



Activities  
between  
Years  
1 and 2



Reading **eeggs**

**SUMMER**

**FUN PACK**



[www.readingeggs.com](http://www.readingeggs.com)





## Dear Parent or Guardian,

Your child has take-home access to Reading Eggs/Eggspress, a highly engaging and personalised reading resource that makes learning to read fun for kids. They simply sign-in using any compatible computer or mobile device.

**Fast Phonics** is designed for students who are learning to read using systematic synthetic phonics as the key strategy, helping them to sound out words. Children explore peaks, full of fun activities and decodable reading books, along with the yeti and friends.

**Reading Eggs** makes learning to read interesting and engaging for kids, with great online reading games and activities. Children love the games, songs, golden eggs and other rewards which, along with feeling proud of their reading, really motivate children to keep exploring and learning.

**Reading Eggspress** is designed for the older readers and provides them with a unique and effective learning environment where they can improve their English language and comprehension skills in a way that is both exciting and relevant.

## What's included?

### Student Console Map



### Top 8 Tips on using Reading Eggs at home



### Activity Pack



Student Reading Eggs Login

Login and Password

Login

Password

Remember me [Need help? Click here](#)

Let me in

Reading Eggs can be accessed on PC / Mac, and Android devices as well as windows tablets and Chromebooks. Download the free app to access Reading Eggs, out and about, on your phone.

### Blue gems: Words

Students can review all of the new words they have learnt, organised per Peak. This is ideal for revision and for building confidence. Students can feel proud of their achievements.

### Yeti shop and coin count

Yeti is the core character in Fast Phonics. Students can use the Yeti coins they have earned to buy a different Yeti. The special purple Yeti is the most exclusive upgrade!

### Pink gems: Sounds

In the My Progress area, students can keep track of the letters and sounds they have learnt. They can also replay the videos to watch and enjoy at any time.

### Green gems: Books

This screen in the My Progress area shows students the collection of books they have read. Students can proudly watch their library grow, and they can reread any book whenever they want.



### Students' Yeti

Students can purchase different Yetis from the Yeti Shop.

### Play

Enter their current peak.

### Logout button

### Review Peak Progress

This screen lets students see an overview of their progress. It records their average score for End of Peak Quizzes, as well as the total number of sounds and words learnt, and books read. Results are displayed in a simple, colourful format for students to easily understand.

### Student's Yeti Cave

Students earn different cave upgrades as they progress through Fast phonics.

## Student Console Map



### My Program

The My Program feature provides more than 350 fiction and nonfiction books that match each student's reading level!



### Storylands

These 20 lessons contain 140 activities that cover Emergent and Early reading levels 1-10 and build reading, vocabulary and comprehension skills in the land of Clinker Castle. Storylands is available after lesson 60.



### Spelling

This section focuses on building students' skills in spelling. To access this area, students must have completed reading lesson 40.



### My Lesson

This is the core of the program - the reading lessons.



### Driving Tests

This section consists of tests covering sight words, phonic skills and content-area vocabulary. When a student successfully completes a test, they are rewarded with a racing car game. Driving Tests can be accessed after lesson 40 is completed.



### Reading Journal

The Reading Journal celebrates and supports reading for pleasure. It automatically records the books (or chapters) read by the student. They are then able to rate and comment on the books they read. Students even get to design their own Reading Journal.



### Story Factory

This section opens up a world of story writing with a weekly story writing competition. A student can access the Story Factory after they complete lesson 10.



### House

Each child can visit their house and find all their belongings, including any critters collected, and Story Factory stories they have submitted sitting on their bookshelf. This is available after lesson 10.



### Awards

This is where your awards are shown on your trophy shelf.



### Games

Students can earn Golden Eggs for completing stack up in the Eggy Bank and they can use them to play games. This can be accessed after students' complete lesson 5.



### Puzzles

Students complete word puzzles and practise sight word recognition whilst being rewarded with Golden Eggs! Puzzles are available after lesson 40 is completed.



### Critters

After each lesson, children are rewarded with a great new Reading Eggs critter to add to their zoo.



