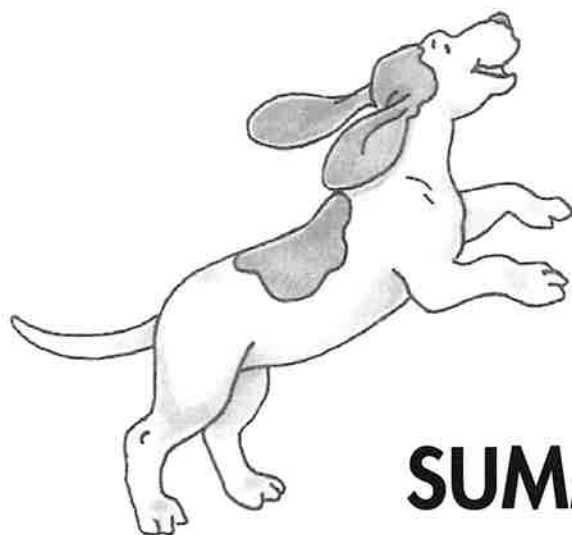




The Superkids[★] Reading Program



SUMMER PACKET

For students who received *Superkids*
first-grade instruction in the most
recent academic year

SUMMER PACKET

First Grade

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PRINTING HELP

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SECTION 1:
Decoding & Spelling Practice

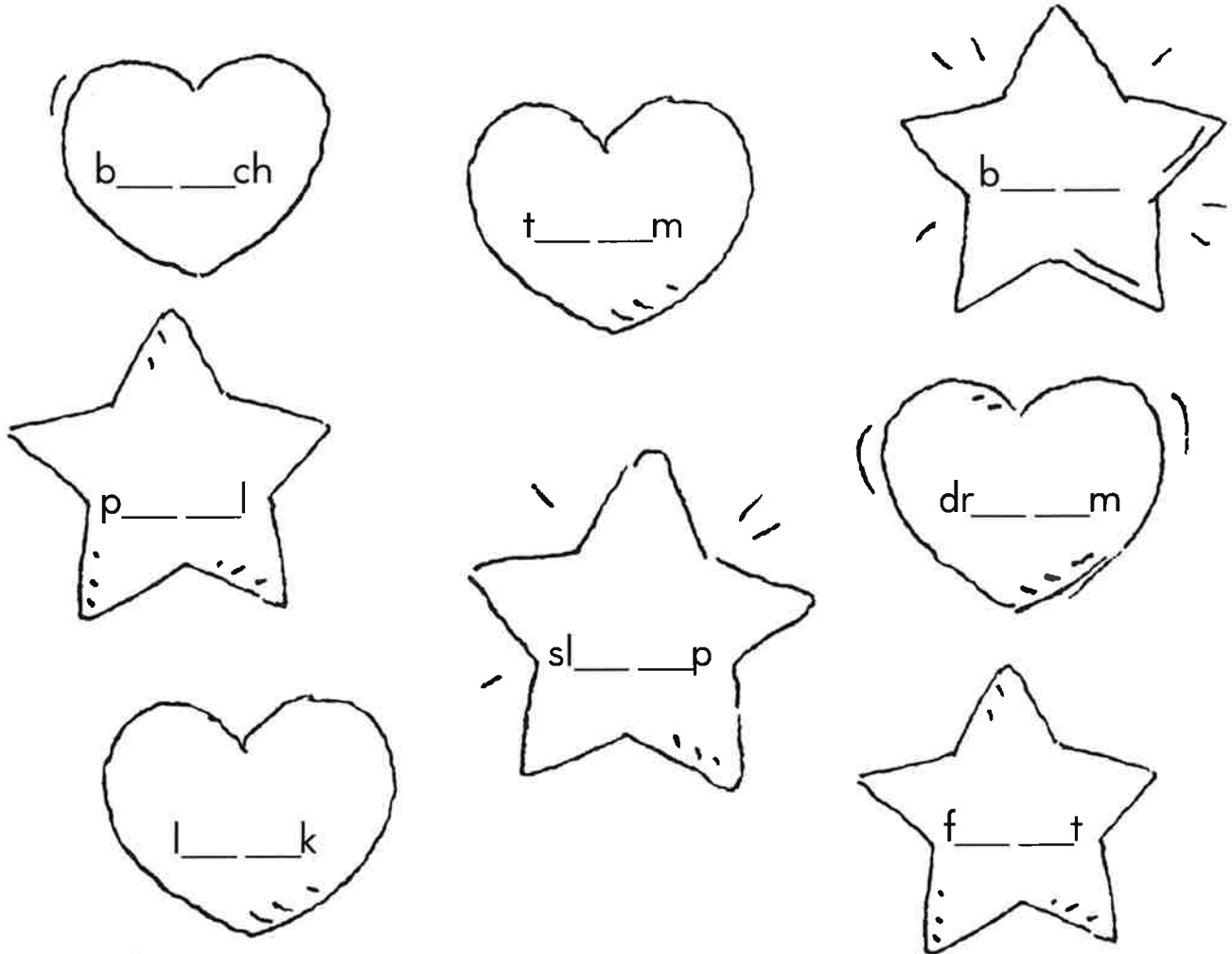
☆ Practice Pages 1–10



Directions: Have your child complete each word with **oa** or **ai**, and then write a sentence or draw a picture to show its meaning.

