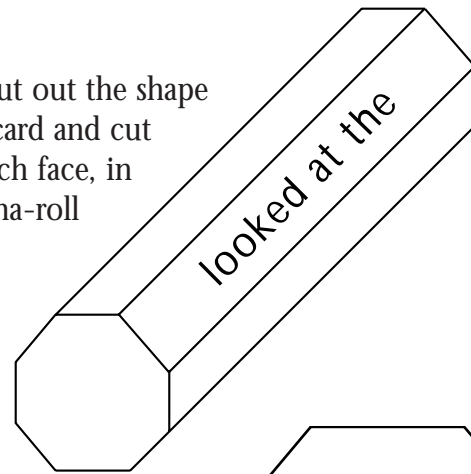
looked at

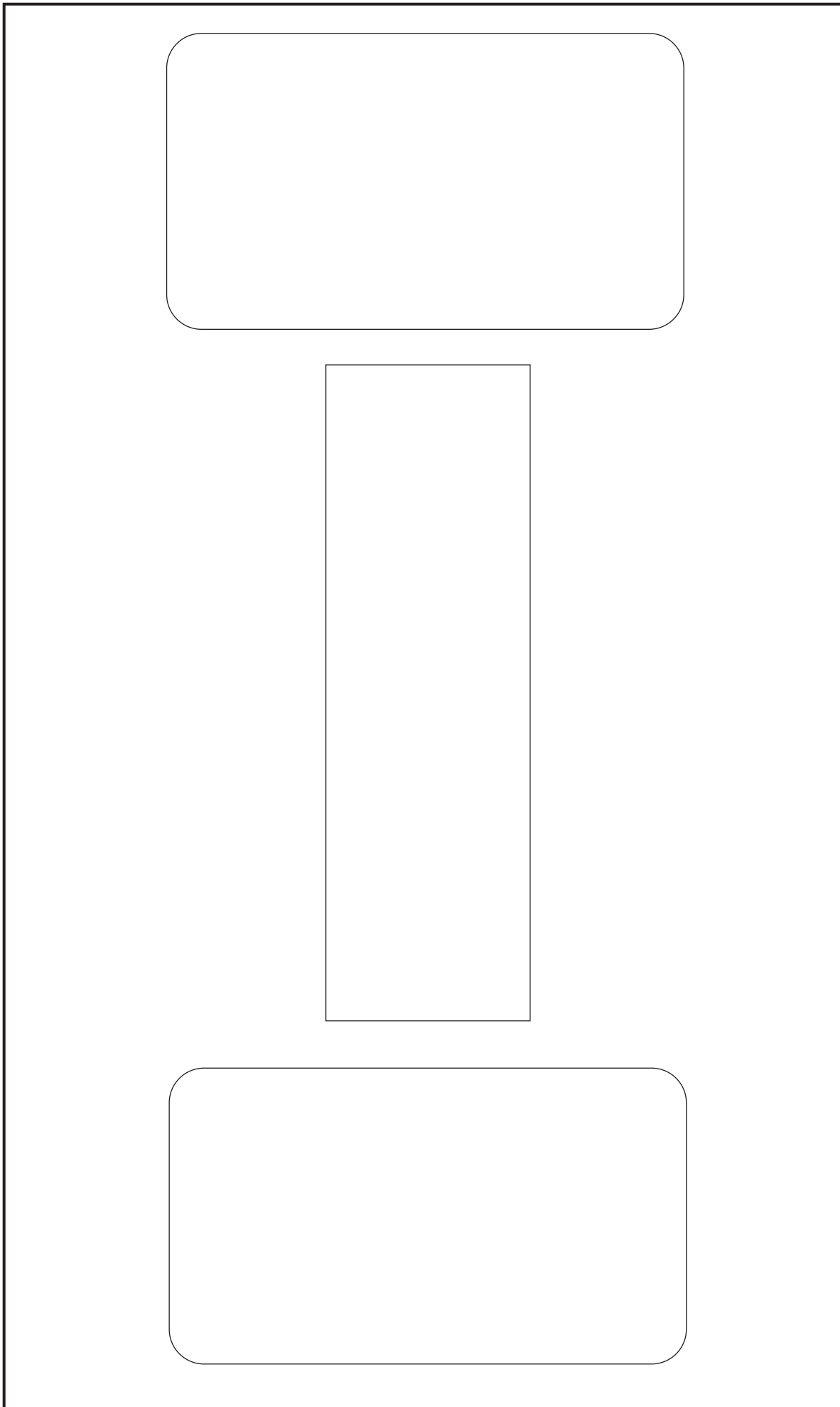
wanted

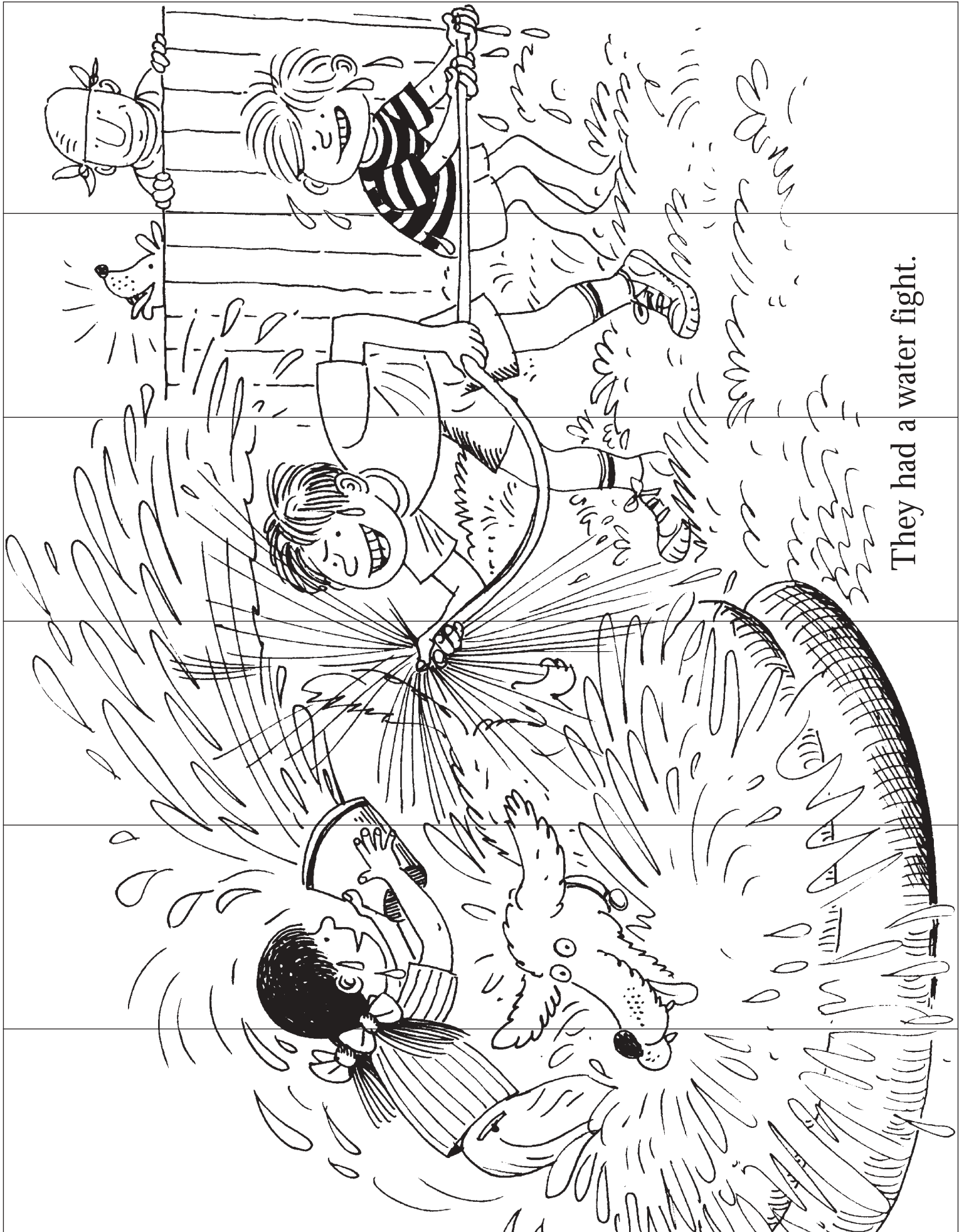
had

### Instructions for making the rigma-roll

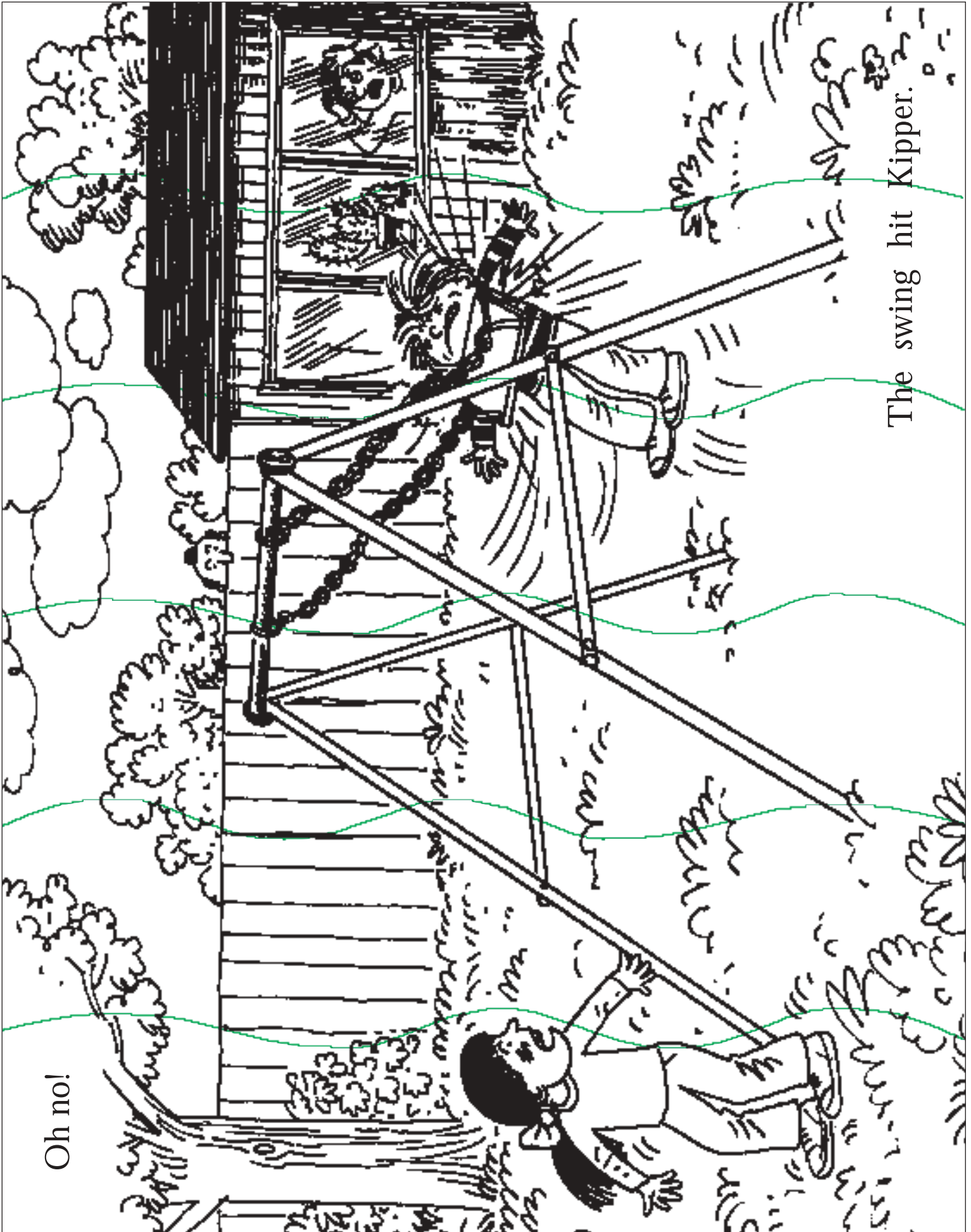
Photocopy and gum the sheet on to strong construction card. Cut out the shape carefully when dry. Alternatively, trace or draw the shape on to card and