

# 1 Stories about things we know

## 1 All about Sophie

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

Name		
Age		
Birthday		
Family		
Personality		
Likes to wear		
Likes		
Wants to be		

### 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?

## 2 Reading and understanding *A Bad Back*

**A** Find these words in this part of the story and circle them.

Sound <b>ai</b>	Sound <b>ee</b>	Sound <b>igh</b>	Sound <b>oa</b>	Sound <b>ue</b>
they	peered	white	Sophie	blue
lay	peeped	<u>inside</u>	<u>yellow</u>	through
made	ceiling	sighed	<u>shadowy</u>	gloomily

### ***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."

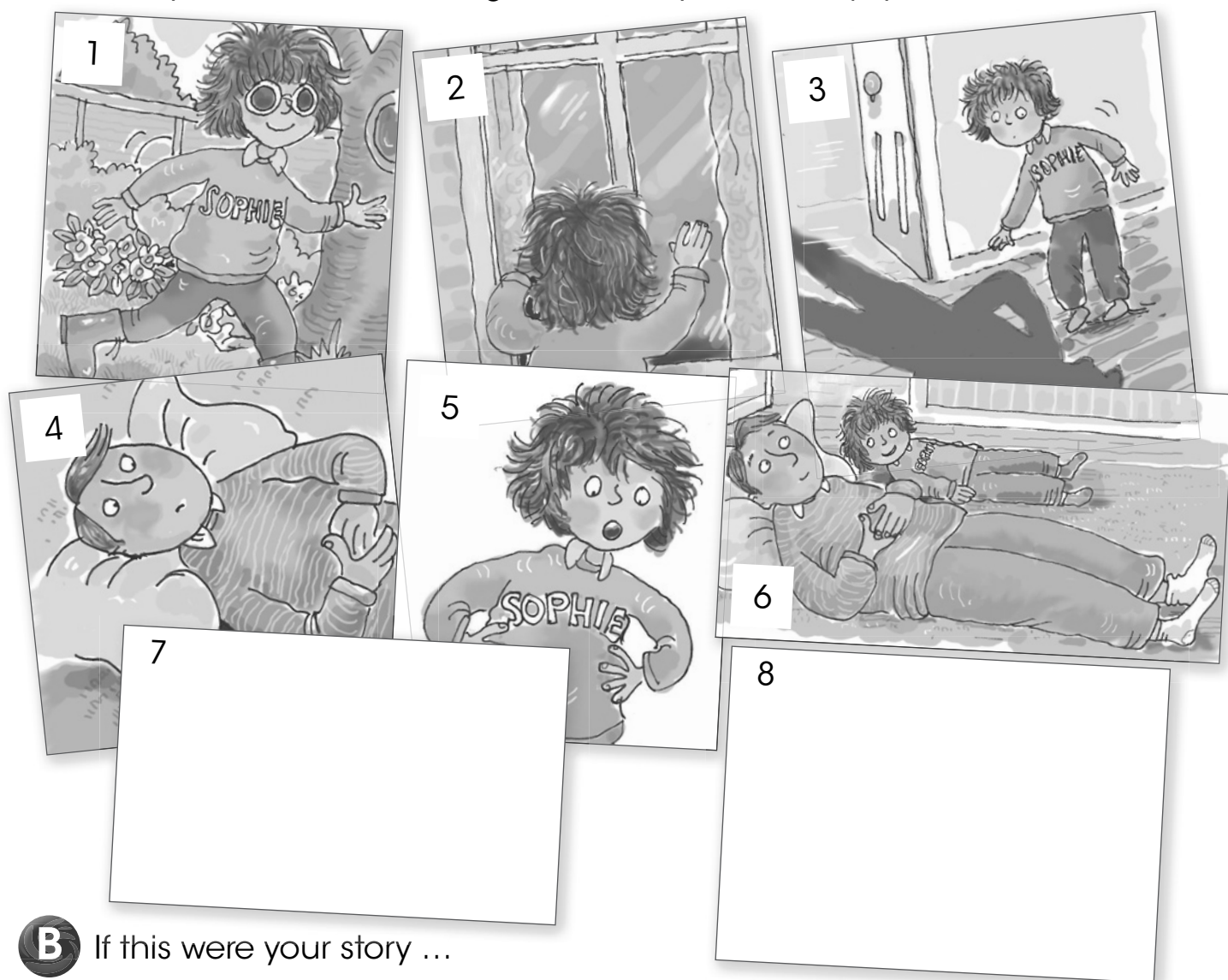
"I'm not surprised," said Sophie. "Lying on that hard old floor. If you wanted to have a rest, why didn't you go to bed?"