1. tr____n	2. s____p
3. t____d	4. sn____l
5. br____d	6. c____t
7. g____l	8. t____l

Directions: Have your child write **ee** to complete the words on stars and **ea** to complete the words on hearts. Then list each word in the correct group for the spelling of **long e**.



ee

ea

1. _____
2. _____
3. _____
4. _____

5. _____
6. _____
7. _____
8. _____

Directions: Have your child trace the gray letters and write the missing vowel pair to complete a word in each sentence.

oa ee

1. Frits will sw _____ p the steps.

ai oa

3. Tac put on her c _____ t.

oa ee

2. Sal felt sick and his thr _____ t hurt.

ea oa

4. Toc keeps her room cl _____ n.

ai ea

5. Oswald likes to p _____ nt.

ue ie

6. The sun shone in the bl _____ sky.

ai ie

7. Each team had 3 goals, so the game was a t _____.



SECTION 1:
Decoding & Spelling Practice

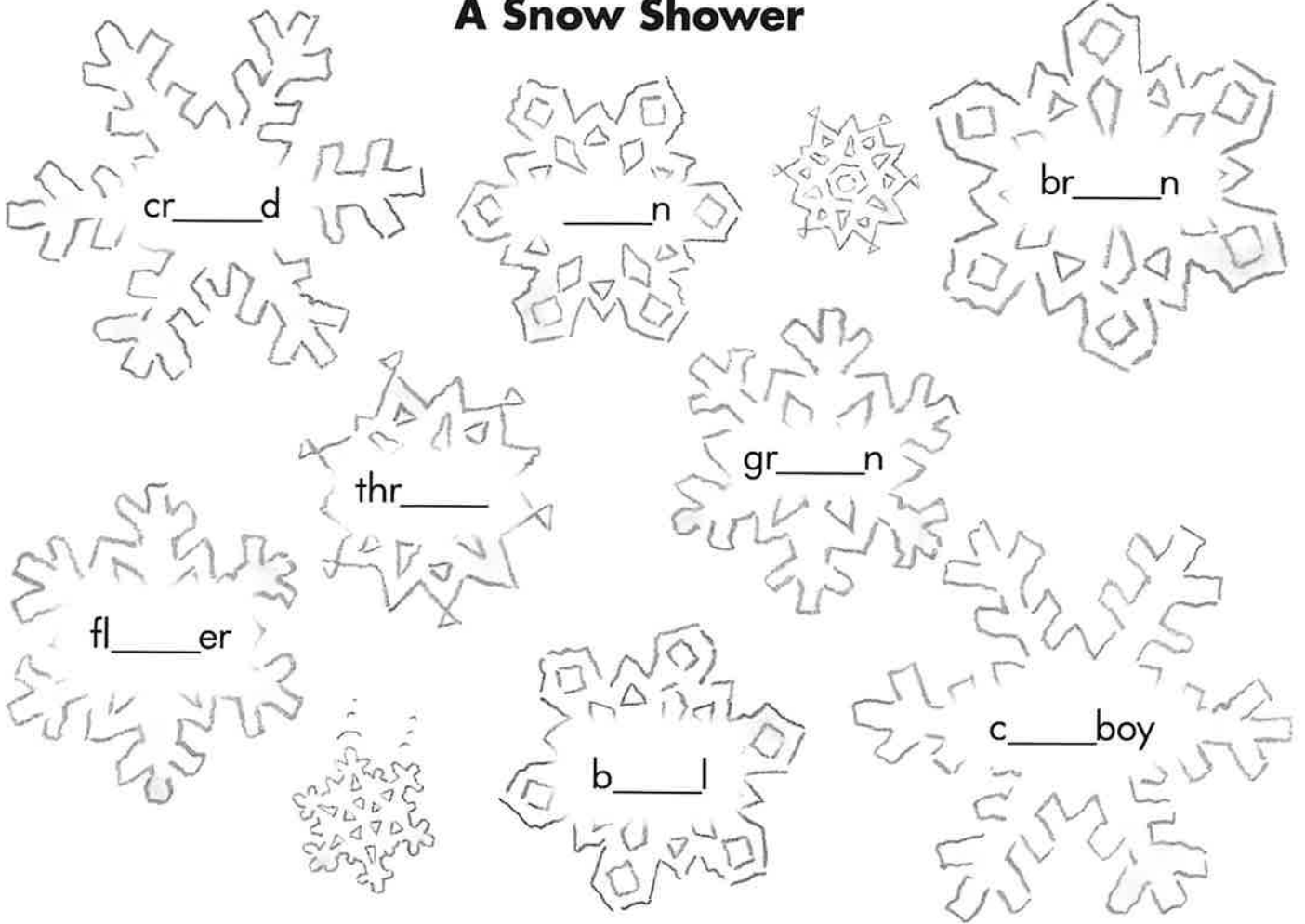
Practice Page 4

Directions: Have your child complete each word with **oi** or **oy**, and then write a sentence or draw a picture to show its meaning.

1. c____n	2. b_____
3. t_____	4. _____l
5. b_____l	6. enj_____
7. j_____n	8. p_____nt

Directions: Have your child write **ow** to complete the words, and then list each word in the correct group for the vowel sound.

A Snow Shower



ow = owl

1. _____
2. _____
3. _____
4. _____

ow = snow

5. _____
6. _____
7. _____
8. _____

SECTION 1:
Decoding & Spelling Practice

Practice Page 6

Directions: Have your child complete each word with **ar** or **or**, and then write a sentence or draw a picture to show its meaning.

1. c_____	2. h_____n
3. c_____n	4. y_____n
5. sh_____k	6. st_____m
7. f_____est	8. j_____

Directions: Have your child find and circle the words that have the sound **er**, and then list them in the correct group for their spellings.

A Perfect Party

dinner ladder under

girl turn shirt

fur frog bird

rise curb dress

ir **er** **ur**

1. _____
2. _____
3. _____

4. _____
5. _____
6. _____

7. _____
8. _____
9. _____

Directions: Have your child complete each sentence using a word from the box.

scarf
pepper

sports
thirsty

turn
hurt

bird
farm

1. Eating pretzels made Doc _____.

2. Ettabetta had a _____ around her neck.

3. Sal fell and got _____.



4. Our pet _____ chirps a lot in the morning.

5. Toc's uncle has a big barn on his _____.

6. It was Icky's _____ to wash the dishes.