cut out. Score all lines before folding. Fold flaps inwards and glue each face, in turn, to the octagonal ends using latex adhesive. Weight the rigma-roll by filling it with plasticine.





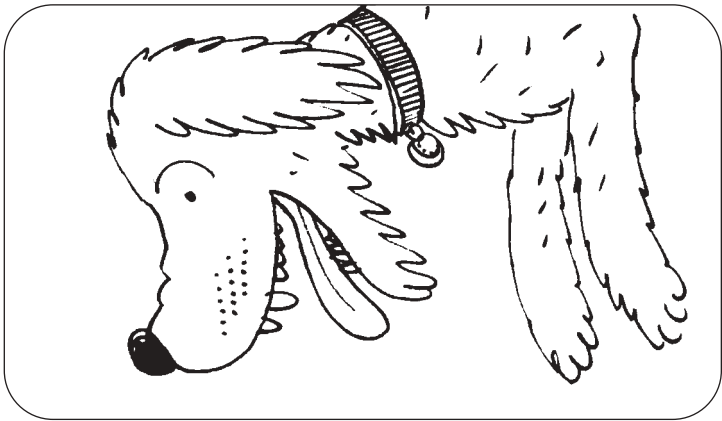
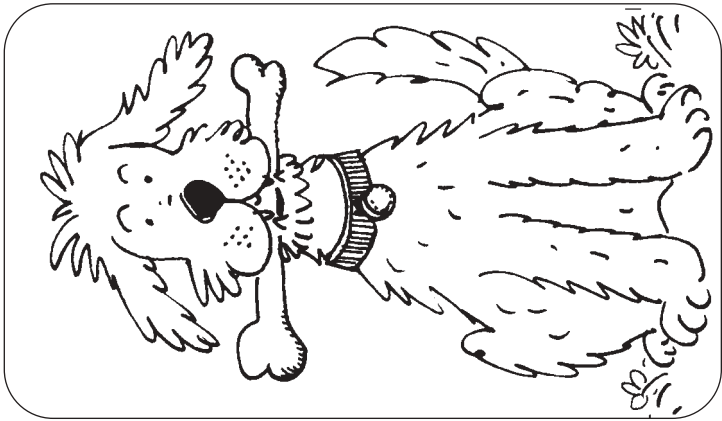
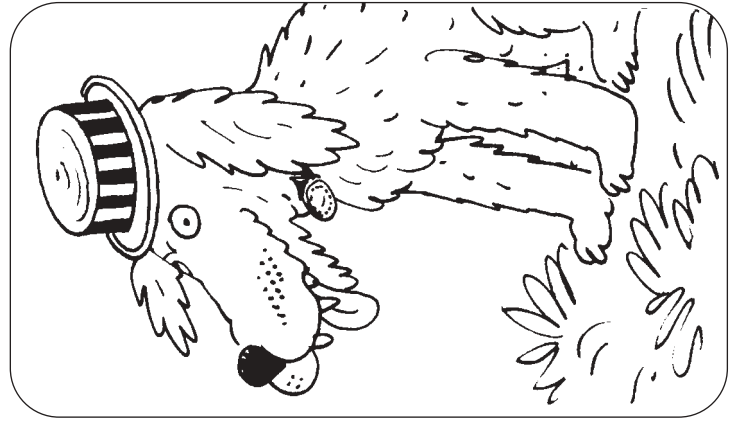
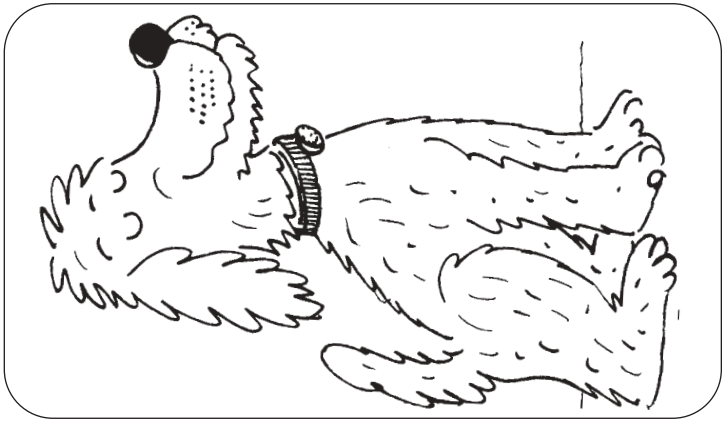


They had a water fight.

