Chip's old hat

Old track suit

Old track suit

Dad's old trainers
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.

One morning very early a tiny
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**

<table>
<thead>
<tr>
<th>They didn’t see</th>
<th>the signpost.</th>
</tr>
</thead>
<tbody>
<tr>
<td>They came to</td>
<td>the mountains.</td>
</tr>
<tr>
<td>The Baron put</td>
<td>oil on the road.</td>
</tr>
<tr>
<td>The car crashed</td>
<td>through the fence.</td>
</tr>
<tr>
<td>Gran skidded</td>
<td>on to a bridge.</td>
</tr>
<tr>
<td>The car went</td>
<td>down the mountain.</td>
</tr>
<tr>
<td>The Baron’s car crashed</td>
<td>into a river.</td>
</tr>
<tr>
<td>Gran was</td>
<td>winning the race.</td>
</tr>
<tr>
<td>The Baron was</td>
<td>behind.</td>
</tr>
</tbody>
</table>

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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

knights.'
tree. dragon lived

A under the

away. Floppy ran

her Biff took

belt. off
in children Gran’s The went castle. Gran

went the on

yelled man.

‘Go the home,’
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 box.
The key was glowing.
Biff picked up the key.
The magic looked at the house.
Biff and Chip got smaller and smaller.
Everything looked big.
It looked like a big house.

They

looked

picked

began

like

glowing

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
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.
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
<table>
<thead>
<tr>
<th>about</th>
<th>go</th>
<th>adventure</th>
<th>away</th>
<th>It's</th>
<th>frightened</th>
</tr>
</thead>
<tbody>
<tr>
<td>called</td>
<td>of</td>
<td>everyone</td>
<td>help</td>
<td>my</td>
<td>glowing</td>
</tr>
<tr>
<td>lived</td>
<td>my</td>
<td>picked</td>
<td>magic</td>
<td>of</td>
<td>turned</td>
</tr>
<tr>
<td>were</td>
<td>an</td>
<td>turned</td>
<td>don’t</td>
<td>ran</td>
<td>threw</td>
</tr>
<tr>
<td>threw</td>
<td>out</td>
<td>called</td>
<td>Help</td>
<td>an</td>
<td>called</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>began</th>
<th>One</th>
<th>everyone</th>
<th>took</th>
<th>an</th>
<th>adventure</th>
</tr>
</thead>
<tbody>
<tr>
<td>into</td>
<td>out</td>
<td>frightened</td>
<td>like</td>
<td>Go</td>
<td>everyone</td>
</tr>
<tr>
<td>over</td>
<td>ran</td>
<td>yelled</td>
<td>told</td>
<td>into</td>
<td>threw</td>
</tr>
<tr>
<td>live</td>
<td>of</td>
<td>picked</td>
<td>magic</td>
<td>out</td>
<td>glowing</td>
</tr>
<tr>
<td>told</td>
<td>my</td>
<td>turned</td>
<td>lived</td>
<td>One</td>
<td>called</td>
</tr>
<tr>
<td>with</td>
<td>There</td>
<td>little</td>
<td>him</td>
<td>box</td>
<td>key</td>
</tr>
</tbody>
</table>
about
adventure
an
away
began
called
don’t
Don’t
everyone
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glowing

go
Go
help
Help
into
It’s
like
lived
magic
my
of

One
out
over
picked
ran
threw
told
took
turned
were
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.

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 **about** in the word box.  
Draw a ring around it each time.

```
away about  
and over  
about and  
began about  
about magic
```

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  

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They ________ in a cottage.

stay  staying  stayed

‘We can ________ sailing,’ said Biff.

go  going  went

Gran ________ a picture.

paint  painting  painted

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