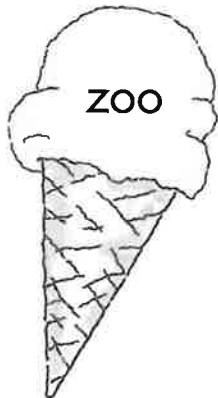
7. Tic likes to play lots of _____.

8. The _____ made Cass sneeze.



Directions: Have your child list the words with the short **oo** sound under the word **good** and the words with the long **oo** sound under the word **scoop** at the bottom of the page.

Good Scoops



good

scoop

1. _____

5. _____

2. _____

6. _____

3. _____

7. _____

4. _____

8. _____

Directions: Have your child complete each sentence using a word from the box.

foot	tooth	pool	boots
cook	book	broom	woods

1. Toc had a wiggly _____.



2. Golly hurt his _____.

3. Alf used a _____ to sweep the porch.

4. Oswald was reading a good _____.



5. Rain _____ keep your feet from getting wet.

6. The kids like to swim at the _____.

7. Tic helps _____ dinner.



8. Frits's grandpop has a cabin in the _____.

SECTION 2: Decoding Games

- ☆ Game Directions
- ☆ Word Cards
- ☆ Game Boards & Pieces



Directions: Use the word cards and game boards on the next pages to play fun decoding games with your child! See the directions below for six different games.

Concentration

Materials: Two copies of at least one page of Word Cards

Preparation: Cut out the cards and mix them up. Spread out the cards with words facedown.

To Play: Two players take turns turning over two cards and reading aloud the words. If the words match, the player should use the word in a sentence and then keep the cards. If the words don't match, the cards should be turned facedown again in their original places. Play continues until all the cards are matched. The player with the most cards at the end wins.

Slapjack

Materials: Two copies of at least two pages of Word Cards

Preparation: Cut out the cards to make two matching sets of cards, one for each player. Players place their cards in a stack in front of them.

To Play: Both players turn over a card from their own set at the same time. If the cards show different words, they turn over a new card. If the same word is shown on both cards, each player slaps a hand on top of the cards and says the word. The first player to do this uses the word in a sentence and keeps the pair of cards. (If you don't want to slap cards, the first player to say the word keeps the cards.) Play continues until all cards are matched. The player with the most cards at the end wins.