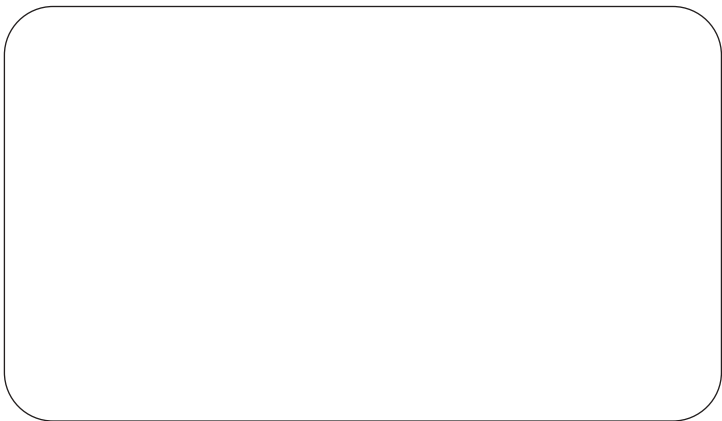
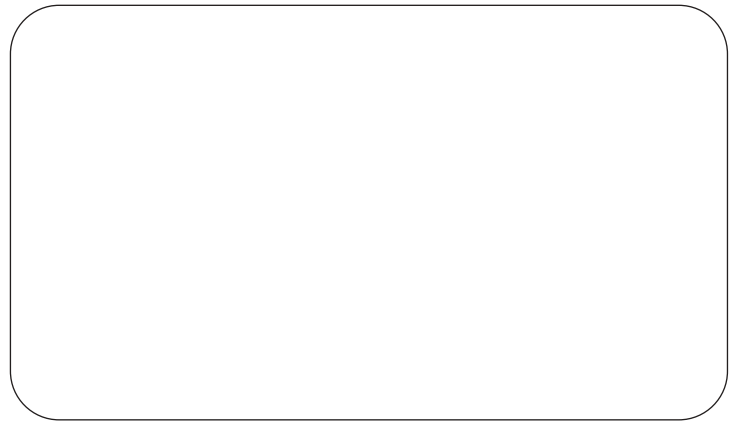
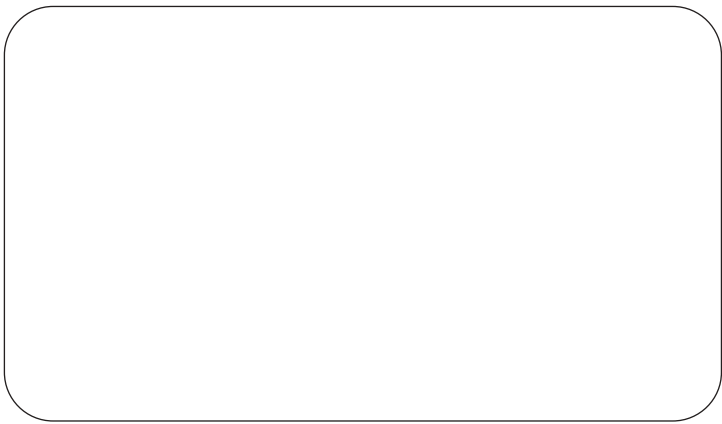
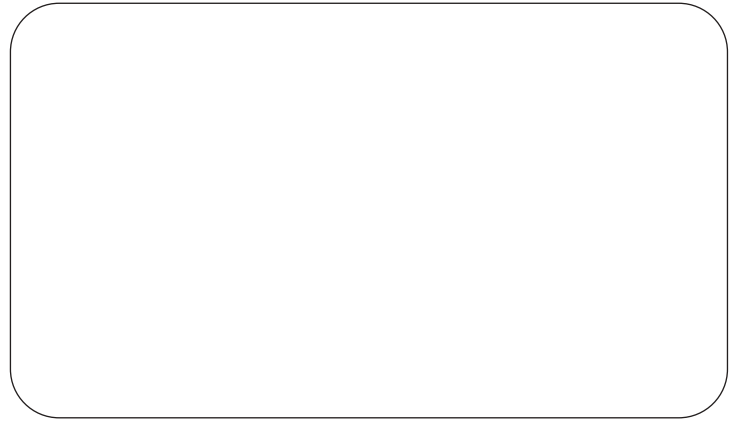
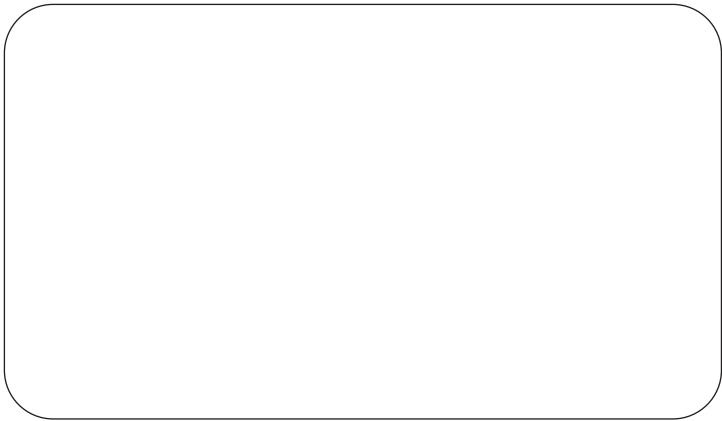
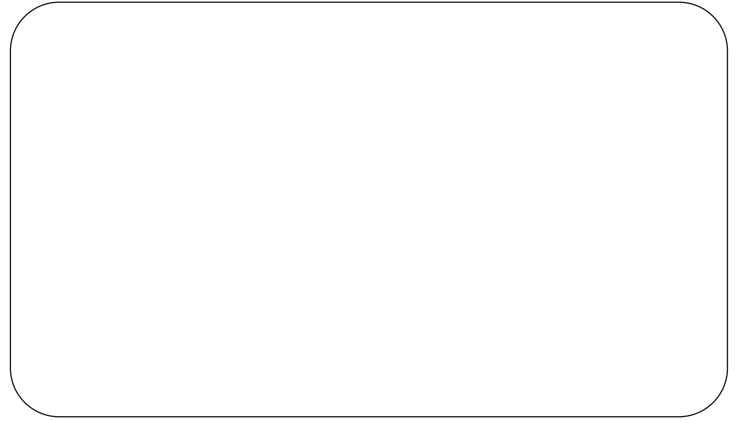
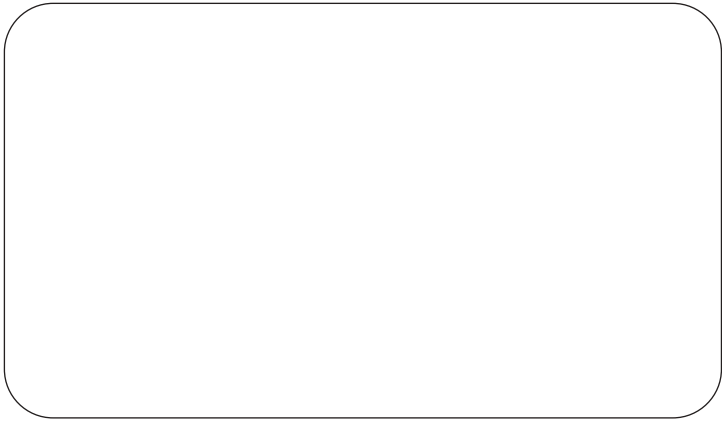


Oh no!

The swing hit Kipper.