### Play

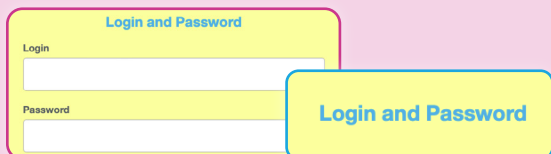
This room consists of seven sections with over 120 fun and exciting activities.



### Songs

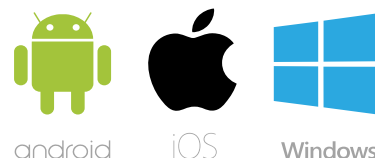
This is where you can access all of the fantastic songs from within the Reading Eggs lessons, all in one fun spot.

# Top 7 Tips for using Reading Eggs at home this summer



1. Make sure you have your child's Reading Eggs username and password.

2. Reading Eggs can be accessed on PC / Mac, iOS and Android devices as well as Windows tablets and Chrome books. Download the free app, to use Reading Eggs on your smart phone, great for when you are out and about or on a long car journey.



3. Sign up for a free parent account linked to your child's account. You'll get to see the progress your child has made at school, and as you spend time at home on Reading Eggs, you'll see your child continue to make progress.

4. Encourage your child to earn eggs by completing their lessons. They can use their eggs to shop for their house or Avatar.



5. Visit the Reading Eggs Library with over 3,500 books. Use the age sliders and the search facility to help you choose a book. Don't forget to design your Reading Journal where all your books are tracked automatically! You can even write a review and rate the book.

6. Practising off-line is important too!  
Use the worksheets below to practise on paper.








7. Reading Eggs is full of great additional activities that make learning fun. In the Play, House, Awards, Plaza, Games, and Critters Area, children will enjoy using their rewards to shop and play!






8. Celebrate achievements and effort!  
Certificates can be found in 'My Awards'.  
If you have access to a printer, print them off and display throughout the house.


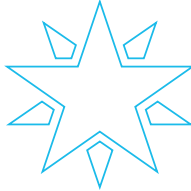

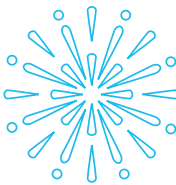



# Incentive chart for:

Colour each one when you have completed work.

Week	Day 1	Day 2	Day 3	Day 4	Day 5
Online Lesson					

Worksheets					
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Done!					
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Notes/thoughts/ideas

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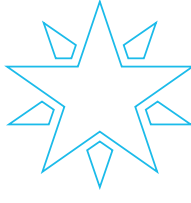
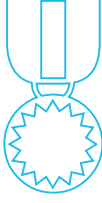
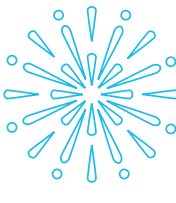

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Done!					
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Notes/thoughts/ideas

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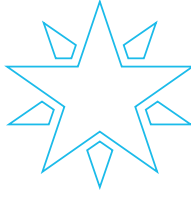
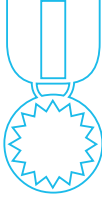
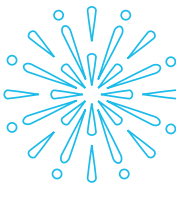

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------------	--	--	---	--	--

Done!					
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Notes/thoughts/ideas

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Reading



**GREAT WORK!**



Reading



# WHEEEEE!



# Get Ready for Year 2

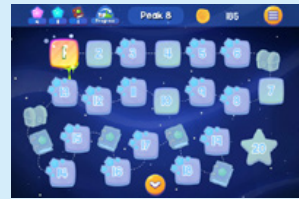
## Reading skills focus

- Hear and identify the sounds **sh, ch, th, ng**, and match each sound to its letters.
- Practise breaking a word into its sounds, then blend the sounds to read the word.
- Understand that sometimes 2 letters can make one sound called a digraph.
- Read and write the word **them**.

## Online

### Fast Phonics Peak 8

- Letters and sounds focus: **sh, ch, th, ng**
- Learn about digraphs.
- Split a word into its sounds for spelling.
- Read high frequency and tricky words – **look, than, then, that, them, you, we**
- Fast recall of the words: **cash, chin, fish, for, he, her, his, king, long, me, moth, my, ring, shell, shop, sing, that, them, thick, this, we, wing, with**
- Read 4 books and answer questions to build comprehension.



