



AT HOME SERIES
MORE VOWEL SPELLINGS



A WILD NIGHT

Story by Clair Baker
Illustrated by Drew Wilson

How to use this book

This book introduces the spellings <igh>, <i>, <i-e>, <ie> and <y> for the sound 'ie'.

Check the reader knows these target spellings before reading this book.

igh

i

i-e

ie

y

Encourage the reader to read the words by blending the sounds together from left to right throughout the word.

Vocabulary

- blind – a screen for a window, often made of slats
- supper – an evening meal

The characters in this book are:

Matt



cat

Reading Practice

igh

light

might

tight

right

flight

fright

i

find

wild

spider

giant

behind

i-e

time

life

pipe

hide

smile

ie

die

tie

cried

tried

y

my

by

try

crying



A WILD NIGHT







It was a wild night, filled with wind and rain. Matt was having a bad dream about giant, wild animals. A sudden crash woke him up with a fright. What was it?



The crashing was outside. Matt pulled up the blind. There was no light to see by.



Matt got a bright light from beside his bed. His bin had been knocked on its side. Next to it was a sad, thin cat. He was trying to find food.



Matt let the cat come inside. He had some fish left from his supper. The cat ate it in three big bites.



Matt piled up socks for the cat to lie on. The cat did not like it.

“The middle of the night is not quite the right time for this,” said Matt with a sigh.



Matt went back to bed. The cat jumped onto his bed and fell asleep. "I'm glad you're just a tiny cat and not a wild tiger," said Matt with a grin.

Words for reading and sorting

Photocopy and cut into cards for reading and sorting, or use as a sorting activity with different coloured counters for each sound.

igh

i

i-e

ie

y

die

time

climb

fright

fight

find

might

hide

spy

smile

light

tie

fly

spider

tried

by

wild

tight

try

behind

life

crying

cried

wild

flight

stripe

giant

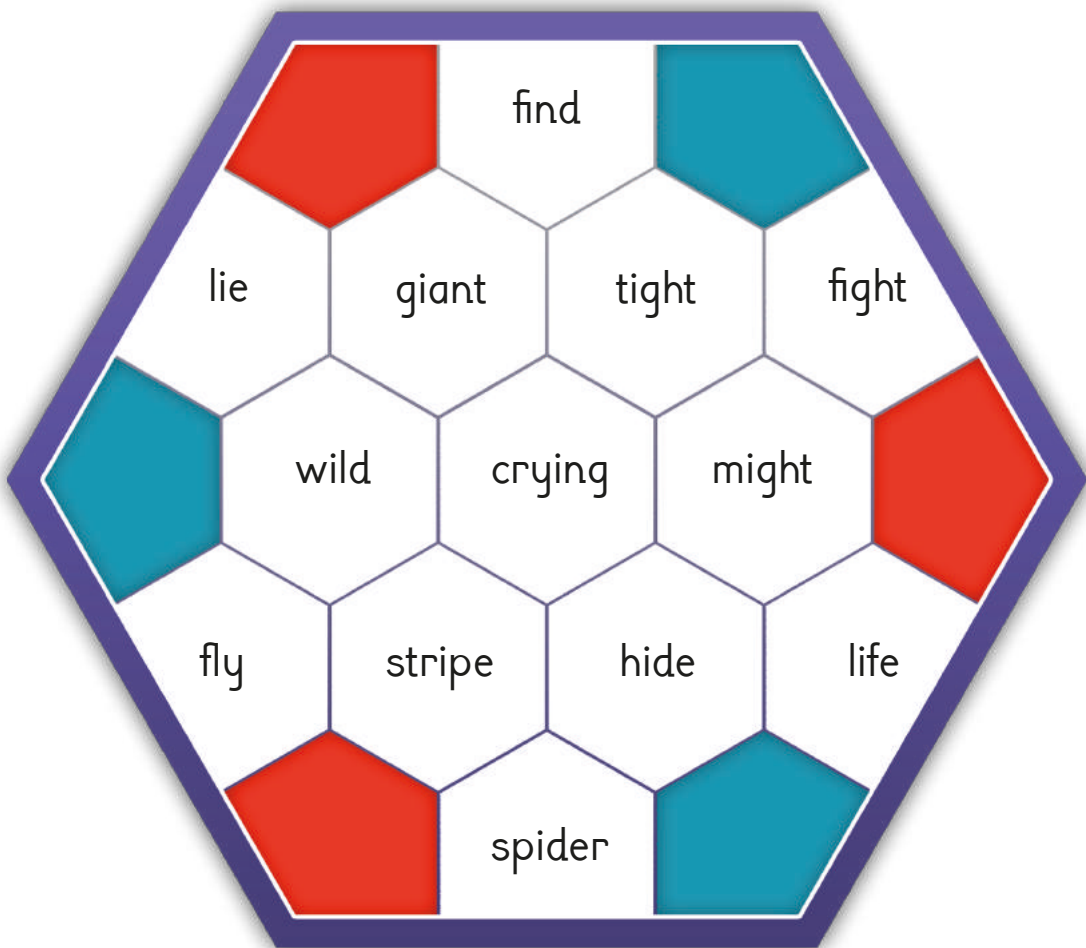
pipe

right

my



JUMPING JACK GAME



This is a game for two players. Each player has three counters, each set a different colour. Players choose to be Red or Blue and place one counter on each of their colours. Players take turns to move a counter by sliding it into an adjacent space or by jumping over their opponent's counter into an empty space. When a player lands on a word, he/she must read the word aloud. The winner is the first player to get all three of his/her counters in a straight line.

We hope you enjoyed this book! Check out our website for our range of exciting, decodable reading series.

phonicbooks.co.uk



BOOK

7

igh, i, i-e, ie, y

Matt is startled in the night by a huge crash. But the cause is smaller and more vulnerable than he expects.

info@phonicbooks.co.uk

www.phonicbooks.co.uk

Moon Dogs are based on the 'Sounds~Write' ® reading and spelling programme, www.sounds-write.co.uk

First published by Phonic Books Ltd 2020

Copyright © Phonic Books Ltd 2020

Reprints may contain small text changes.

All rights reserved. No part of this publication may be reproduced in any form or by any means... graphic, electronic, mechanical (including photocopying – except game pages), recording, taping or by information storage and retrieval systems... without prior permission in writing of the publisher.