ACTIVITY SHEET 2.15: For A FRIENDLY GAME



Everyone

said

got

pushed

it

had

pulled

It

to

wanted

made

was

cross

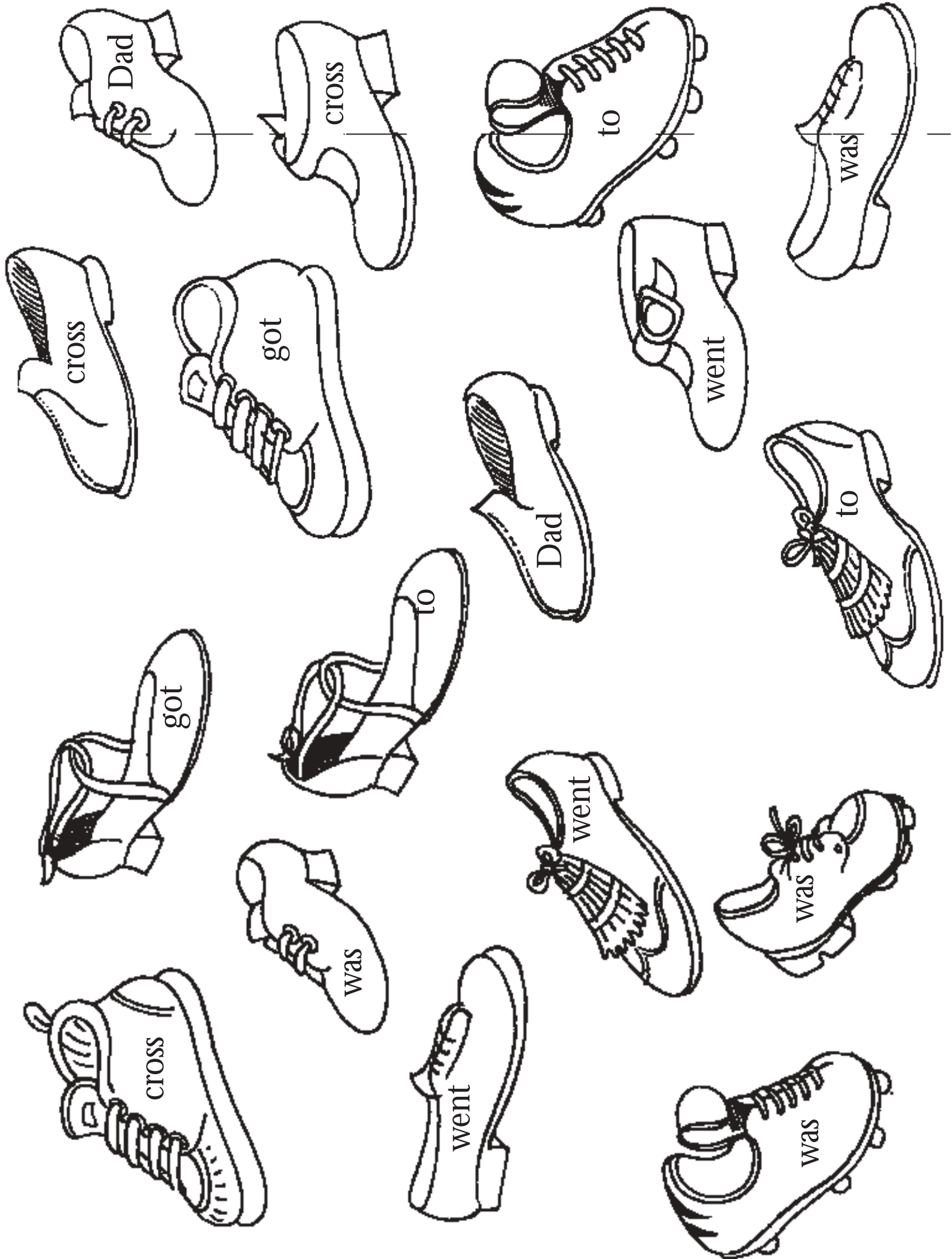
He

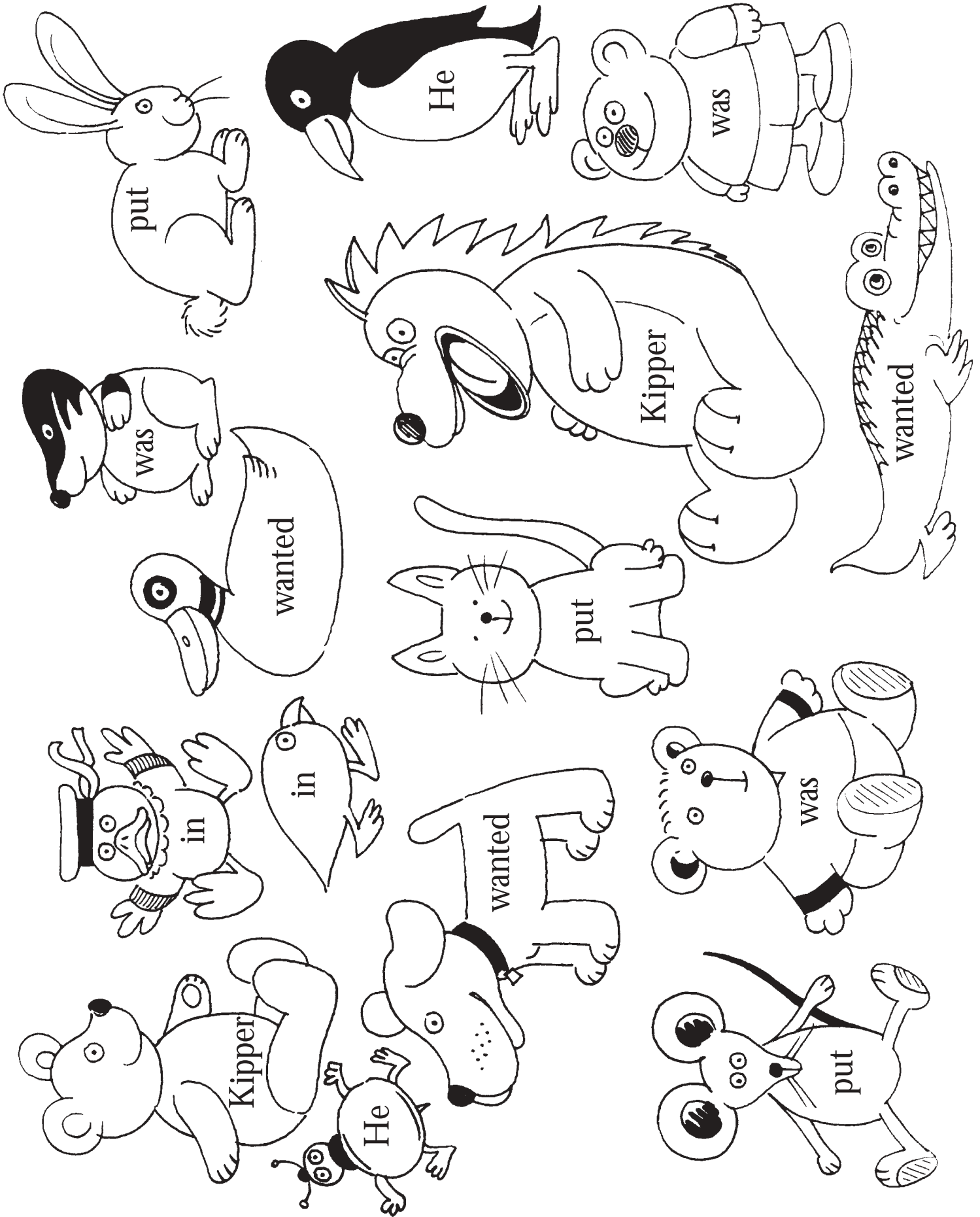
went

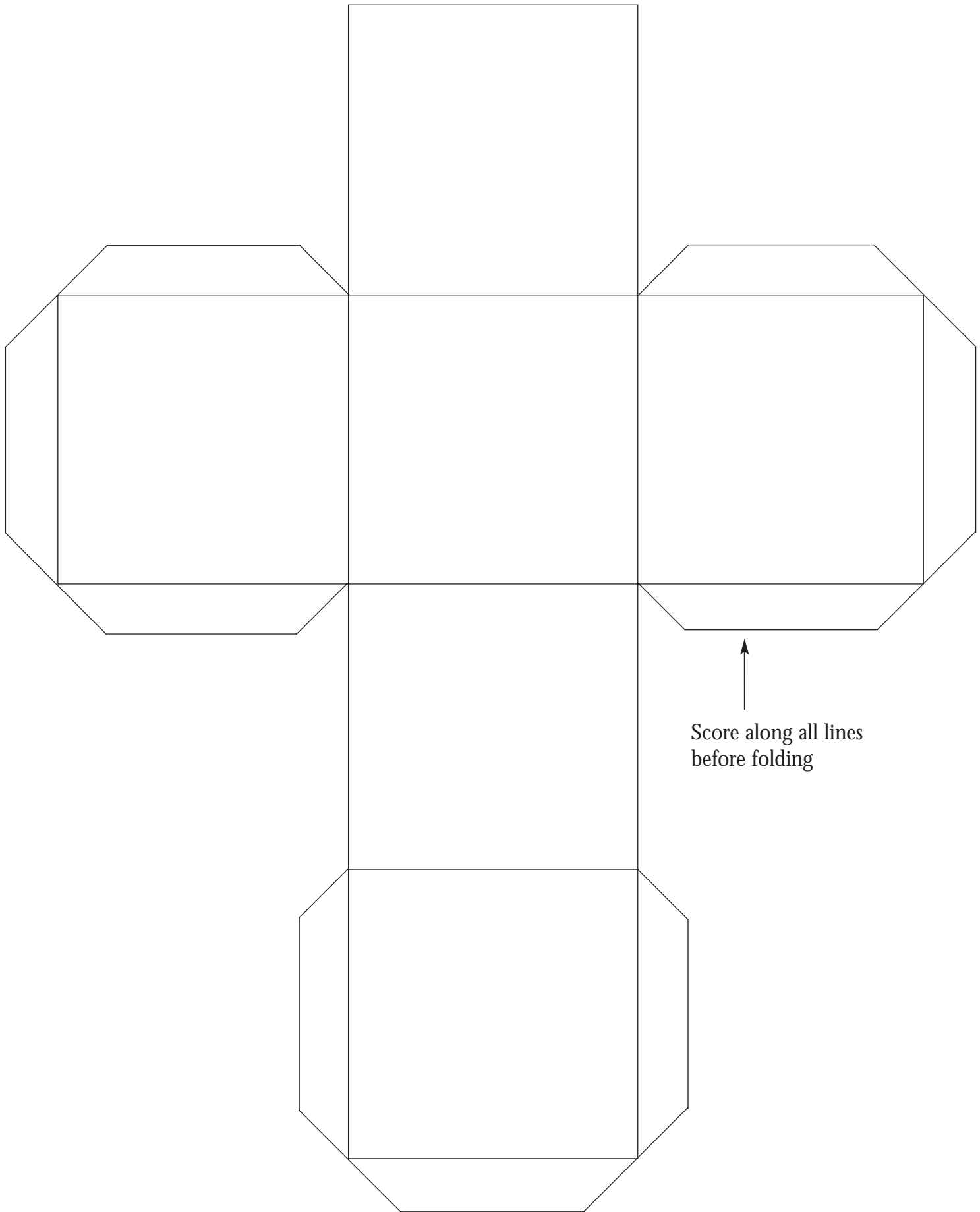
They

put