## Worksheets

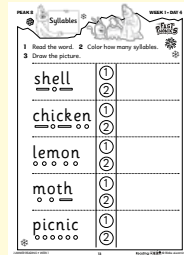
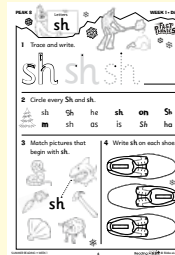
Letters **sh**; Letters **ch**

Beginning sounds; Letters **th**

Letters **ng**; Beginning and end sounds

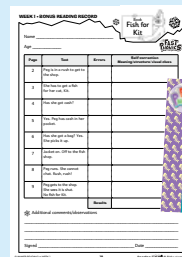
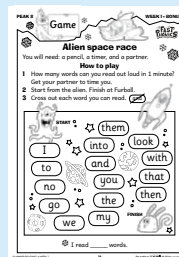
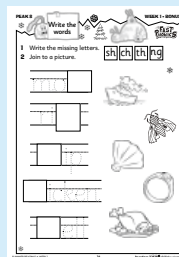
Word **them**; Syllables

Making words; Making CVC and CVCC words



## Bonus pages

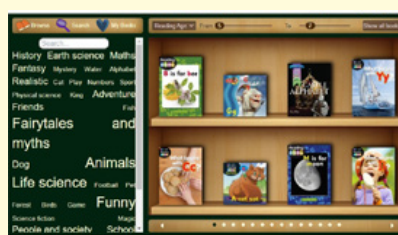
- Write the words
- Captions
- Alien space race
- Reading record *Fish for Kit*



## Additional Reading Eggspress library books

1 Go to Library

2 Search for titles



- *Going Fishing*
- *The Long Red Coat*
- *You Cannot Run, Yasin!*
- *Diggers*

# Sound Chart

sh



shell

ch



chicken

th

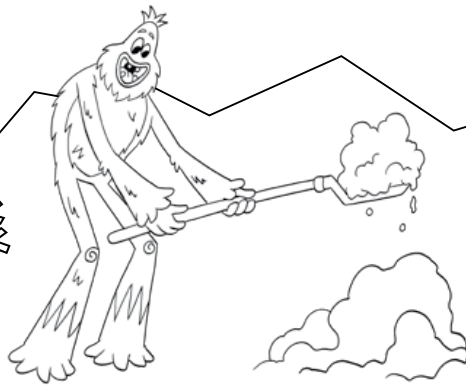
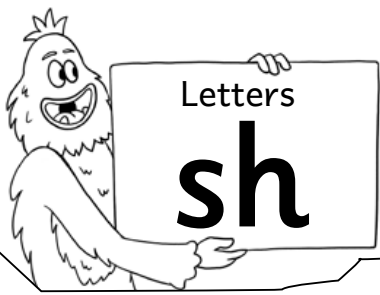


thumb

ng



ring



1 Trace and write.



2 Circle every Sh and sh.



sh

Sh

he

sh

on

Sh

m

sh

as

is

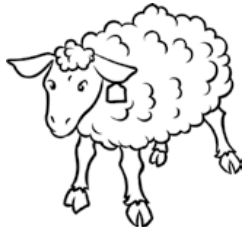
Sh

ha

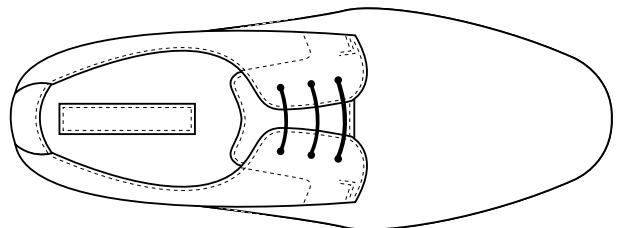
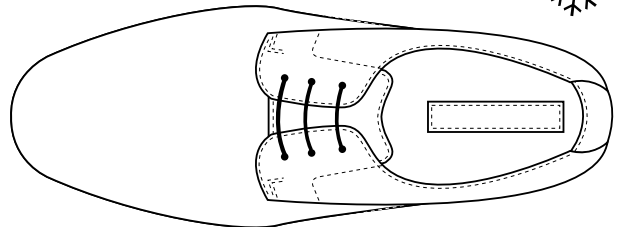
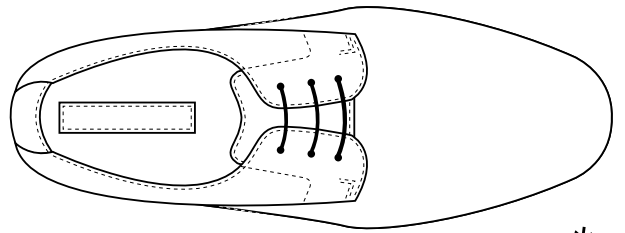
3 Match pictures that begin with sh.

