

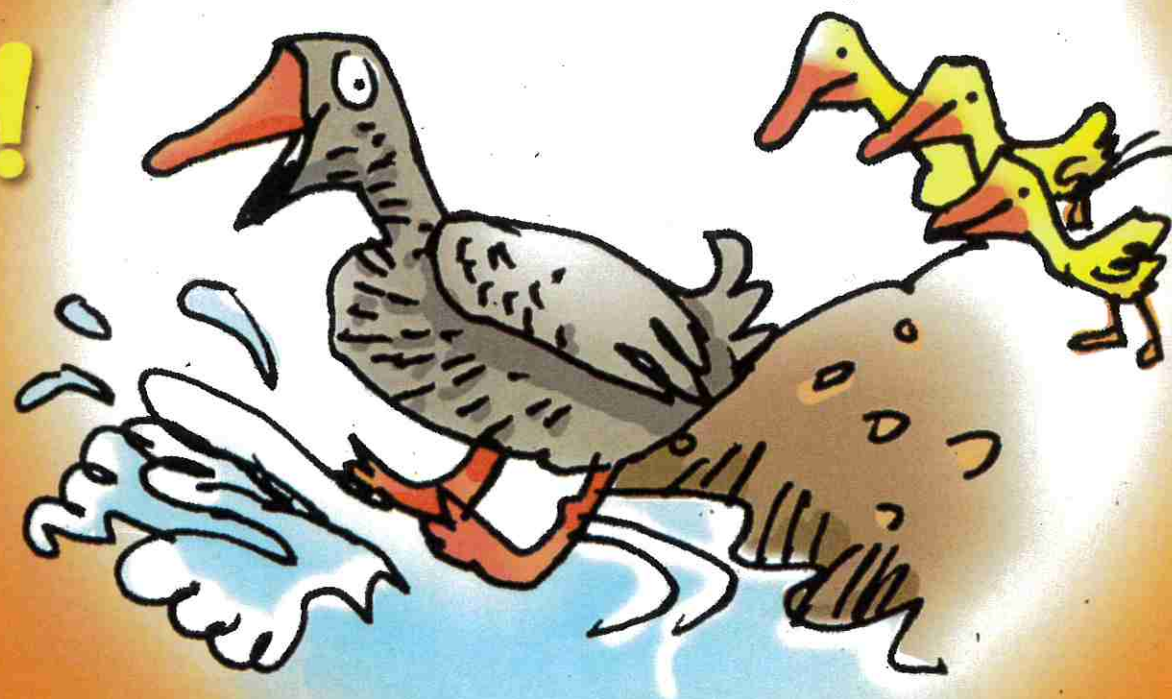
Follow me!

Set 4 Story 4

Story by Gill Munton

Illustrated by Tim Archbold

Series developed by Ruth Miskin



ow

Speed sounds

Consonants Say the pure sounds (do not add 'uh').

f ff	l ll	m mm	n nn kn	r rr	s ss	v ve	z zz s	sh	th	ng nk		
b bb	c k ck	d dd	g gg	h	j	p pp	qu	t tt	w wh	x	y	ch tch

Vowels Say the sounds in and out of order.

at	hen head	in	on	up	day	see happy	high	blow
zoo	look	car	for door snore	fair	whirl	shout	boy	

Each box contains one sound but sometimes more than one grapheme. Focus graphemes are *circled*.

Green words

Read in Fred Talk (pure sounds).

bank pond row know show throw tow

Read in syllables.

yell'ow → yellow will'ow → willow duck'ling → duckling

Read the root word first and then with the ending.

follow → followed stay → stayed cheep → cheeeped

Red words

said he me you to do what the no

Vocabulary check

Discuss the meaning (as used in the story) after the children have read each word.

definition:

duckling

baby duck

tow

pull

cheep

bird talk

Punctuation to note in this story:

Dizzy Duck Crow

Capital letters for names

Then Follow

Capital letters that start sentences

Full stop at the end of each sentence

!

Exclamation mark used to show anger

Follow me!

Introduction

Were you nervous the first time you tried to swim/went near water? A mother duck teaches her ducklings how to swim. Duckling 3 can't swim, but gets help from Crow.



Story written by Gill Munton
Illustrated by Tim Archbold

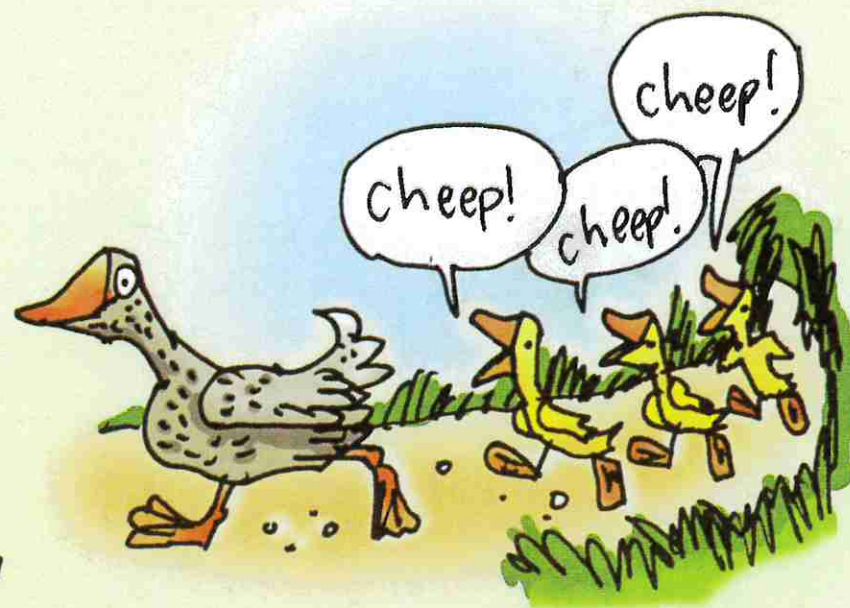
Dizzy Duck had three yellow ducklings.