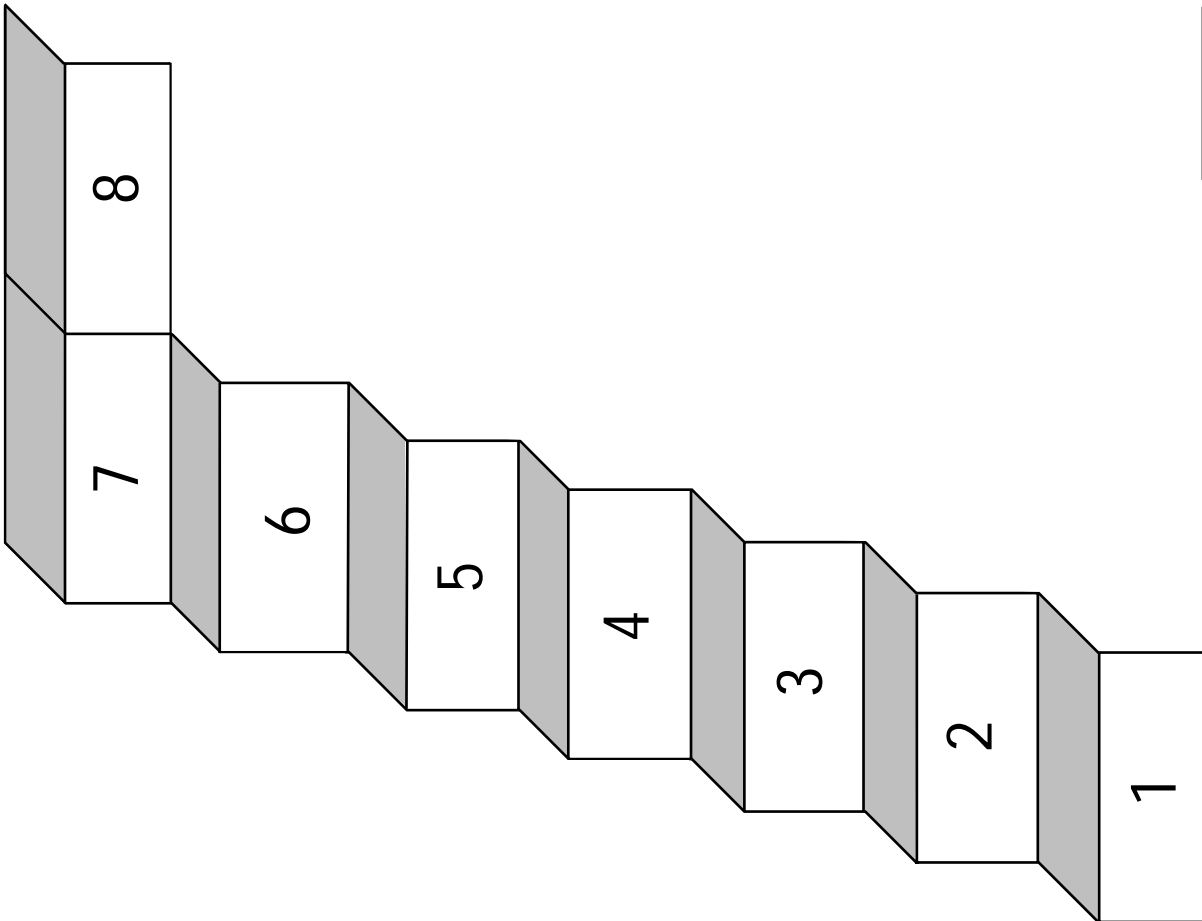
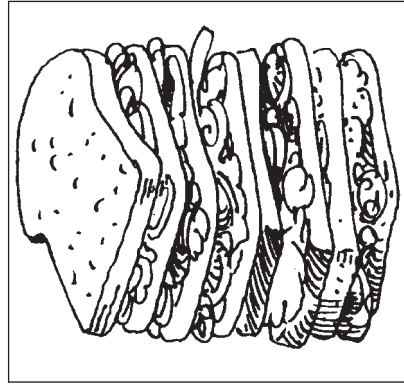
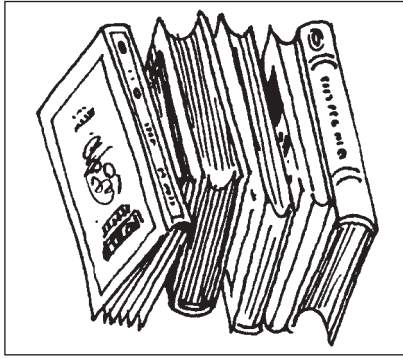
in







Score along all lines  
before folding



Kipper

Biff

1

2

3

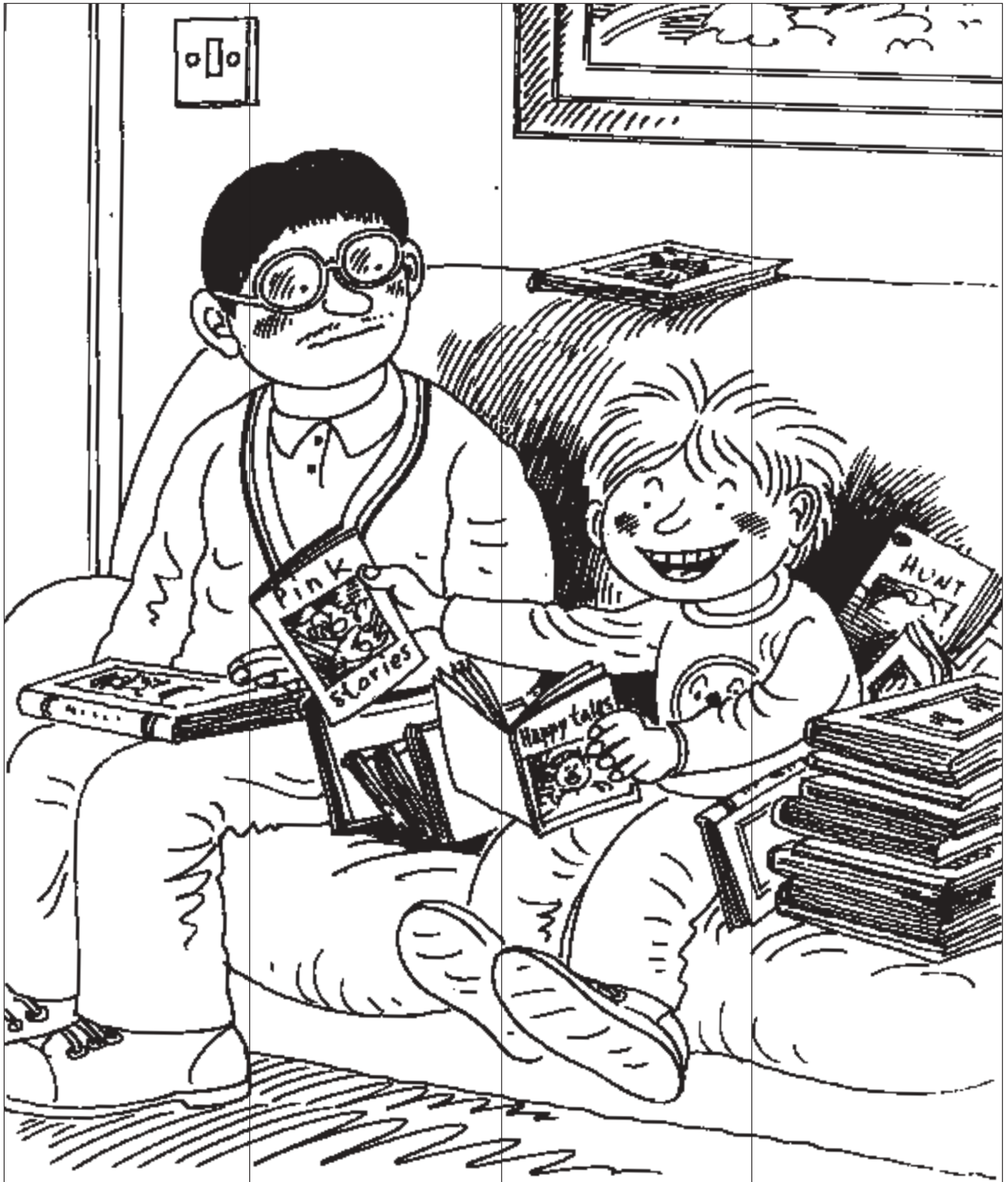
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5

