



LEVEL 2
SET 1
FICTION

A day at the maze



BROUGHT TO YOU FROM THE WORLD OF
PRIM-ED
R.I.C.

Get ready to read.

Say these sounds:

a ai ay a e

Practise blending these words:

snail play maze rain

cave hay April table

Read these spiky words:

the they to love one
want was of for

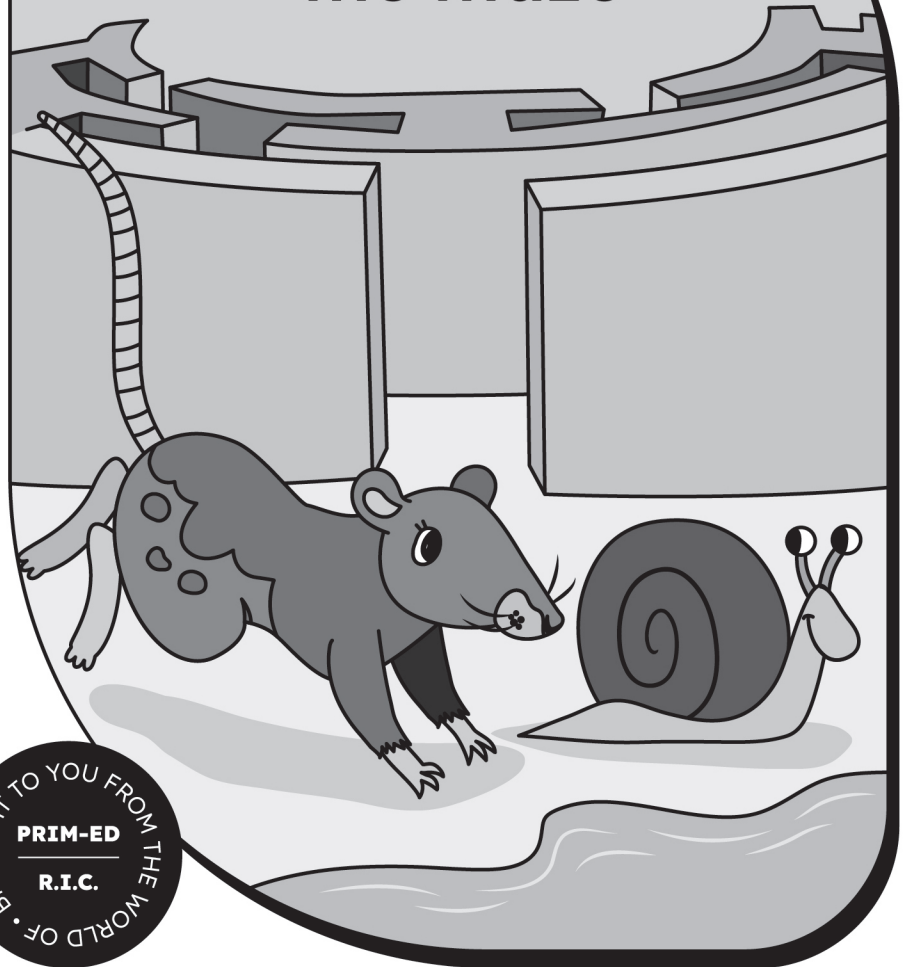


Need HELP?
Go to the back page.



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Sample subject to change.

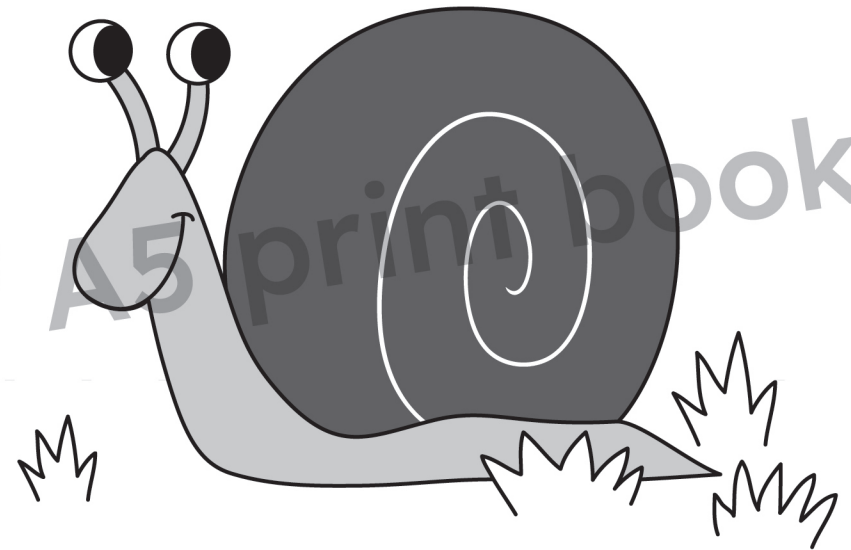
Jay is a grey rat with a long, pink tail.