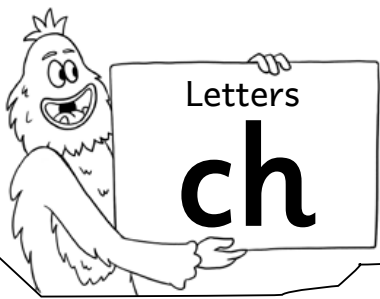


sh



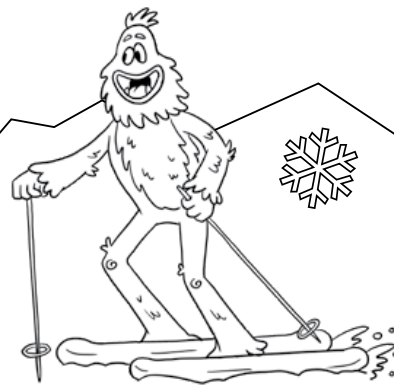
4 Write sh on each shoe.





Letters

ch



1 Trace and write.



2 Circle every Ch and ch.

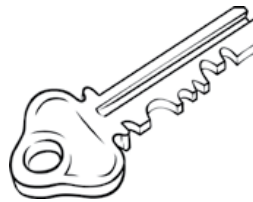
he	ch	ca	<b>ch</b>	<b>ha</b>	<b>ch</b>
<b>Ch</b>	sc	ch	ck	sh	Sh

3 Colour the picture in each row that begins with ch.

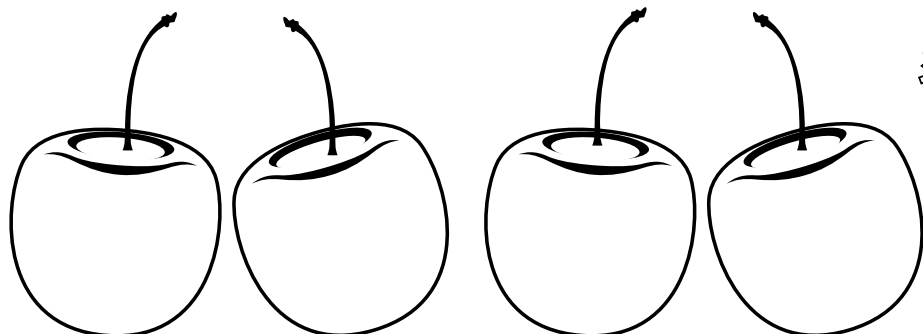
ch

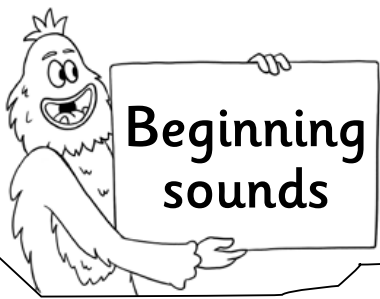


ch



4 Write ch on every cherry.





Beginning sounds

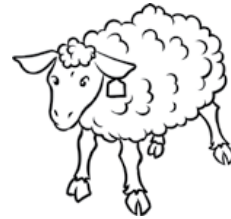
1 Match each picture to its beginning sound.



