

Printing Tip: Print pages 3 and 4 back-to-back so the rules of the game are printed on the back and can be easily referred to if needed.

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Adverbs and Adjectives

Pick 2 different coloured pencils to use on the beehive below. Read the words and colour the adverbs one colour and the adjective a different colour.

red, rudely, white, boldly, yellow, silly, quickly, madly, blue, fancy, hall, warmly, green, lazily, plain, badly, skinny, poorly, sadly, happily, short, lazy, safely, slowly, weakly, angrily, purple, spotty, quietly, black, wildly, shyly

F	A	N	B	O	Y	S
FOR	AND	NOR	BUT	OR	YET	SO
Explains and gives a reason.	Used to add and connect ideas together.	Gives an alternative or negative idea.	Compares and opposite idea.	Gives a choice or an alternative.	A contrasting idea.	A consequence or solution.
He ran fast, for he was late to class.	We went to the park, and we had a picnic.	She hasn't seen the movie, nor has she read the book.	She is small, but she is very strong.	He will read a book, or he will watch TV.	He was tired, yet he kept playing the game.	She was hungry, so she made a sandwich.

Roll a Story
Roll a die 3 times to create a story.

	1	2	3	4	5	6
Main Character						
Setting						
Problem	Lost an important key	Sees a fire.	Made a big mistake.	Too scared to leave home.	Wakes up a giant	Earthquake

CVC Word Mats

Each row has three empty boxes for writing a CVC word.

Colour in the Prefixes
Help the astronauts by colouring the planets in according to the table below:

un - red	re - blue	pre - green
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Colour in the Suffix
Help the pirates sort their treasure by colouring the suffixes in according to the table below:

ing - red	s - blue	ed - green
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Letters to Home

Dear Families,
This term our class will be writing weekly letters home. This is a chance for your child to tell you about their life learning, something fun that has happened, or even something they liked doing on the weekend.

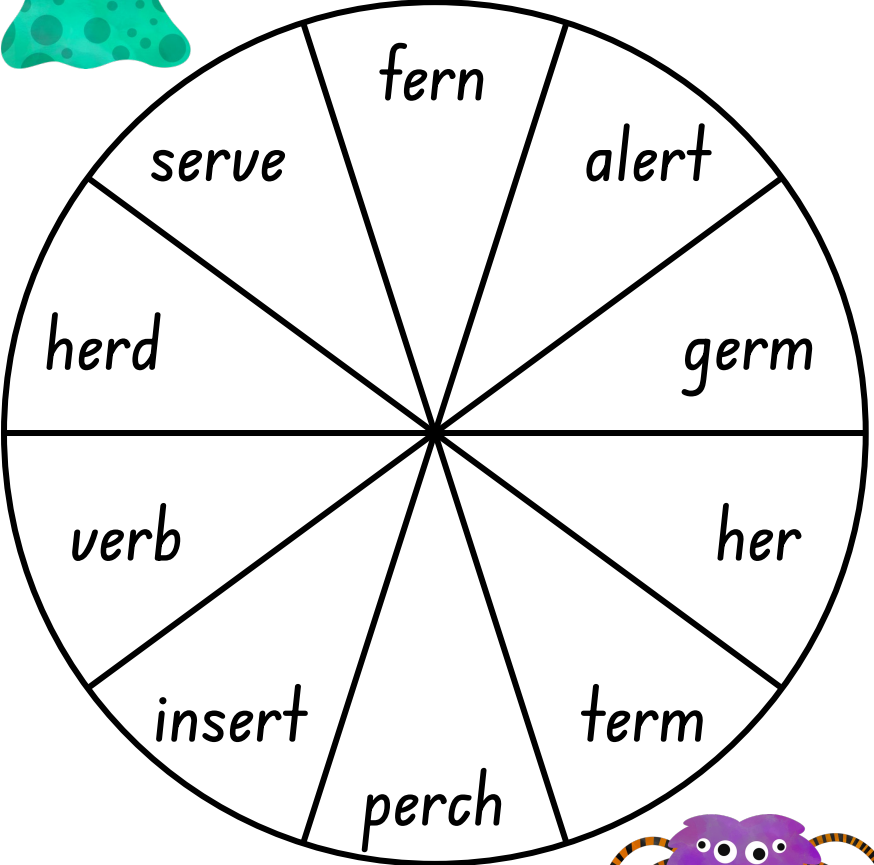
If a letter you can choose to respond by conversation with your child. Or if you have a letter back, please use this book to go. Simply find somewhere on the child's writing or if there is no room, write to share their weekly letters with the book to school as soon as your child to write their next letter the support.

Name: _____



Print out this page on thick cardstock, cut out and laminate. Use a pencil and a paperclip or a spinning arrow to make a spinner.