6

7

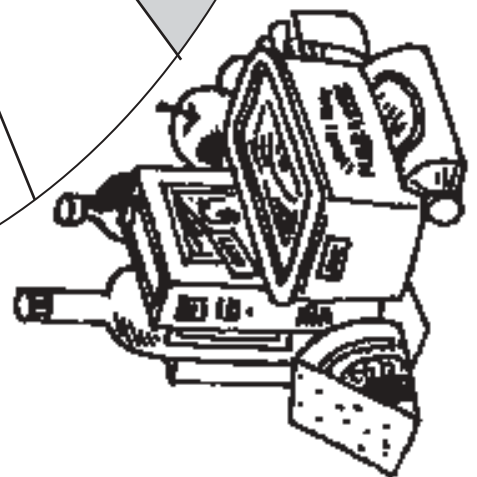
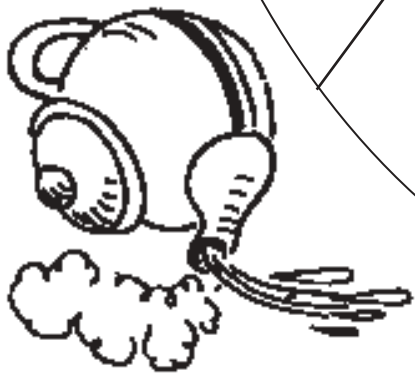
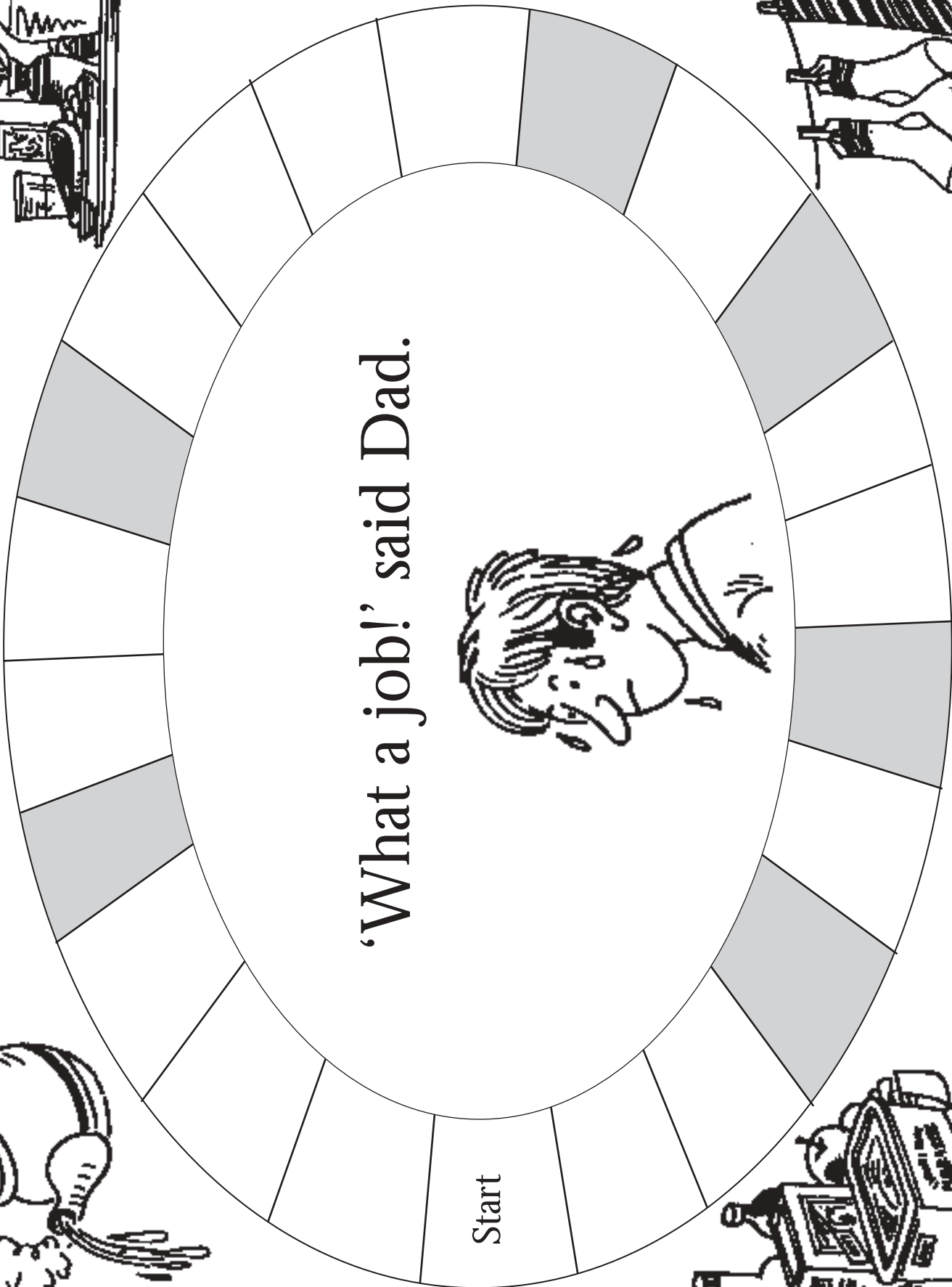
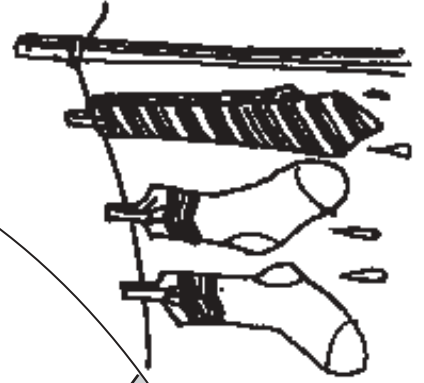
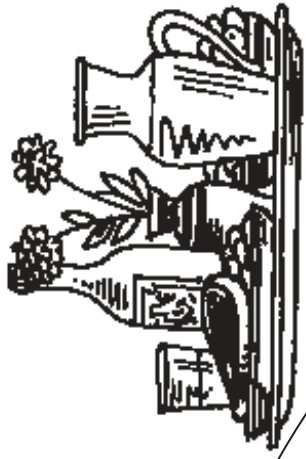
8

