## Book 7: A Wild Night



Reading and sorting: words with ie spellings

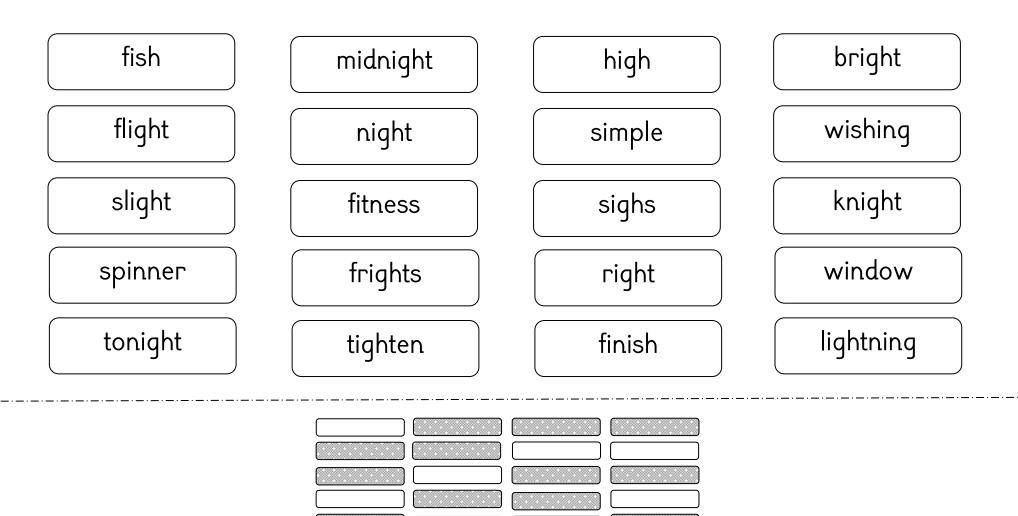


Photocopy this page onto card and cut into reading and sorting cards. Store cards in an envelope and stick the label on the front for reference. This activity can be split into two levels by colour coding the spellings on the cards first with highlighter pens. Cards can also be made into a simple matching game by printing on two different colours of card. Select five or six words and place face down on the table. Take it in turns to find the pairs.

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## Book 7: A Wild Night Colour in the words with igh spellings





Fold this sheet on the dotted line. Read the words in the column on the left. Listen to the sounds in the words. Colour in the lozenges with words that have **igh** spellings. Repeat this in the other columns. Unfold the sheet and check the correct words have been coloured in. This sheet may be photocopied by the purchaser. © Phonic Books Ltd 2020

## Book 7: A Wild Night



Timed reading

shy thiqh slime final invite try mine hiqh slight find line life dried kite why die lying dive spies nice bright kind behind shine knife mile style friqht idol flies

1st try Time:

shy thigh final slime invite try mine hiqh dried kite slight find line life why die kind dive spies nice bright lying behind knife shine style idol flies fright mile

2nd try Time:

invite shy thiqh slime final try mine sliqht life dried kite find line high why dive spies nice bright die kind lying fright knife shine mile style idol behind

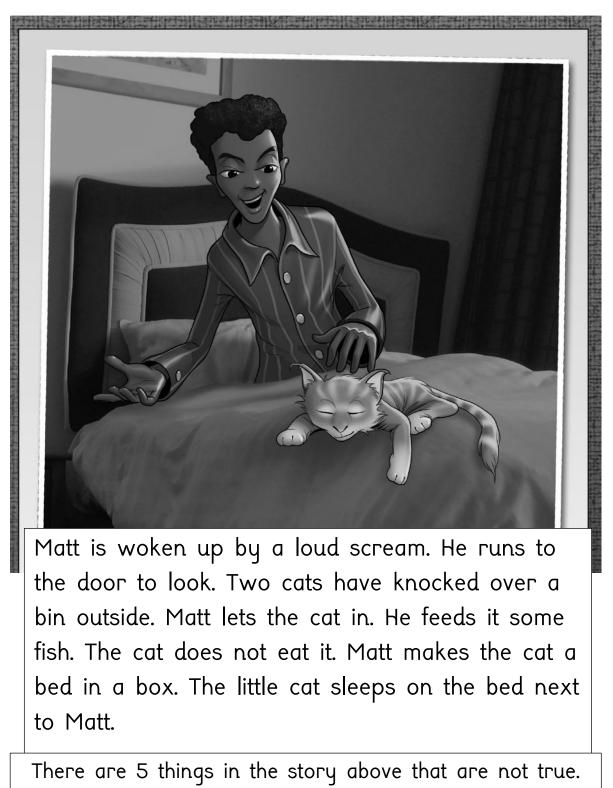
3rd try Time:

This timed reading exercise is for the pupil to improve his/her reading speed and fluency. Ask the pupil to read the words as fast as he/she can. Record the time in the box. Repeat the exercise. This sheet can be cut or folded along the dotted lines to allow for different presentations.

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## Book 7: A Wild Night

Is it true?



Ask the pupil to read the text carefully and circle any false information that has been planted in the story.

Can you spot them?

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A game for two players: Play with two sets of coloured counters or two different sets of coins. Players take turns to read a word and put a counter on it. The winner is the first to get four of his or her counters in a row in any direction. The winner places a counter on a picture of the cat. The game is played four times until all the pictures of the cat are covered.