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?

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2 Where would you set the story?

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3 Who else would be in your story?

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## 4 All about Mums

- A** Write the missing words. Then re-read the poem to check that it sounds right.

**Use these words.**  
**You can use them more than once.**

don't won't your  
 you why what

### 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*.

like    even    again    say    Daisy    peas  
sighs    buy    green    bike    plate    stay

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

pay

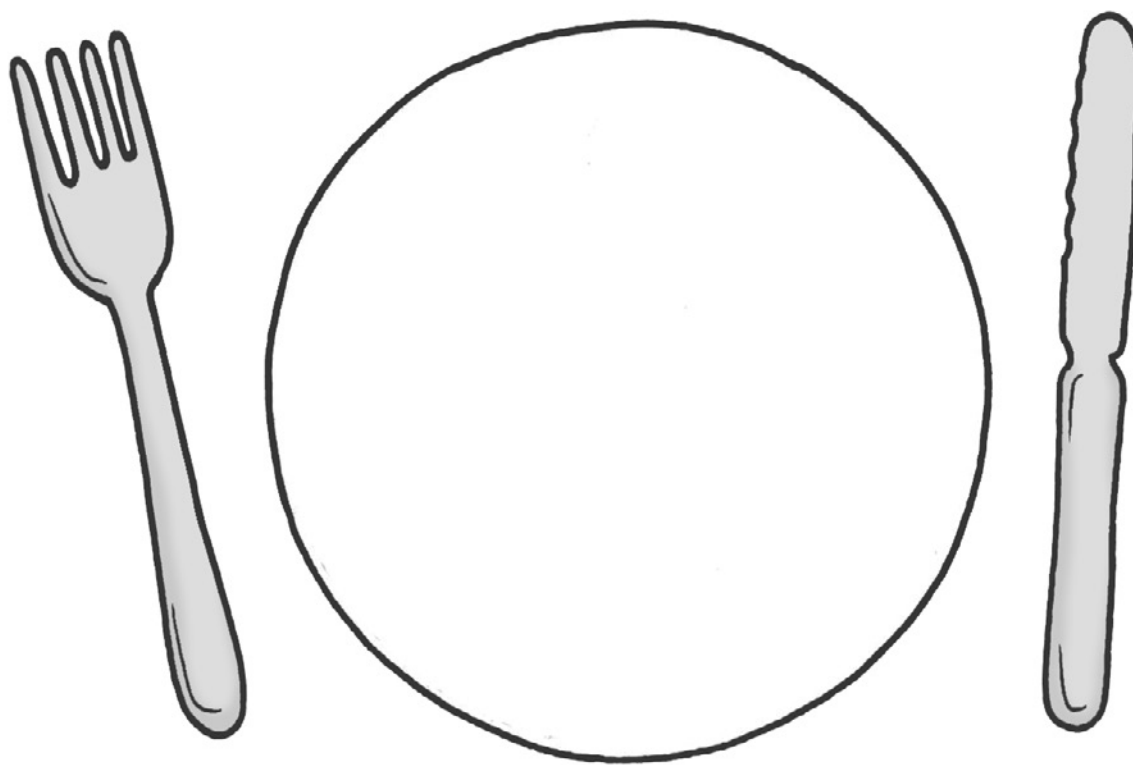
Write words with the **ee** sound. One has been done for you.