Roll and Rhyme

Materials: At least two pages of Word Cards, a die, paper, and a pencil

Preparation: Cut out the cards and place them facedown in a stack. Write each player's name at the top of separate columns on a sheet of paper.

To Play: One player turns over a card, reads the word, and rolls the die. Based on the number rolled on the die, the player must name or write 1–6 words that rhyme with and have the same ending letters as the word on the card. The player receives one point for each rhyming word. Then the next player takes a turn. Play continues until all the cards have been used. Player with the highest score wins.

Road Trip

Materials: At least two pages of Word Cards, a die, and a car cut out from the Game Pieces page or a small toy car for each player

Preparation: Cut out the Word Cards and line them faceup in a long winding path.

To Play: Players take turns rolling the die and driving their car past that number of cards while reading aloud each word. (If children have trouble counting and reading at the same time, have them count the cards first and then read the words while driving their car.) First player to reach the end of the road wins.

Variation: Make it a road race! One player reads aloud each word along the road while you time how long it takes to get to the end. Then players switch roles (or remain the timer if your child is the only player). Players can complete the race multiple times and try to improve on their fastest time each turn. Rearrange the words and path of the road every so often for more challenge.

Parking Lot

Materials: Two pages of Word Cards, a blank Parking Lot game board for each player, and eight cars cut out from the Game Pieces page or eight small toy cars for each player

Preparation: Cut out the Word Cards and spread them out faceup. Each player copies eight words from the Word Card set onto a Parking Lot, writing one word per parking space. Then stack the cards facedown.

To Play: Players take turns reading aloud a Word Card to the group. If any of the players have that word on their Parking Lots, they drive their car into the parking space. Play continues until one player has a car parked in every space.

Bingo

Materials: Two or three pages of Word Cards, a blank Bingo board for each player, and pennies or paper squares to use as markers

Preparation: Cut out the cards and spread them out faceup. Players copy words from the Word Card set onto their Bingo boards, writing one word per square, until their boards are complete. (Each board should end up with some of the same words, but in a different order.) Then stack the cards facedown.

To Play: Players take turns reading aloud a Word Card to the group. If any of the players have that word on their boards, they place a marker over it. Play continues until one player gets four words covered in a row, in a column, or diagonally and shouts, "Bingo!"

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

cake

made

hope

nose

smile

white

try

stay

funny

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

boat

road

wait

rain

team

reach

need

green

true

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

farm

dark

torn

short

dirt

bird

turn

hurt

after

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

toy

enjoy

join

point

loud

found

how

town

slow

SECTION 2:
Decoding Games

Word Cards

Directions: Use the word cards to play decoding games with your child as explained in the Game Directions.