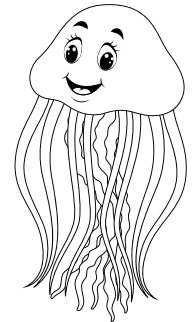
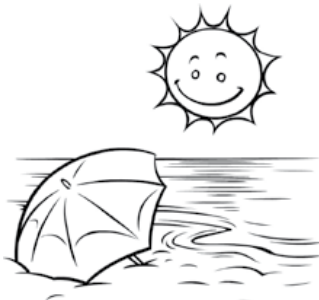
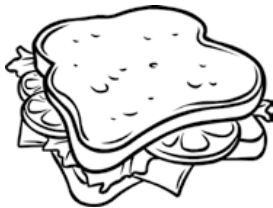
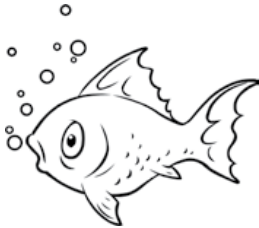
sh



ch



2 Colour the end sound.



sh ch

sh ch

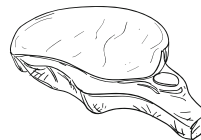
sh ch

sh ch

3 Unjumble the letters. Write each word.



e sh d



p o ch

\_\_\_\_\_

\_\_\_\_\_



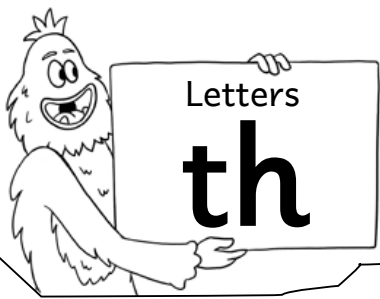
n i ch



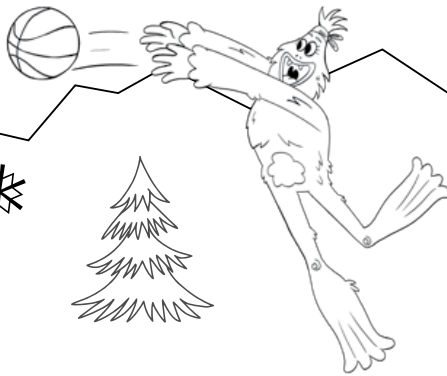
ll sh e

\_\_\_\_\_

\_\_\_\_\_



Letters  
**th**



1 Trace and write.

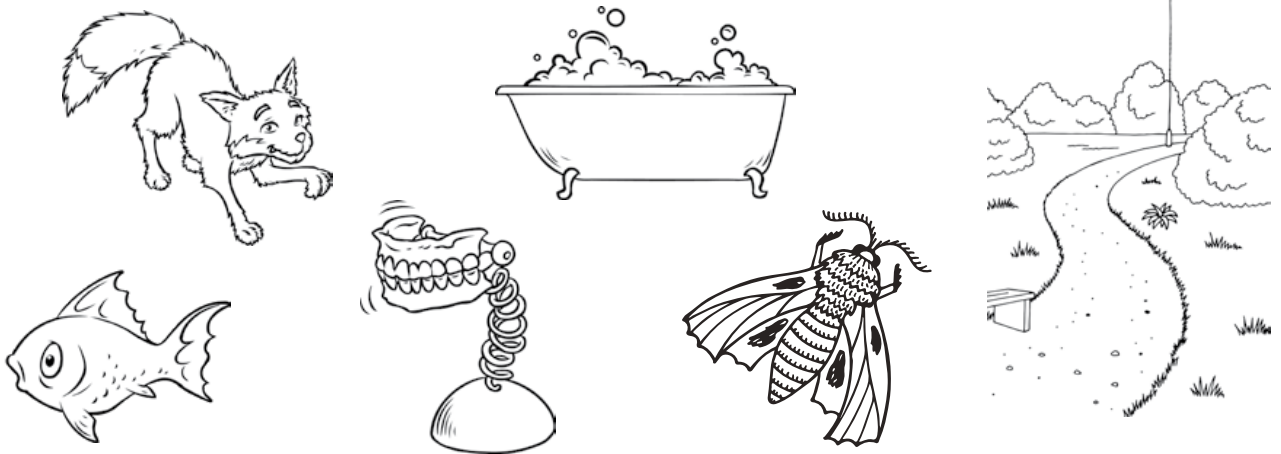


2 Circle every th.

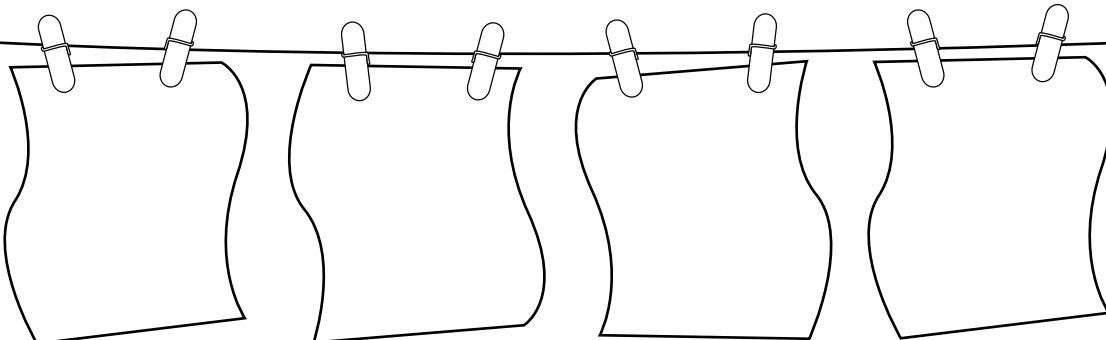
sh      th      ch      **th**      it      sh  
**th**      at      th      ck      ch      th



3 Colour the things that end in th.



4 Write th on each cloth.

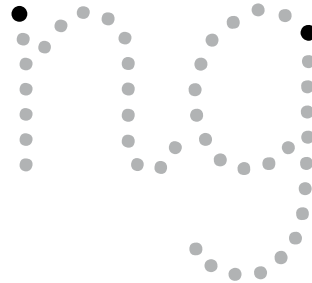