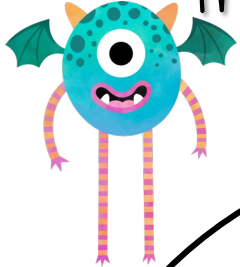
MONSTER BUMP



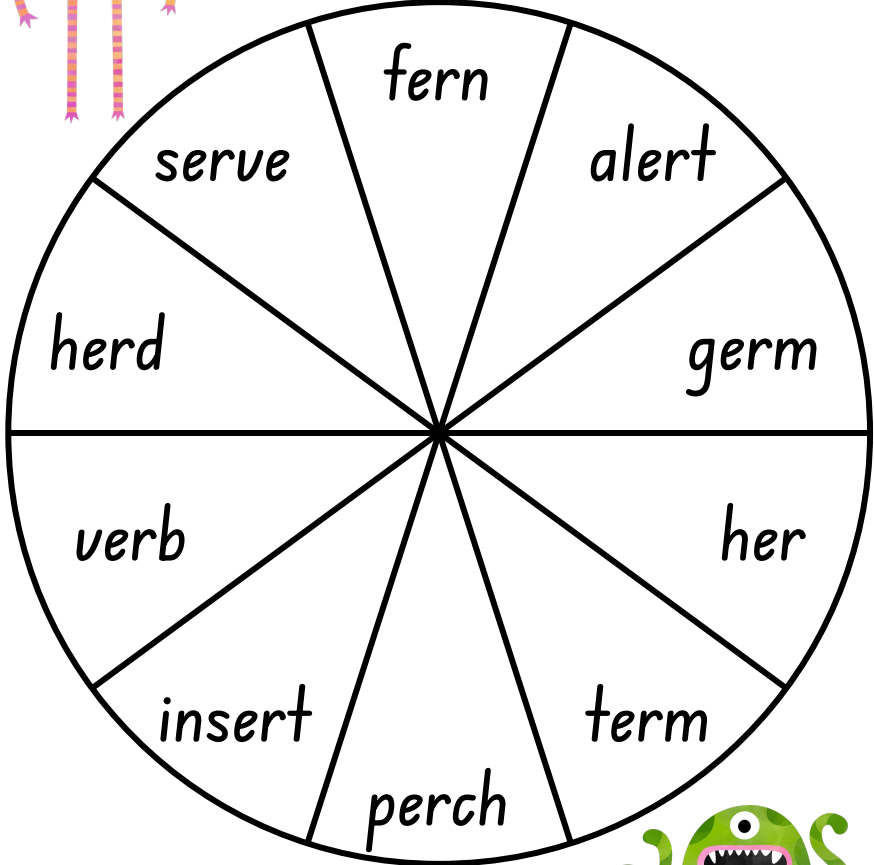
fern
alert
germ
her
term
perch
insert
verb
herd
serve





SMART BOARDING SCHOOL



MONSTER BUMP



fern
alert
germ
her
term
perch
insert
verb
herd
serve



SMART BOARDING SCHOOL

MONSTER BUMP

How do you play?

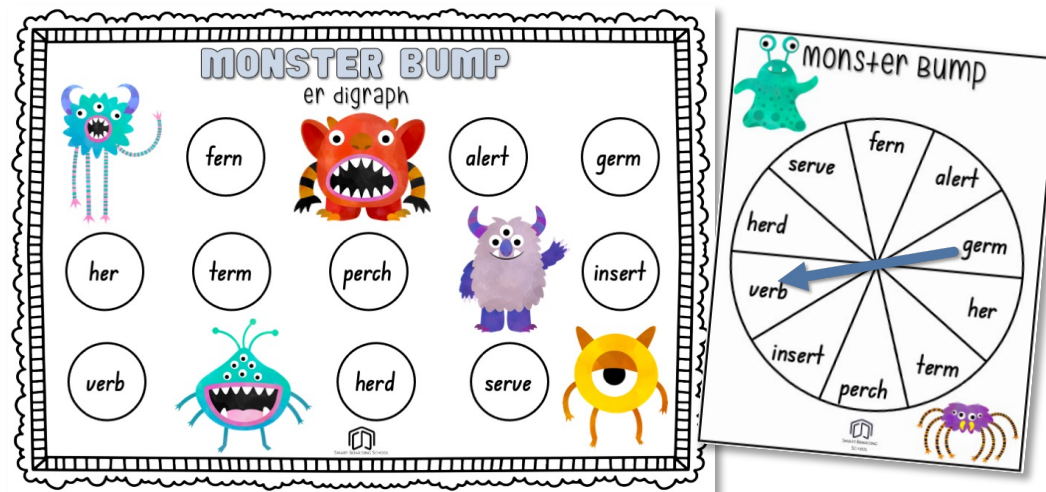
Each player gets 6 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

Players take turns spinning the wheel (page 2) and reading the given word. Players cover up the matching word with one of the coloured counters on their turn.

If a player gets a word that has already been covered by their opponent, they can “bump” that player’s counter off that spot and put their own counter there.

If a player lands on a word they have already covered, they put a second counter on top. That spot is now frozen and cannot be bumped off by any other player.

The first player to use all of their 6 counters is the winner of the game.



MONSTER BUMP

er digraph



fern



alert

germ

her

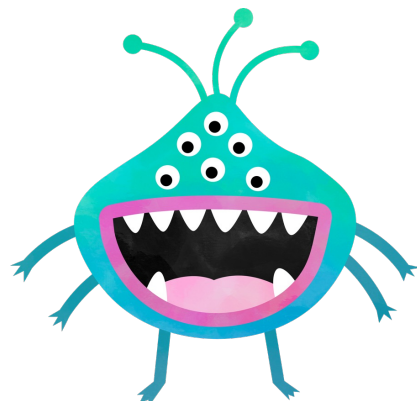
term

perch



insert

verb



herd

serve