room

soon

food

wood

took

foot

page

place

city

SECTION 2:
Decoding Games

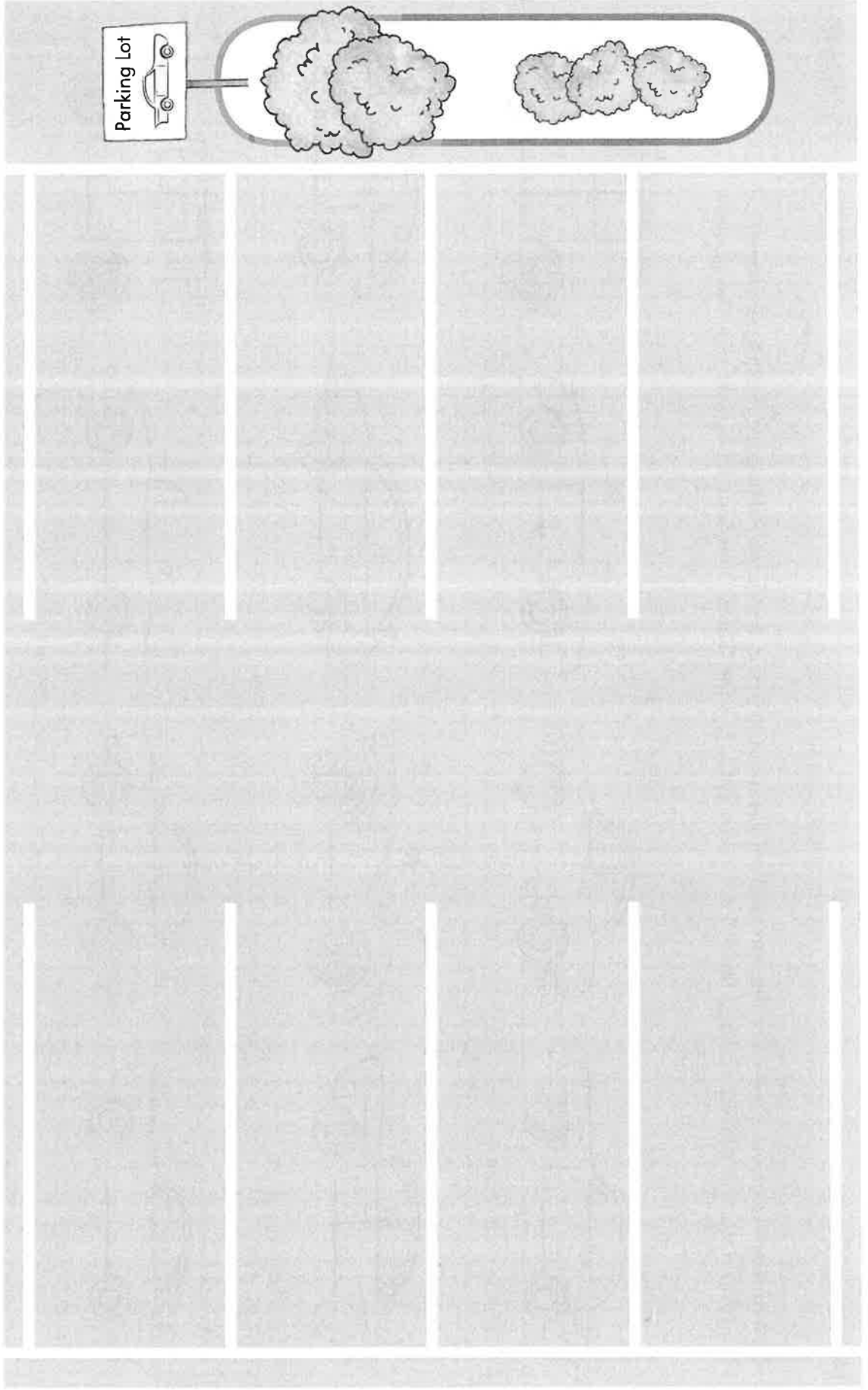
Word Cards

Directions: Use this page to create additional Word Cards. Write the chosen words on the cards and then cut them out.

SECTION 2:
Decoding Games

Game Board

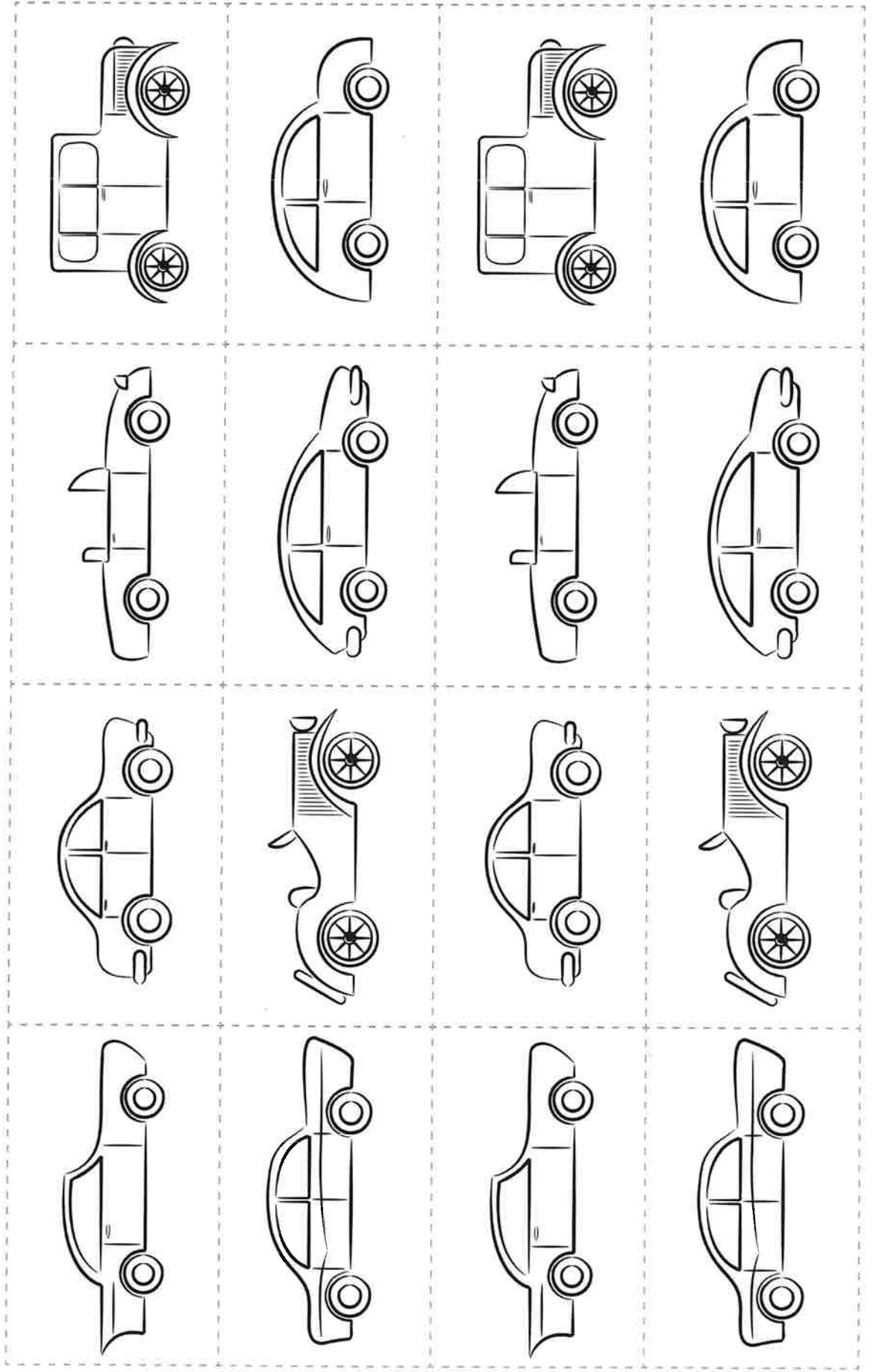
Directions: Use this template to create Parking Lot game boards. See the Game Directions for how to prepare each board and play the game.