tea

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

my

**B** Draw something you don't like to eat on this plate.



## 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 \_\_\_\_\_

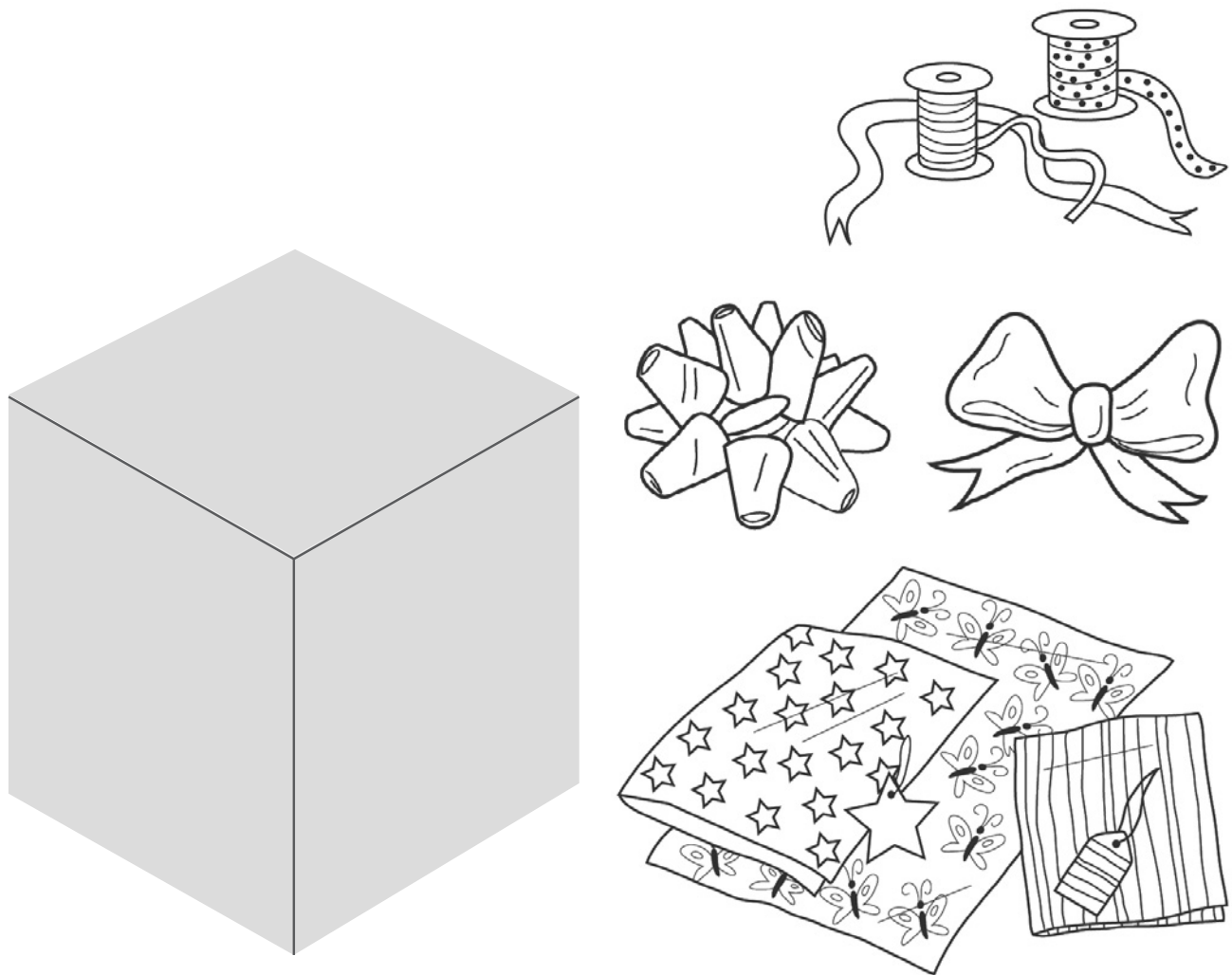


## 8 *Bunny Money*

- A** Read this part of the story *Bunny Money* by Rosemary Wells.

"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:



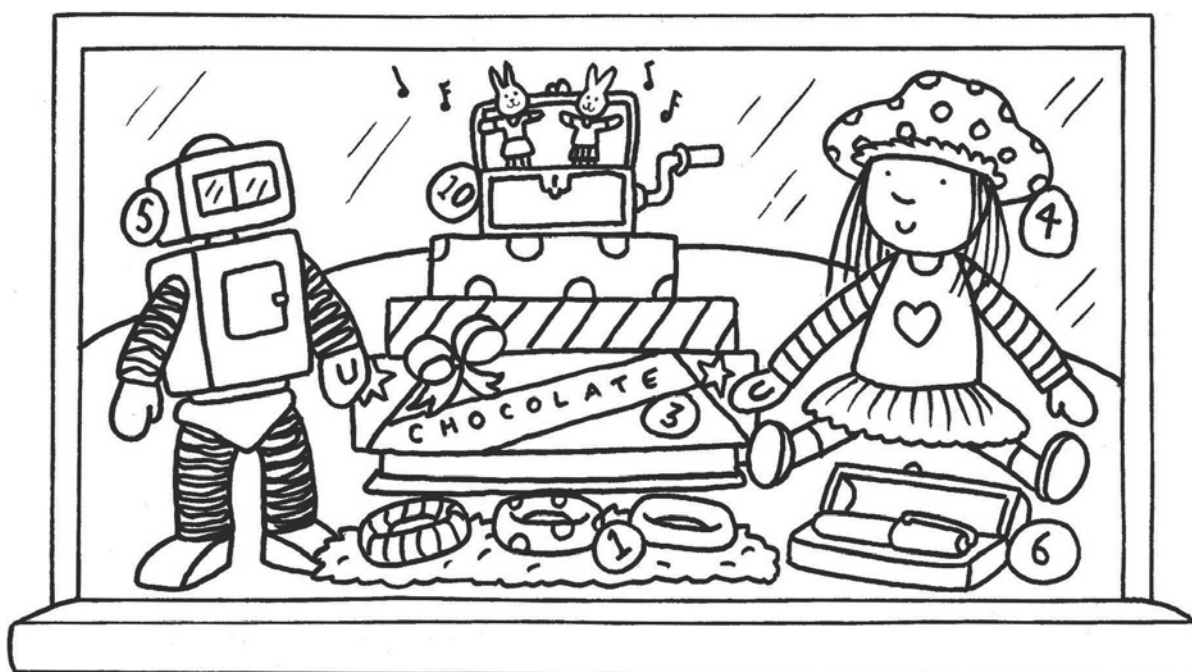
- B** What gift would you choose for someone in your family?

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## 9 Checking and understanding *Bunny Money*

**A** 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.

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How much did you spend? \_\_\_\_\_

Who will you give the things to?



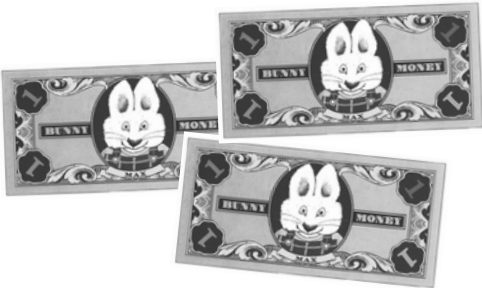

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# 10 Characters and settings

**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.

<p>1 Ruby took one note from her wallet to pay for the bus fare. <u>The bus</u> stopped at Rosalinda's Gift Shop.</p>  <p>In the window was a music box with skating ballerinas.</p>	<p>2 Next door was Candi's Corner and they sold sweets that were like teeth.</p> 
<p>3 Ruby had to take Max to the launderette. They spent three notes.</p> 	<p>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.</p> 

## 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.

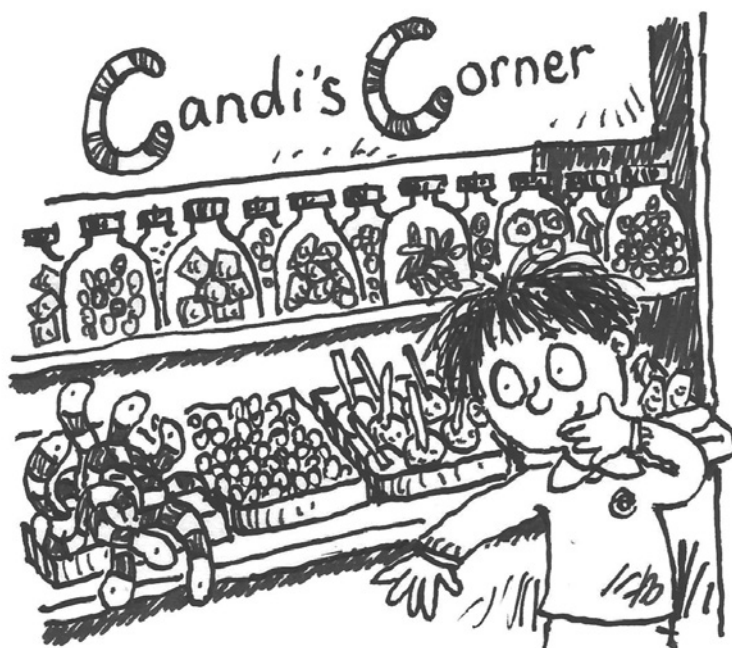
"Hungry!"  
said Max.  
It was  
lunchtime.