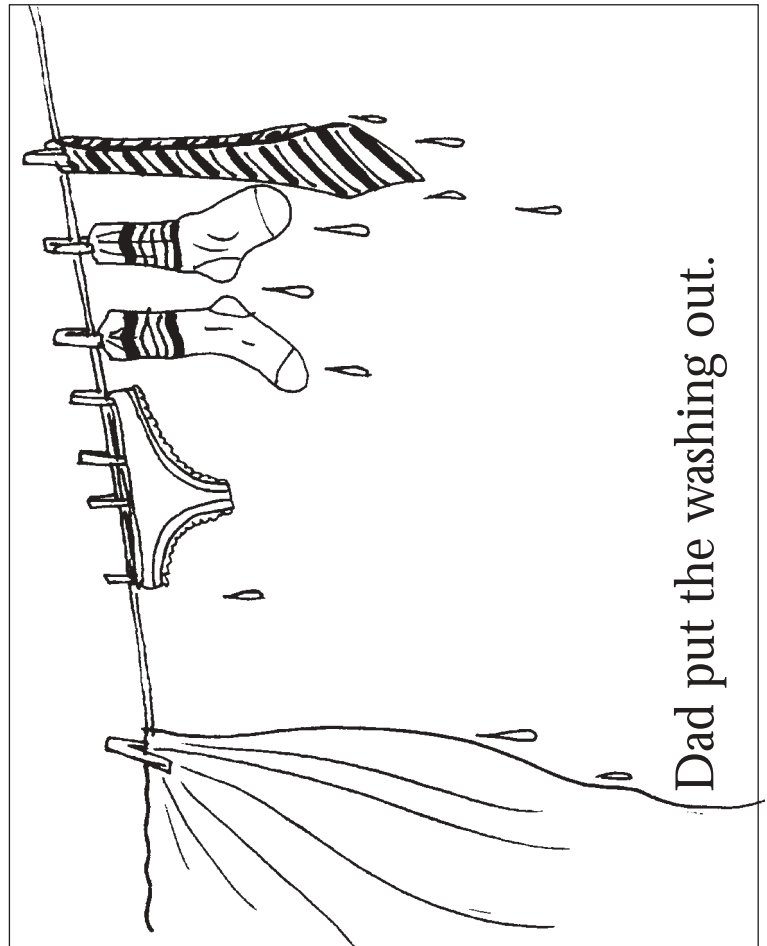
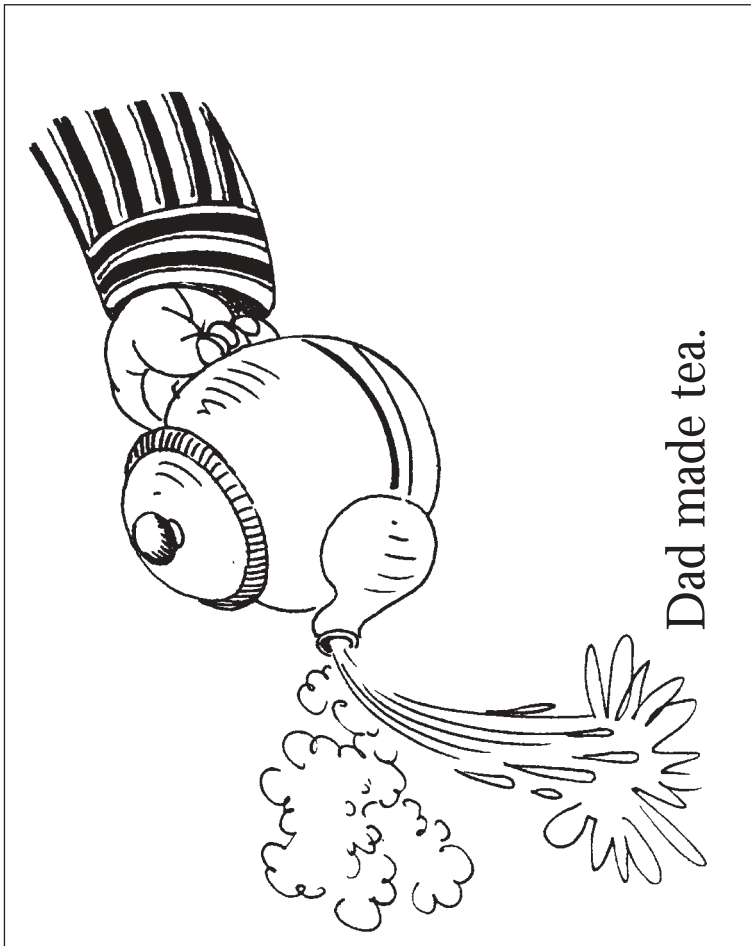
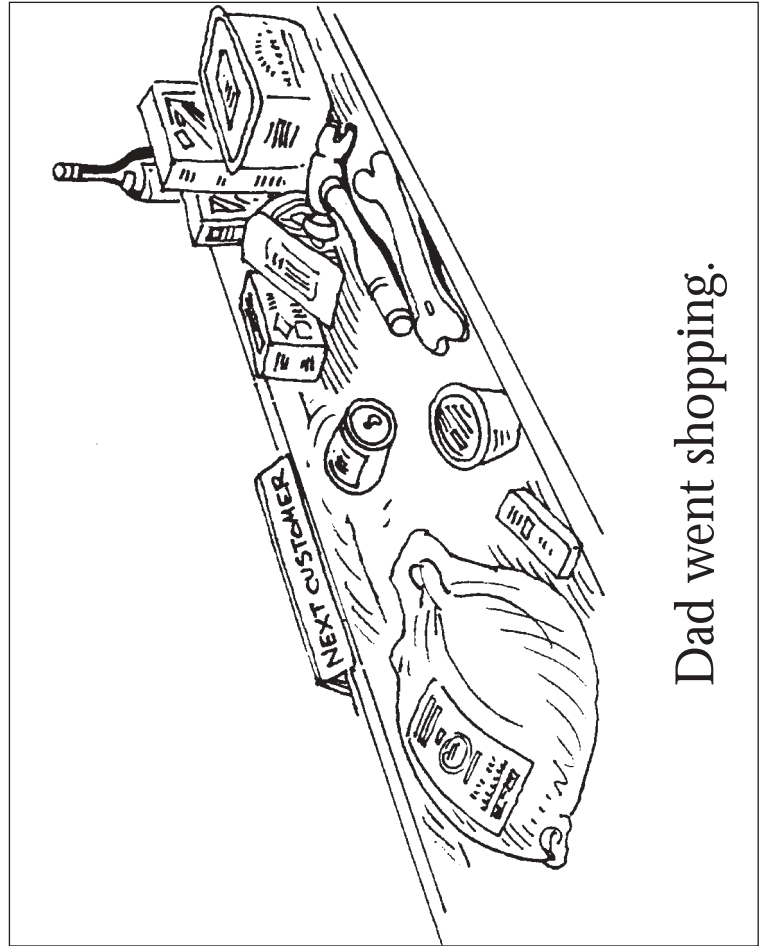
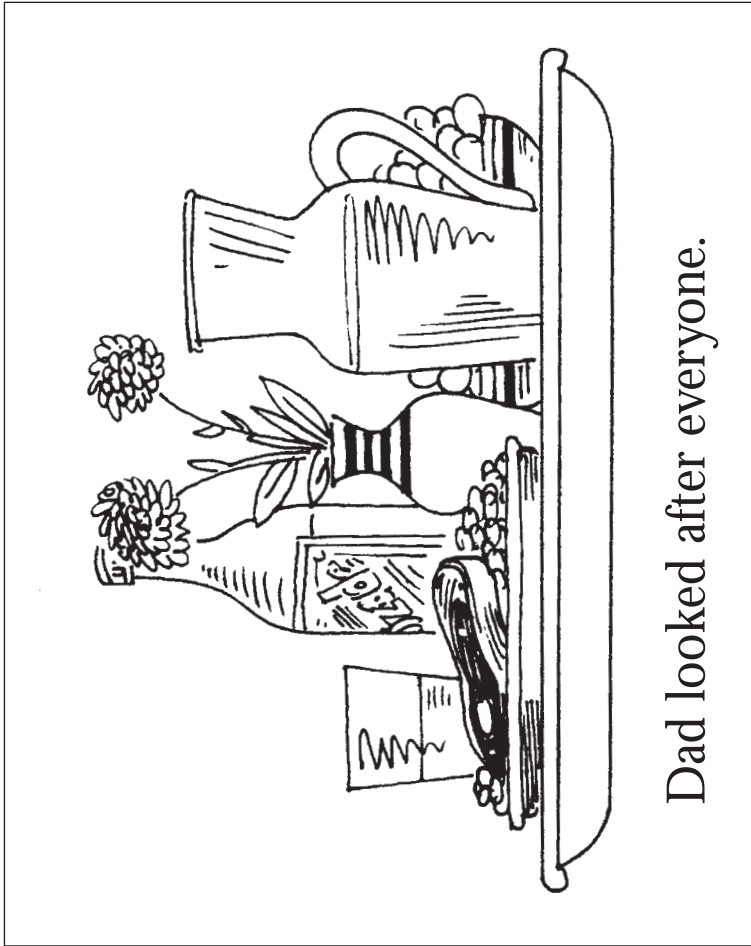