SECTION 2:
Decoding Games

Game Pieces

Directions: Have your child color the cars and cut them out to use in the game Parking Lot (8 cars per player), Road Trip (1 car per player), or Road Race (1 car per player). See the Game Directions for how to play the games.



SECTION 2:
Decoding Games

Game Board

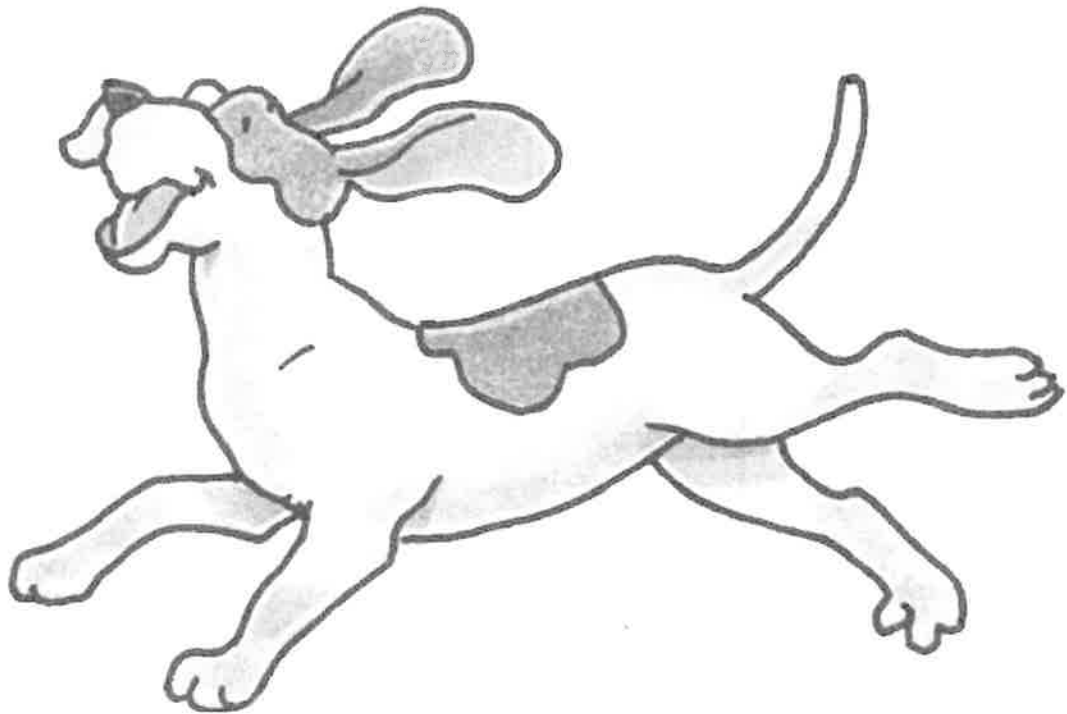
BINGO



Directions: Use this template to create Bingo boards. See the Game Directions for how to prepare each board and play the game.

SECTION 3: Reader Response































- ★ Summer Reading Log
- ★ My Book Review
- ★ About a Story Character
- ★ About an Informational Book
- ★ Book Talk Questions



SECTION 3:
Reader Response

Summer Reading Log

Directions: Help your child list the title of a book after reading it. Then have your child shade in the face that shows how he or she feels about the book.

