

**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.

# Loving this free resource?

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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.

<b>F</b>	<b>A</b>	<b>N</b>	<b>B</b>	<b>O</b>	<b>Y</b>	<b>S</b>
<b>FOR</b>	<b>AND</b>	<b>NOR</b>	<b>BUT</b>	<b>OR</b>	<b>YET</b>	<b>SO</b>
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
<b>Main Character</b>						
<b>Setting</b>						
<b>Problem</b>	Lost an important key	Sees a fire.	Made a big mistake.	Too scared to leave home.	Wakes up a giant	Earthquake

**CVC Word Mats**

**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 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: \_\_\_\_\_

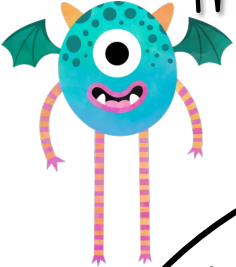
Print out this page on thick cardstock, cut out and laminate. Use a pencil and a paperclip or a spinning arrow to make a spinner.





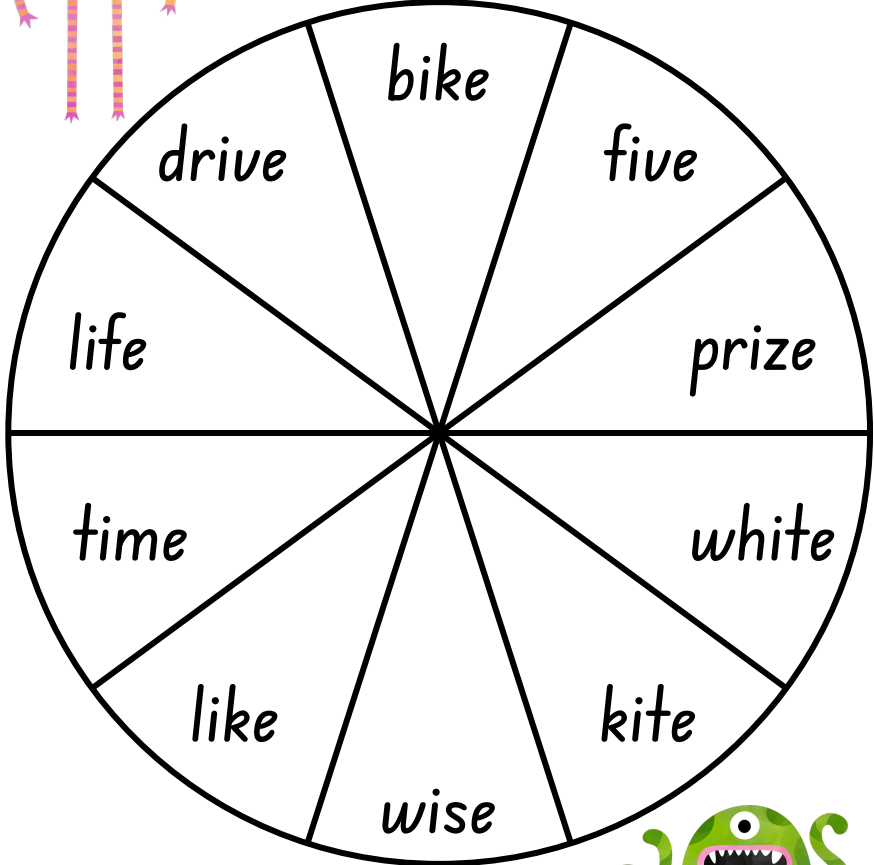
# MONSTER BUMP



SMART BOARDING SCHOOL



# MONSTER BUMP



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## How do you play?

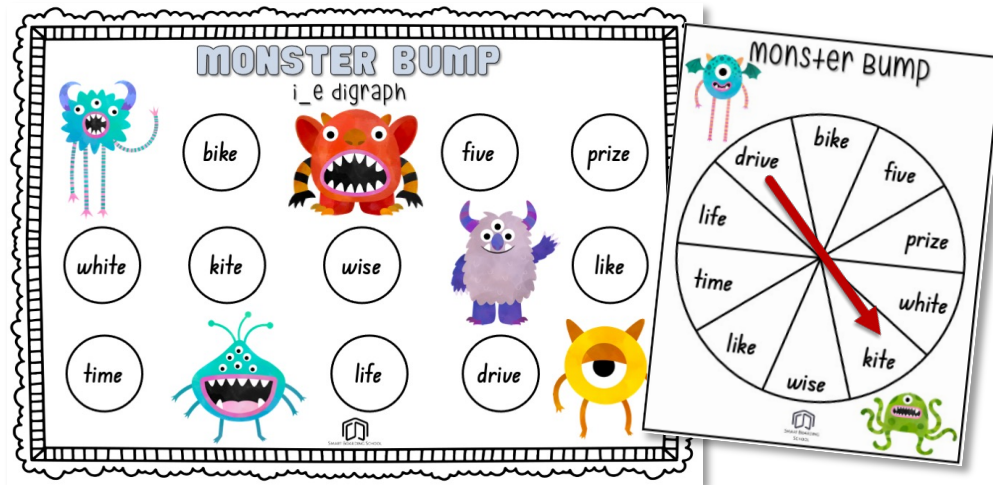
Each player gets 6 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

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

i\_e digraph



bike



five

prize

white

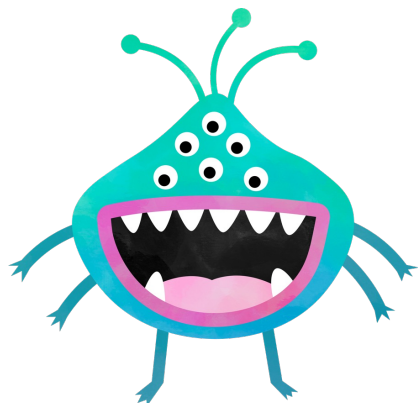
kite

wise



like

time



life

drive