Cheep! Cheep! Cheep!

"Let's **go** and swim

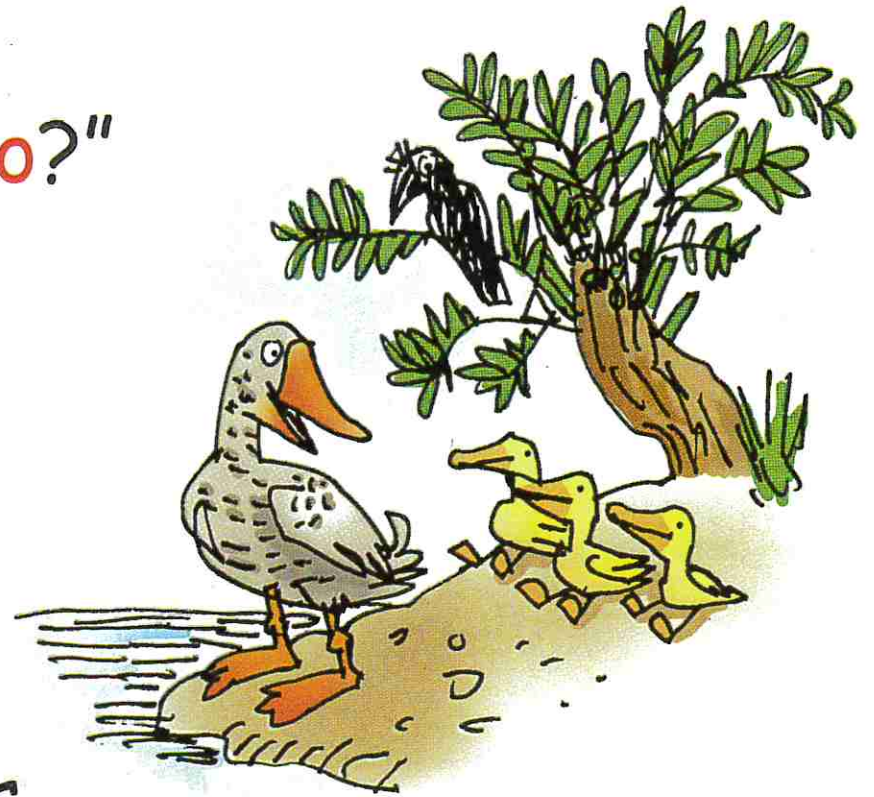
in **the** pond,"

said Dizzy. "Follow **me**!"



The ducklings sat in a row on the bank.

"Do you know what to do?"
said Dizzy.



"No," said the ducklings.

"Then I will show **you**," **said** Dizzy.

"Follow **me**."

Splash!

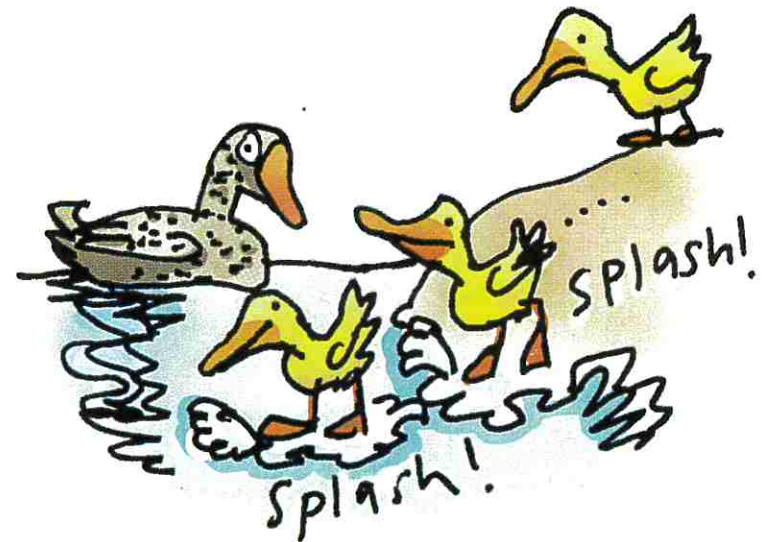


Duckling 1 followed.

Splash!

Duckling 2 followed.

Splash!



But Duckling 3 stayed on **the** bank.

"I cannot swim!" **he** cheeped.

"I will help **you**," **said** Crow.

"I will get a twig from that
willow tree,
and throw it **into the** pond.



Jump on **the** twig -
and I will tow **you** along!"



Questions to talk about

Re-read the page. Read the question to the children. Tell them whether it is a **FIND IT** question or **PROVE IT** question.

FIND IT

- ✓ Turn to the page
- ✓ Read the question
- ✓ Find the answer

PROVE IT

- ✓ Turn to the page
- ✓ Read the question
- ✓ Find your evidence
- ✓ Explain why

Page 8:	FIND IT	What did Dizzy Duck decide to do with her three ducklings?
Page 9:	FIND IT	What question did Dizzy Duck ask her ducklings? How do they reply?
Page 10:	FIND IT	What noise did Dizzy make as she jumped into the water?
Page 11:	FIND IT	Duckling 3 wouldn't follow. What did he say?
Page 13:	FIND IT	How did Crow help?
Page 13:	PROVE IT	How does Duckling 3 feel now?

Speed words

Children practise reading the words across the rows, down the columns and in and out of order clearly and quickly.

row	duck	said	know	three
swim	duckling	he	show	throw
pond	you	tow	stay	then
yellow	follow	her	willow	cheeped