



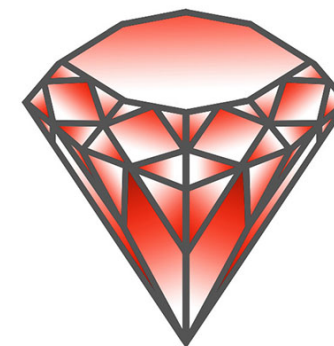
**EYFS**

Enjoy	Reading for Pleasure and Enjoyment
<ul style="list-style-type: none"> <li>• Did you choose this book? Why?</li> <li>• What did you like about the text? Why? What did you dislike about the text? Why?</li> <li>• Would you read the book again? Why? Why not?</li> <li>• What will you read next?</li> <li>• What books do you like to read?</li> <li>• Do you have a favourite book that you like to read?</li> <li>• Is this a new book that you haven't read before? Do you know anything about it already?</li> <li>• Do you enjoy reading?</li> <li>• What do you read at home?</li> <li>• Who is your favourite author?</li> <li>• Which books have you enjoyed that we have read together? And why have you enjoyed them?</li> </ul>	 <p>Enjoy</p>

Decode	Word reading and decoding skills
<ul style="list-style-type: none"> <li>• What do you do if you are stuck on a word?</li> <li>• Where do you start reading the word? Where do you look first?</li> <li>• When you blend those sounds together, what word does it say? Can you tell me the word?</li> <li>• Are there any clues in the word?</li> <li>• Does it look like any other words you know?</li> <li>• Can the pictures help you?</li> <li>• Do you know what the word means or can you work out what it means (in this sentence)?</li> <li>• Does the sentence make sense with that word?</li> </ul>	 <p>Decode</p>

## Talk about the meanings of words

- What word tells you...?
- What does \_\_\_\_\_ mean?
- How does this word make you feel?
- Find and copy a word that describes how...
- What word means the same as \_\_\_\_\_?
- In the story, \_\_\_\_\_ is repeated. Why?
- Draw a line to match the words to their meanings.



## Find simple information

Which...?   What...?   How...?   Where...?   When...?   Why...?   Who...?

- Which character \_\_\_\_\_?
- Where/when does \_\_\_\_\_?
- What did \_\_\_\_\_ look like?
- Who was \_\_\_\_\_?
- Where did \_\_\_\_\_ live?
- Who are the characters in the book?
- Where in the book would you find \_\_\_\_\_?
- What happened in the story?



**Talk about the order of a text**

- Put the pictures from the story in order
- What happened in the story?
- What happened first?
- What happened after \_\_\_\_\_?
- What happened before \_\_\_\_\_?
- What happened at the end?



**Make simple inferences**

- Why do you think \_\_\_\_\_?
- How do you know that \_\_\_\_\_?
- When do you think \_\_\_\_\_?
- Why did \_\_\_\_\_?
- How do you feel about \_\_\_\_\_?
- How does \_\_\_\_\_ feel?



**Make simple predictions about a book**

- What do you think will happen next?
- What do you think will happen to \_\_\_\_\_?
- Where do you think \_\_\_\_\_?



Content Domain	Examples from Recent KS1 SATs
Talk about the meanings of words	<div><div>(page 8)</div><div><div>12</div><div>One day, huge, rumbling, grumbling machines crawled towards the pond.</div><div>What does this sentence tell you about the machines?</div><div>Tick <b>one</b>.</div><div><div>They moved quickly.</div><div><input type="checkbox"/></div></div><div><div>They were noisy.</div><div><input type="checkbox"/></div></div><div><div>They were small.</div><div><input type="checkbox"/></div></div><div><div>They were silent.</div><div><input type="checkbox"/></div></div></div></div> <div><div>4</div><div>What do the words <i>Oonch Neech</i> mean?</div><div></div></div> <div>(page 5)</div>
Find simple information	<div><div>8</div><div>The children saw the cobwebs in...</div><div>Tick <b>one</b>.</div><div><div>a park.</div><div><input type="checkbox"/></div></div><div><div>a street.</div><div><input type="checkbox"/></div></div><div><div>a garden.</div><div><input type="checkbox"/></div></div><div><div>a playground.</div><div><input type="checkbox"/></div></div></div>

**Talk about the order of a text**

(pages 8–9)

- 16** Number the following from 1 to 5 to show the order things happen in the story.

