1 All about Sophie

Write a fact file for two friends or people in your family. Ask them the questions and fill in the chart.

<table>
<thead>
<tr>
<th>Name</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Age</td>
<td></td>
</tr>
<tr>
<td>Birthday</td>
<td></td>
</tr>
<tr>
<td>Family</td>
<td></td>
</tr>
<tr>
<td>Personality</td>
<td></td>
</tr>
<tr>
<td>Likes to wear</td>
<td></td>
</tr>
<tr>
<td>Likes</td>
<td></td>
</tr>
<tr>
<td>Wants to be</td>
<td></td>
</tr>
</tbody>
</table>

**Tip**

Remember to ask a question using the *wh* question words:
- **What** is your name?
- **How** old are you? *(Miss this question out for a grown-up.)*
- **When** is your birthday?
- **Who** is in your family? *or How* many people are in your family?
- **How** would you describe your personality?
- **What** do you like to wear?
- **What** do you like?
- **What** do you want to be?
A Bad Back by Dick King-Smith

Sophie was walking round the garden, wearing a pair of her mother’s very old sunglasses. They were very dark glasses with a white frame. They made Sophie look like a panda. They made pink flowers look red and yellow flowers look golden and cabbages look blue.

Sophie walked along the path that ran along the front of the house and peered in through the dining-room window. Inside, everything looked very dark. But whatever in the world was that long shadowy thing lying on the floor?

In the dining room Sophie’s father lay flat on the hard wood-block floor, his arms by his sides, and stared gloomily at the ceiling.

Sophie peeped round the door.

“Daddy?” she said.

“Yes.”

“Are you all right?”

“No.”

“What’s the matter?”

“My back hurts.”

“I’m not surprised,” said Sophie. “Lying on that hard old floor. If you wanted to have a rest, why didn’t you go to bed?”

Sophie’s father sighed.
3 Retelling and acting A Bad Back

A Use the pictures to retell the story to a friend or someone in your family. Draw a new ending for the story in the empty boxes.

B If this were your story …

1. What would you call the main character?

2. Where would you set the story?

3. Who else would be in your story?
A Write the missing words. Then re-read the poem to check that it sounds right.

The Things Mums Say

Wake up!
Get up!
Out of bed!
Mind ______ feet!
Mind ______ head!
_______ run around.
_______ be late.
Look at ________ room!
_______ a state!
Put all ________ stuff away now, please.
_______ can I never find my keys?
Close ________ mouth and eat ________ food.
Look at that!
_______ stare, it’s rude.
Elbows OFF the table, please.
Money doesn’t grow on trees.
I ________ tell ________ again ...
Did ________ hear what I said?
I ________ tell you again.
It’s time for bed.

Michaela Morgan
5 Getting you to do something

A) Sort these words from the story *Eat Your Peas*.

<table>
<thead>
<tr>
<th>like</th>
<th>even</th>
<th>again</th>
<th>say</th>
<th>Daisy</th>
<th>peas</th>
</tr>
</thead>
<tbody>
<tr>
<td>sighs</td>
<td>buy</td>
<td>green</td>
<td>bike</td>
<td>plate</td>
<td>stay</td>
</tr>
</tbody>
</table>

Write words with the **ai** sound. One has been done for you.

- pay

Write words with the **ee** sound. One has been done for you.

- tea

Write words with the **igh** sound. One has been done for you.

- my
6 Checking *Eat Your Peas*

A  Finish these sentences with your own ideas.

1. If you eat your apple, you never have to ______________________

2. If you eat your lunch, I’ll buy you ______________________

3. If you drink your water, you can have ______________________
7 Exploring and writing

A Pretend you are a mum or dad. Finish the chart to show what you would promise your child to make them eat peas.

Try to make the ideas get bigger and better each time. They can be silly things!

You can draw or write the words.

If you eat your peas, I will give you …

1

2

3

4

5

6

7

8

B Make a list of three things you do not like to do.

1

2

3
“Here’s an idea!” said Rosalinda. “Bluebird earrings are four notes. Gift wrap is free.”

The earrings would be packed in a small box. Draw gift wrapping on the box so it looks like a special gift. You may use some of these ideas:

What gift would you choose for someone in your family?
Look at the things in the shop window.

The bunny money you have is 15 notes.

Choose what you will buy.

Write and draw what you buy.

____________________________________

____________________________________

____________________________________

How much did you spend? ____________________________

Who will you give the things to?

____________________________________
**10 Characters and settings**

**A** Draw the faces of the characters in the story *Bunny Money.*

Write each character’s name.

________________  __________________  __________________  __________________  __________________

**B** Circle all the words in the text that tell you about a setting.

One is done for you.

1. Ruby took one note from her wallet to pay for the bus fare. The bus stopped at Rosalinda’s Gift Shop.

   In the window was a music box with skating ballerinas.

2. Next door was Candi’s Corner and they sold sweets that were like teeth.

3. Ruby had to take Max to the launderette. They spent three notes.

4. “Hungry!” said Max. It was lunchtime. Max finished off a peanut butter sandwich, two coconut cupcakes, and a banana milkshake. Lunch cost four notes.
11 Story sequence

A Make up new endings to these two parts of the story.

1

They walked all the way back to Rosalinda’s Gift Shop …

“I’d like to buy the music box with skating ballerinas for Grandma’s birthday,” Ruby said to Rosalinda.

“It’s one hundred notes,” said Rosalinda.

Ruby looked in her wallet …

2

“Thirsty!” said Max.

“You may buy a very, very small lemonade, Max,” said Ruby.

“Hungry!” said Max.

It was lunchtime.

Max finished off …
12 Changing the story

A Look at the picture. Write three questions that Max could ask to Candi, who works in the shop.

1

2

3

B Draw your own money.
Will it be worth 1, 5, 10 or 100?
Unit review

A Make a honeycomb of your favourite words from this unit. Add extra bits to the honeycomb if you need to.

lemonade
B Make a honeycomb of words from this unit that you need to practise writing. Add extra bits to the honeycomb if you need to.

setting

character