Digital sample

of A5 print book.



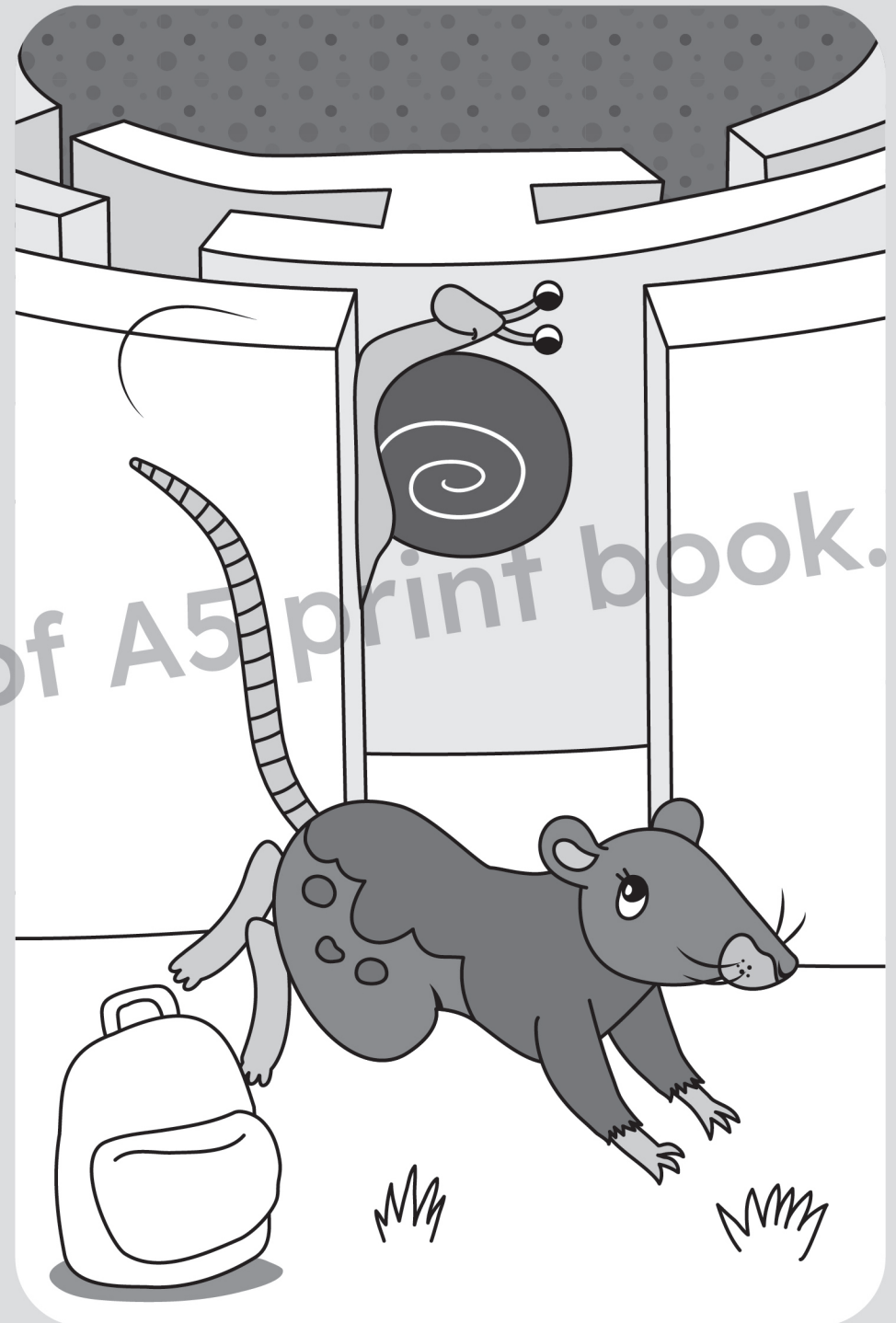
Jay's best pal is a snail.
The snail's name is April.



Jay and April love to play games. The best game is chase.

They play chase in the big maze, next to the lake.

Digital sample



One day, Jay and April
went to play in the maze.
But it was raining!

Digital sample



The pals did not want to get wet.