1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

SECTION 3:
Reader Response

My Book Review

Book Title: _____

Author: _____

This book is about _____

I think the book is _____

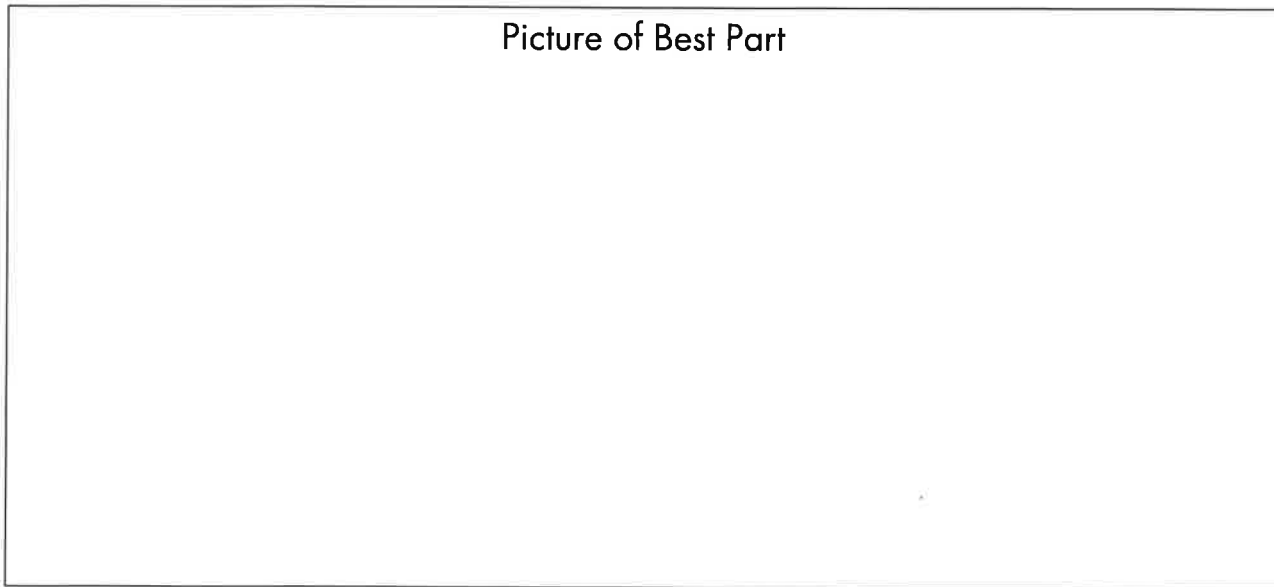
Three reasons why I think so

1. _____

2. _____

3. _____

Picture of Best Part



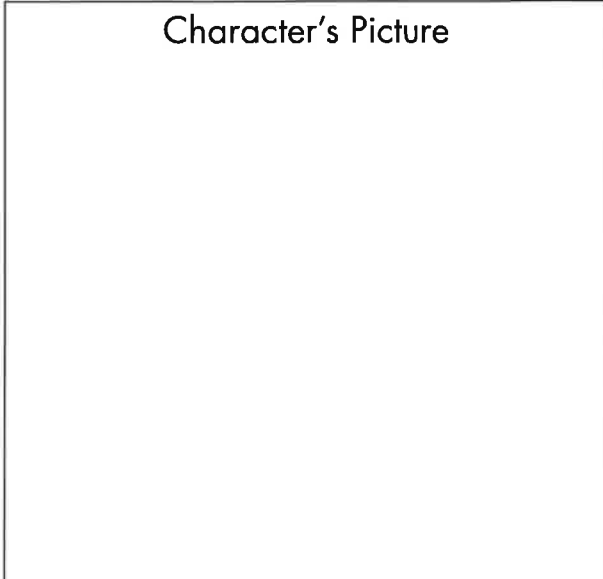
SECTION 3:
Reader Response

About a Story Character

Character's Name: _____

from the Book _____

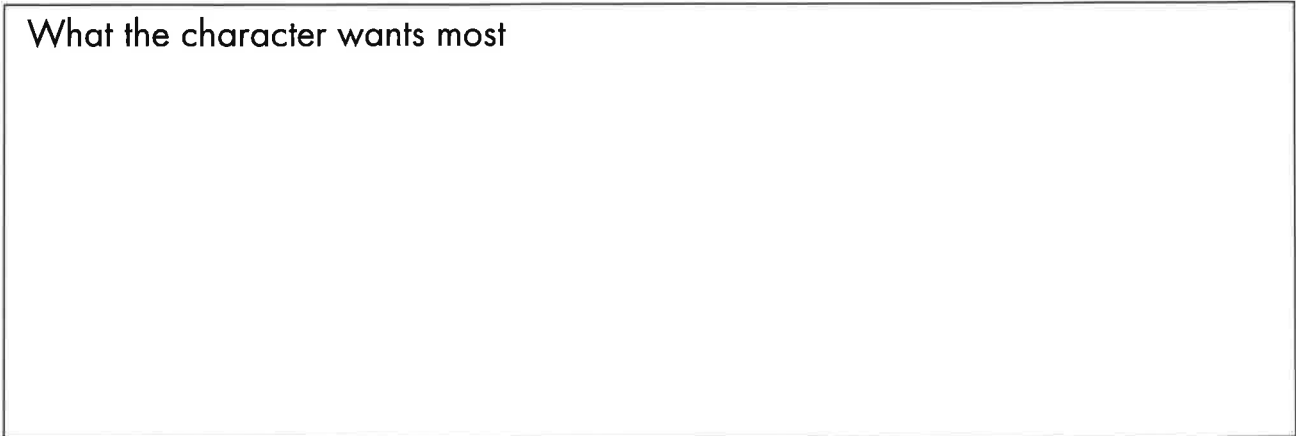
Character's Picture



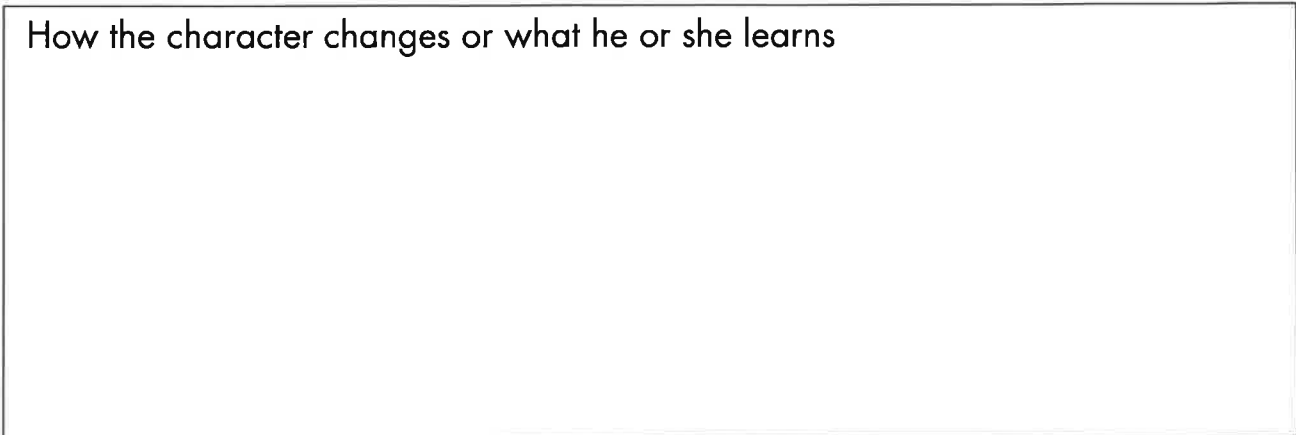
Character Traits (like brave, smart, silly)

- 1.
- 2.
- 3.
- 4.

What the character wants most



How the character changes or what he or she learns



SECTION 3:
Reader Response

About an Informational Book

Title: _____

Author: _____

Most interesting thing
I learned about:

Fun Facts!

- 1.
- 2.
- 3.

Picture It!

Caption: _____

SECTION 3:
Reader Response

Book Talk Questions

FOR FICTION

Directions: Have fun talking about books with your child! Tell each other the name and author of a fiction book you've read recently. (Note: You don't need to have read the same book.) Then take turns answering the questions below. You can roll a die or draw a number from a hat to determine which question to answer during your turn.

1. Tell about one of the main characters in the book. What is the person like?

4. Describe a setting where the story takes place. Why is this setting important for what happens in the story?

2. Who makes the most trouble for the main characters in the story? Tell what this character is like.

5. Describe how a character changes or learns a lesson in the story. What can you learn from this for your own life?

3. Describe a problem the main character has. How does the problem get solved?

6. Would you recommend the book to others? Why or why not?

SECTION 3:
Reader Response

Book Talk Questions

FOR INFORMATIONAL TEXT

Directions: Have fun talking about books with your child! Tell each other the name and author of an informational book you've read recently. (Note: You don't need to have read the same book.) Then take turns answering the questions below. You can roll a die or draw a number from a hat to determine which question to answer during your turn.

1. What was the most interesting thing you read about in the book?

4. What did you think of photographs, illustrations, or diagrams in the book? How did they help your understanding?

2. Share two or three interesting facts from the book.

5. What idea do you think the author wants readers to remember most after reading the book?

3. Would you like to read another book about the same topic? Why or why not?

6. Would you recommend the book to others? Why or why not?