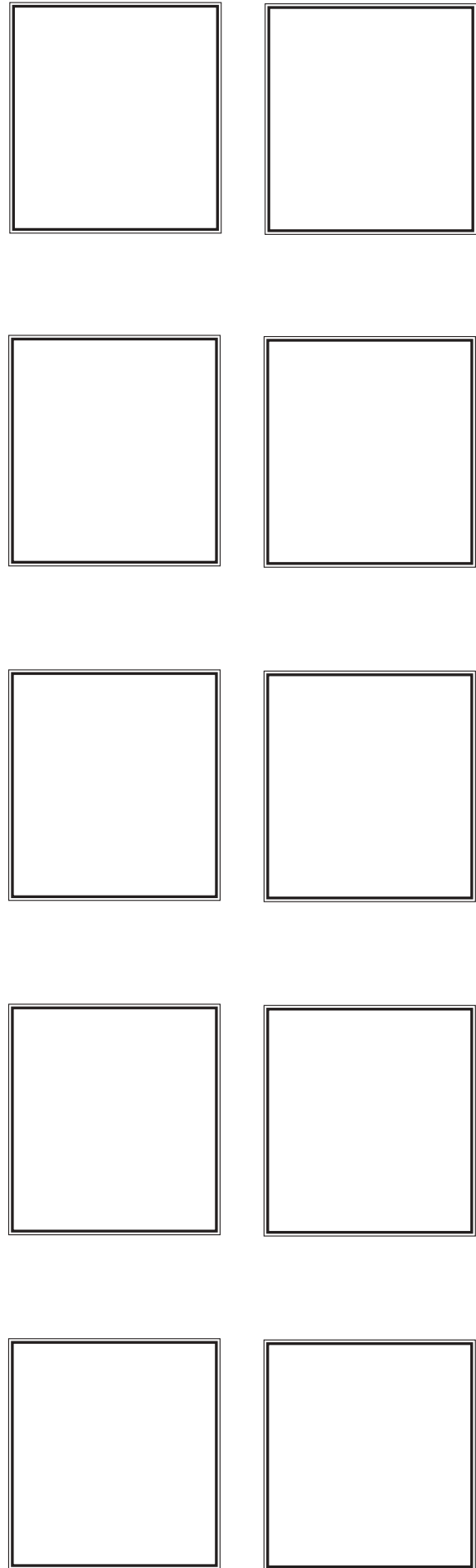
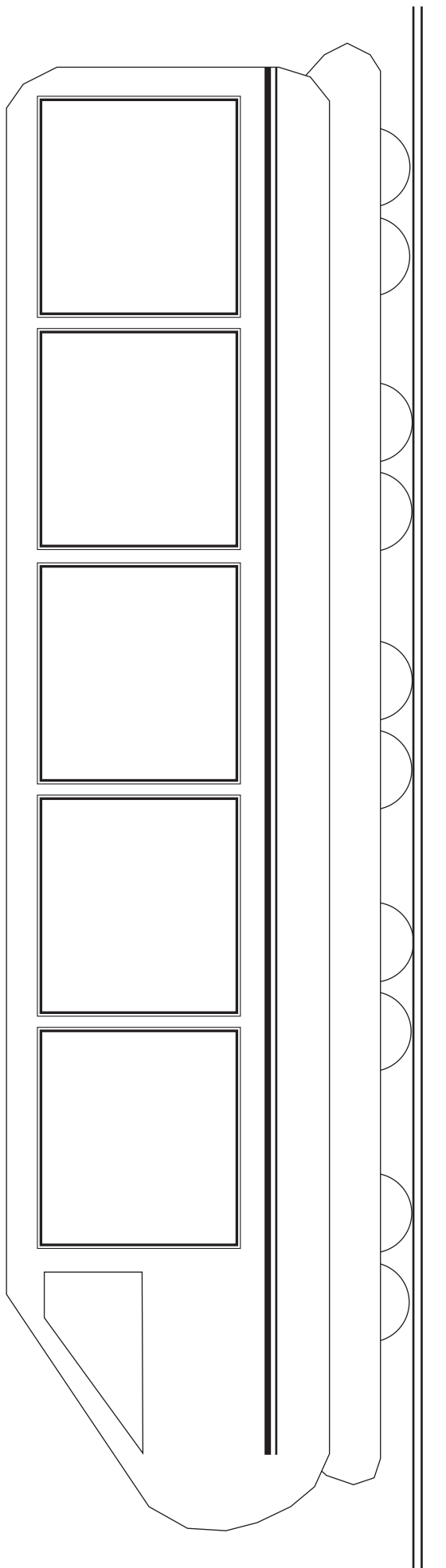
Kipper wanted a story.

# Biff made a sandwich.









## Rules for The shopping game

A game for up to 6 players

You will need: 24 character cards from The Oxford Reading Tree Word Cards; shopping item cards (Sheets 2.4 and 2.5); verb cards and baseboard (Sheet 2.6); a small box for the item cards.

### Rules

- ◆ Deal character cards equally to the players.
- ◆ Place verb cards and item cards in separate piles on baseboard
- ◆ First player chooses a name from his cards and places it on the baseboard; he then turns over the top verb card and top item card and reads the sentence.

If the sentence makes sense, for example, 'Biff looked at the eggs' the player keeps the item card, placing it with the name card on the table beside him.

If the sentence does not make sense, for example 'Chip put in a car' he picks up and keeps the name card and returns the item card to the bottom of the pile. The verb card is always placed on the bottom of the pile.

- ◆ Players take it in turn to play.
- ◆ The winner is the first player to match each of his character cards with an item.

### Variations

To make the game easier: Keep the same verb card for the whole game or keep the same verb card for everyone to have a turn.

To make the game more demanding: Give children a sheet of characters, verbs and pictures and ask them to make four sentences each by cutting and sticking the words and pictures in order on a large sheet of plain paper.

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## Rules for Rigma-roll

A game for up to 6 players

You will need: the rigma-roll (net and instructions on Sheet 2.7); 36 word cards; a baseboard (see Sheet 2.8). Place the rigma-roll in the centre space on the baseboard with one of the word faces uppermost, for example, 'wanted a'.

### Rules

- ◆ Shuffle the pack.
- ◆ Deal out three cards to each player. The remaining cards stay in a pile.
- ◆ The player should try to use two of his words to make a sensible sentence when put either side of the rigma-roll, for example, 'Biff wanted a dog'. If he can put down two cards he must then pick up one from the pile.
- ◆ When a sentence has been made, the board is cleared and the rigma-roll turned to show new words.
- ◆ A player may put down only one card, then has to pick up one from the pile. The next player then tries to put down one card, picking up one from the pile.
- ◆ If a player cannot go, he must pick up two cards from the pile and play passes to the next person.

The winner is the first person to put down all his cards.

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## Rules for Word dominoes

A game for 2 players

You will need: the dominoes from Sheet 2.10 enlarged to A3.

Turn all the dominoes face down on the table.

### Rules

- ◆ Each player takes 6 dominoes.
- ◆ A player with a name card places that domino in the centre of the table.
- ◆ The other player tries to match the second word from his own words. If he can then he places it on the table, overlapping identical words.
- ◆ The first player tries to continue the sentence.
- ◆ A player who cannot go, must take one of the spare dominoes. If there are no dominoes left, the player must pass.
- ◆ When a sentence is completed with a full stop, that player may go again by laying down a name domino to begin a new sentence.

The winner is the first player to put down all his dominoes.

### Variations

Making it easier:

- ◆ Make it a matching game by helping children 'to look for a word that looks the same as ...'
- ◆ Match the dominoes end to end with similar words touching each other.
- ◆ When all the sentences are complete, overlap the repeated words and read the sentences with the child.

Making it harder:

Give each children a whole sheet and ask them each to make three sentences. Mount, overlapping matching words, and read the sentences.

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## Rules for The Baby-sitter

A game for 2 players

You will need: a 1-6 dice; 2 playing pieces or counters; a baseboard made from sheet 2.20; Sheets 2.21 and 2.22 cut into puzzle pieces.

### Rules

Decide which player is Biff and which is Kipper.

- ◆ Take turns to throw the dice.
  - ◆ Kipper moves up the staircase the number of moves shown on the dice. At the top of the stairs Kipper takes a piece of puzzle and moves downstairs.
  - ◆ Biff moves to the kitchen the number of moves shown on the dice. In the kitchen Biff takes a piece of puzzle and moves back to the start.
- Play continues until one player has collected all the pieces of the puzzle and has constructed the picture. The player then reads the sentence.

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## Rules for Spots!

A game for 2-4 players

You will need: a 1-6 dice; a counter for each player; a baseboard made from sheet 2.23; one set of job cards (Sheet 2.24) for each player.

### Rules

- ◆ Sort out the job cards and place beside the correct picture on the baseboard.
- ◆ Players take turns to throw the dice and move around the track.
- ◆ If they land on a shaded area they may take one of the job cards from that area.

Play continues until a player has collected all four job cards. That player puts the cards in order and reads the cards.

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## Rules for Word box game

A game for 3 players

You will need: a baseboard made from Sheet 2.25; a 1-6 dice; a counter for each player; a small box to contain the words; words from sentences on Sheet 2.26 from The headache.

### Rules

- ◆ Decide who will be Biff, Chip and Kipper.
  - ◆ Take turns to throw the dice and move along the track to the word box.
  - ◆ When you reach the word box take one word card and move back to the start.
  - ◆ Go on moving along the track and back until your words make a sentence.
  - ◆ You may use your turn to exchange a word with another player, but you then do not throw the dice.
- The winner is the first player to make a sensible sentence.

### Variation

Players may prefer to work together, sharing their words and making joint sentences. Play continues until three sentences have been completed.

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