Digital sample

of A5 print book.



They hunted for a safe,
snug spot to rest and
wait for the rain to stop.

Digital sample

of A5 print book.



Jay and April came upon
a cave. In the cave was
a table and a little rug
made of hay.

Digital sample



Jay and April felt safe
and snug in the cave.
They sat and ate cake
and grapes.

Digital sample



Then the pals had a nap
as they waited for the
rain to stop.

Digital sample

of A5 print book.



It was not long until the sun's rays got them up.

Jay and April set off to play.



Digital sample of *No print book.*

The pals played games of chase until the end of the day. It was a fun day at the maze.

Digital sample



Questions:

1. Where do Jay and April like to play?
2. How do you think Jay and April felt when they found the cave?
3. Do you think it was a good idea for Jay and April to wait for the rain to stop? Why, or why not?
4. What does 'snug' mean in the sentence, 'Jay and April felt safe and snug in the cave'?

Sample subject to change.



Are you stuck? Try these:



Point to the word you are stuck on.



Look at the whole word from left to right.



Point to each letter or letter pattern in the word, and say the sound out loud.



Blend the sounds together quickly to say the word.



Listen to the word. Does it make sense? Try reading the whole sentence again.



If you are still stuck, ask an adult for help.

Reading should always be roaring fun!

Use these tips to help build your learner's confidence with reading.

Decode, don't guess!

- Practise reading and saying the sounds and words on the 'Get ready to read page' with your learner. Model how to read the 'tricky words' by sounding them out and pointing out any sounds your learner may not already know.
- If your learner gets stuck on a word, encourage them to sound it out using the prompts on the back page. Never ask them to guess the word using the first letter or the picture.
- If they are still stuck, demonstrate how to break the word into sounds and read it for them.

Encourage accurate and fluent reading.

- If your learner makes an error, pause and gently correct them by repeating what they read or redirecting them to the part they read incorrectly.
- Point out the punctuation and explain what these mean (e.g. a comma is a short pause).

Help build vocabulary and understanding.

- Before, during, or after reading, discuss the meaning of any words that your learner may not be familiar with.

Most importantly, have fun and praise your learner for their monster effort!

Sample subject to change.

TURN READING INTO MONSTER-SIZED
FUN WITH BOOK MONSTER
DECODABLE READERS!



Fiction collection

SET	SOUNDS	TITLE	CODE	ISBN
LEVEL 1 BASIC CODE				
1	s a t p i m c	The pit	8562	978-1-923005-14-3
2	f n d o r g	Sad dog	8563	978-1-923005-15-0
3	k b h l v/ve e u	Ken's bugs	8564	978-1-923005-16-7
4	ck qu x j w z y	Quack!	8565	978-1-923005-17-4
5	ll ss ff zz	Ziff the Wiz	8566	978-1-923005-18-1
6	sh ch th wh ng	Which ship?	8567	978-1-923005-19-8
7	CVCC/CCVC	The clam	8568	978-1-923005-20-4
8	Suffixes -ed (t/d), -ing, -es, -le	Jump, jumped, jumping	8569	978-1-923005-21-1
LEVEL 2 EXTENDED CODE				
1	a ai ay a_e	A day at the maze	8570	978-1-923005-22-8
2	ee ea y_e	Say 'cheese!'	8571	978-1-923005-23-5
3	i igh y ie i_e	Simon's bright kite	8572	978-1-923005-24-2
4	o oa ow o_e	Rose the crow	8573	978-1-923005-25-9
5	oo ew ue u_e	June the blue mule	8574	978-1-923005-26-6
6	oi oy	The toy box	8575	978-1-923005-27-3
7	ow ou	Cloud the owl	8576	978-1-923005-28-0
8	air ear are ere	The bear and the hare	8577	978-1-923005-29-7
LEVEL 3 COMPLETE THE CODE				
1	oo u oul	The bull that would not pull	8578	978-1-923005-30-3
2	ar a	Marla and the barnyard band	8579	978-1-923005-31-0
3	in er ear ur or	The funny bird contest	8580	978-1-923005-32-7
4	or au aw al ore	Mr Shaw's store	8581	978-1-923005-33-4
5	c ce s se ss j dge ge g	That nice giant	8582	978-1-923005-34-1
6	r rr wr n nn kn m mm mb f ff ph	The brave knight	8583	978-1-923005-35-8
7	sh ci ti ch ch tch tu	A creature at the station	8584	978-1-923005-36-5
8	s si ge	Treasure in the garage	8585	978-1-923005-37-2



Sample subject to change.

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BARCODE