ACTIVITY SHEET 3.1: For THE JUMBLE SALE

Name ______________________________

I would give away ...

I would never give away ...

...
ACTIVITY SHEET 3.2: For FAVOURITE STORIES

Name ____________________________________________

I like ...  It is about ...

I like it when...

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What a rider!
Go on 4

You fall off
Go back 1

You go in front

Start

Finish
ACTIVITY SHEET 3.13: For "I HAVE A SPACE ON MY RIGHT"

because...

I like...

Name
Midge in Hospital

A doctor looked at Midge's foot.

A doctor gave Midge a sweet.

Midge's mum gave him a toy.

Midge's nan gave him some fruit.
**Jan and the Chocolate**

<table>
<thead>
<tr>
<th>Jan wanted</th>
<th>some sweets</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Jan went to</th>
<th>the sweet shop</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>The sweet shop</th>
<th>was closed</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Jan saw a</th>
<th>chocolate machine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roy and the Budgie</td>
<td>Roy couldn’t get Joey.</td>
</tr>
<tr>
<td>-------------------</td>
<td>------------------------</td>
</tr>
</tbody>
</table>

An ostrich was in the wood.

(sheet divided into 4 rectangular strips. All except the first contains a sentence divided into two by a vertical line, and a space for an illustration. Text in handwritten font. For the first sentence the illustration is included - it is based on page 6 of Midge in hospital)
The car was

the strawberries to the car.
ran over the strawberries

‘Oh no!’ said
‘Get Teddy,’ said Kipper.

Mum couldn’t get Teddy.

Dad fell in.

‘I am a frogman,’ said Dad.

Biff went on the bridge.

Kipper couldn’t see.

Kipper climbed up.

He dropped Teddy in the water.
The children went home.

'What a silly dog!' Wilma went on too.

Kipper went on the swing.

Floppy barked and barked.

Floppy looked at the rope.

Chip pushed Wilf.

Wilf climbed on the swing.
<table>
<thead>
<tr>
<th>barked</th>
<th>am</th>
<th>at</th>
</tr>
</thead>
<tbody>
<tr>
<td>children</td>
<td>down</td>
<td>gave</td>
</tr>
<tr>
<td>climbed</td>
<td>get</td>
<td>Get</td>
</tr>
<tr>
<td>jumped</td>
<td>he</td>
<td>I</td>
</tr>
<tr>
<td>couldn’t</td>
<td>on</td>
<td>tree</td>
</tr>
<tr>
<td>looked</td>
<td>up</td>
<td>what</td>
</tr>
<tr>
<td>played</td>
<td>Wilf</td>
<td>Wilma</td>
</tr>
<tr>
<td>at</td>
<td>gave</td>
<td>on</td>
</tr>
<tr>
<td>----</td>
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<tr>
<td>Wilf</td>
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<td>Wilma</td>
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<td>up</td>
</tr>
</tbody>
</table>
ACTIVITY SHEET 3.29: For BULL'S-EYE

Bull’s-eye

Wilf

Wilma

Wilf

Wilma

was

got

forgot

wanted

was

got

forgot

wanted
ACTIVITY SHEET 3.33: For JAN AND THE ANORAK

Jan wanted a
_________ anorak.

She __________
to the shop.

_________ liked
this anorak.

Jan wore her
_________ anorak.

She __________to
play.

Jan put __________
anorak down.

_________ played
on the swing.

Jan couldn’t see
_________ anorak.

Jan wanted
her __________.

She pulled it off
_________ girl.

The __________
was too big.

Jan’s mum had
_________ anorak.
Look for children in these sentences. Draw a ring around it each time.

The children went to the stream.
The children went home.
The killer-whale splashed the children.
Floppy barked at the children.

Find children in the word box.

children climbed
couldn’t cat
children I
children Kipper

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

Daddy couldn’t get Teddy.
Kipper couldn’t get on the swing.
Wilma couldn’t get the cat.
Mum wanted to get Teddy.

Find get in the word box.

get the
g he get
get the get
put went
Look for **jumped** in these sentences. Draw a ring around it each time.

The dolphin jumped through the hoop.
The cat jumped down.
Floppy jumped to get the ball.
Wilf jumped on the horse.

Find **jumped** in the word box.

---

Look for **couldn't** in these sentences. Draw a ring around it each time.

Mum couldn't get Teddy.
Wilma couldn't get down.
The cat couldn't get down.
Biff couldn't get the cat.

Find **couldn't** in the word box.

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**Rules for The speedway game**

A game for 4 players

You will need: the track on Sheet 3.3; a 1-6 dice; a counter for each player

**Rules**

- Decide whether the race will last for one or two laps.
- Roll the dice in turn and move along your own lane of the track.
- If you land on a shaded area, follow the instructions.
- ‘You go in front’ means that you may move one space ahead of the leading player when all four have had that turn.

The winner is the first player to reach the finish.

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**Rules for Don’t play on the tiger**

A game for 4-6 players

You will need: a base board and verb phrases cut out from Sheet 3.22; two copies of the pictures on Sheet 3.23; character cards from the Word Card box (4 x Wilf, Wilma, Mum, Dad, Biff, Chip, Kipper, Floppy)

**Rules**

- Place the shuffled character cards in a pile on the baseboard.
- Begin with ‘played on’ in the centre box.
- Place the shuffled picture cards in the third box.
- Take turns to turn over the top character card and the top picture card.
- Read the sentence.
- If the character plays safely, the player picks up and keeps the character card. The picture card is placed at the bottom of the pile.
- If the character plays on the tiger, then the character card is placed at the bottom of the pack. After four turns each, count the cards in each player’s hand.

The winner is the person with most character cards.