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.

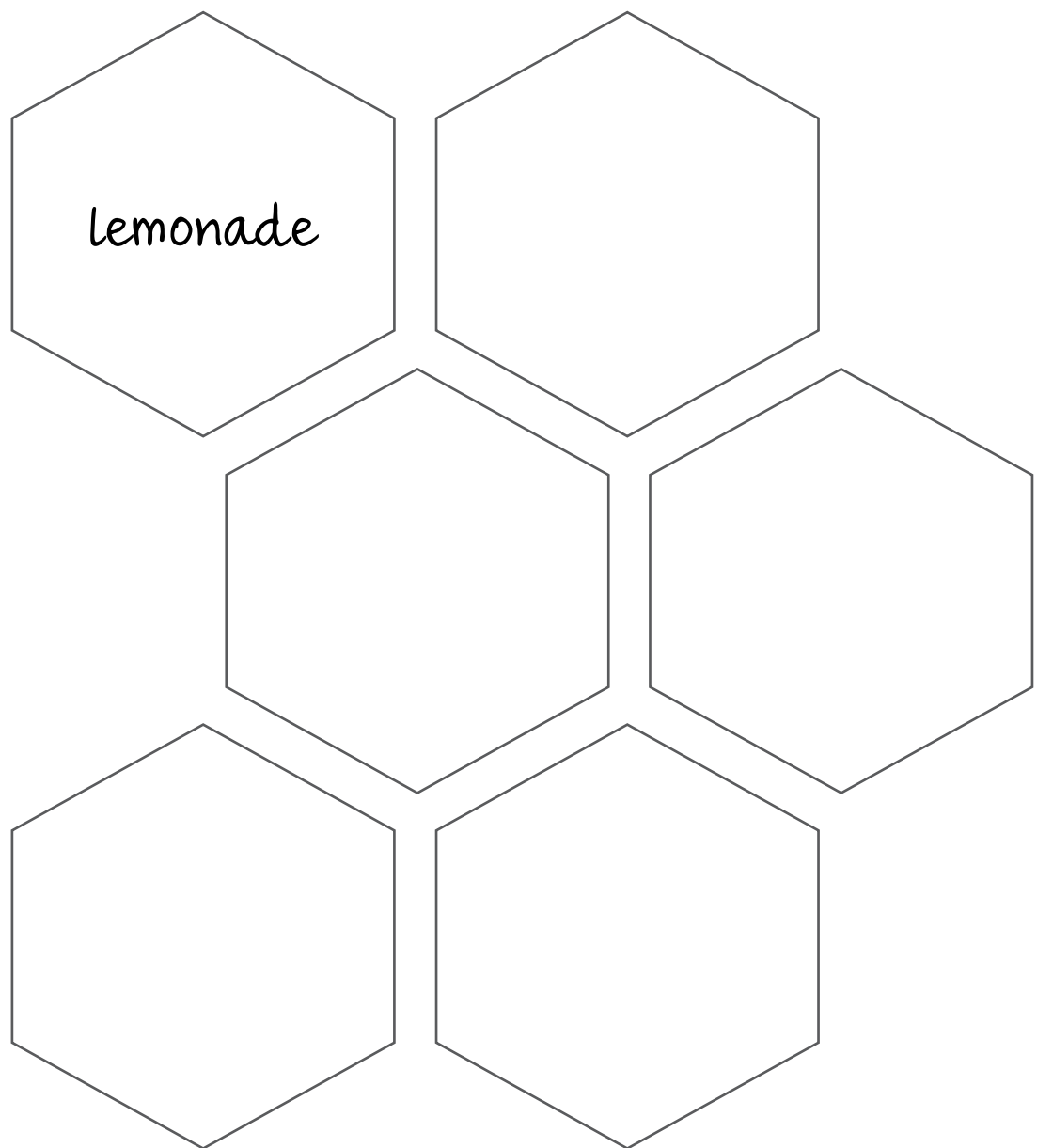


- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_

- 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.



**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.