The first one has been done for you.

Machines destroyed the pond. ☐

The ducks lived happily in the pond. ☐ 1

The ducks were set free on a lake. ☐

The ducks were rescued by a helper. ☐

The ducks hid in some thick reeds. ☐

**Make simple inferences**

- 10** The poem explains how cold weather...

Tick **one**.

damages cobwebs. ☐

changes how cobwebs look. ☐

makes cobwebs stronger. ☐

helps spiders to make webs. ☐

- 3** Look at the *Statues* section.

(page 5)

Why is *Statues* a good name for this game?

\_\_\_\_\_

**Make simple predictions about a book**

**14** Which of these do you think the child is likely to say at the end of the outing?

Tick **one**.

That was fun, Mum. Can you do it all over again? ☐

That was so scary. I never want to do it again! ☐

That was really boring, Dad. ☐

That was great, Dad. Let's do it again! ☐

Question Type	Examples from Recent KS1 SATs
Tick box	<div><div>1</div>Children around the world...<div>do not like playing games.<input type="checkbox"/></div><div>only play one game.<input type="checkbox"/></div><div>play many games.<input type="checkbox"/></div><div>must have very expensive games.<input type="checkbox"/></div><div>Tick <b>one</b>.</div></div>
Short response	<div><div>4</div>What do the words <i>Oonch Neech</i> mean?<div>(page 5)</div><div></div></div>
Matching	



**6** Draw **four** lines to match these games to what the text says you need to win each one.

Oonch Neech	energy
Pilolo	speed
Statues	luck
Pass the Parcel	balance

Sequencing

**16** Number the following from 1 to 5 to show the order things happen in the story.

The first one has been done for you.

Machines destroyed the pond.	<input type="text"/>
The ducks lived happily in the pond.	1
The ducks were set free on a lake.	<input type="text"/>
The ducks were rescued by a helper.	<input type="text"/>
The ducks hid in some thick reeds.	<input type="text"/>

True or False	<div data-bbox="1317 268 1868 319"><b>7</b> Put ticks in the table to show which sentences are <b>true</b> and which are <b>false</b>.</div> <table border="1" data-bbox="1379 347 1912 660"><thead><tr><th>Sentence</th><th>True</th><th>False</th></tr></thead><tbody><tr><td>In <i>Pilolo</i>, players try to find hidden items.</td><td></td><td></td></tr><tr><td>In <i>Statues</i>, one child shouts, 'freeze'.</td><td></td><td></td></tr><tr><td>In <i>Oonch Neech</i>, players must stand very still.</td><td></td><td></td></tr><tr><td><i>Kangaroo Skippyroo</i> is a game all about luck.</td><td></td><td></td></tr></tbody></table>	Sentence	True	False	In <i>Pilolo</i> , players try to find hidden items.			In <i>Statues</i> , one child shouts, 'freeze'.			In <i>Oonch Neech</i> , players must stand very still.			<i>Kangaroo Skippyroo</i> is a game all about luck.		
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Other	<div data-bbox="1299 702 1939 798"><div>(pages 4 and 5)</div><b>5</b> Complete the table with the names of the writers and the characters they write about.</div> <table border="1" data-bbox="1355 826 1939 1031"><thead><tr><th>Character</th><th>Writer</th></tr></thead><tbody><tr><td></td><td>Francesca Simon</td></tr><tr><td>Dr Xargle</td><td></td></tr><tr><td>Mr Toffy</td><td></td></tr></tbody></table>	Character	Writer		Francesca Simon	Dr Xargle		Mr Toffy								
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