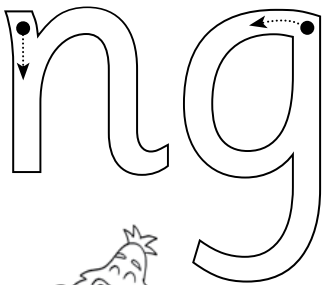






Letters  
**ng**

1 Trace and write.



\_\_\_\_\_



2 Circle every ng.



ch

no

ng

ck

ng

ug

ag

ng

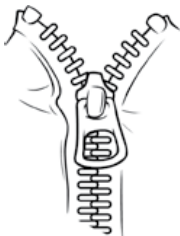
sh

ng

on

go

3 Match pictures that end with ng.

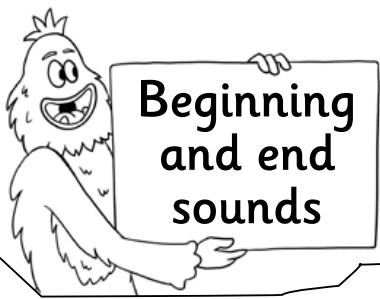


**ng**

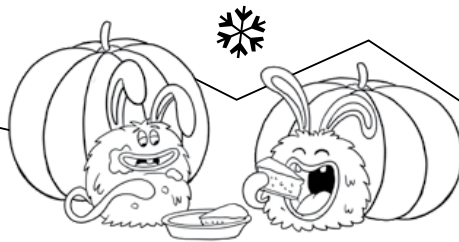


4 Write ng on the icing.

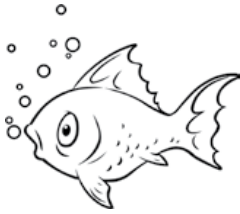




Beginning  
and end  
sounds

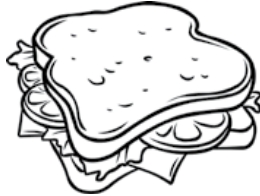


1 Colour the end sound.



ch sh

th ng



ch sh

th ng



ch sh

th ng



ch sh

th ng

2 Write the missing end sound.



ri \_\_\_\_\_



di \_\_\_\_\_



mo \_\_\_\_\_



wi \_\_\_\_\_

3 Circle the word that has the sound.

ng

ran

sing

bug

th

rat

ten

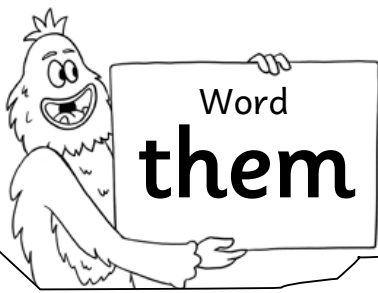
then

ch

hat

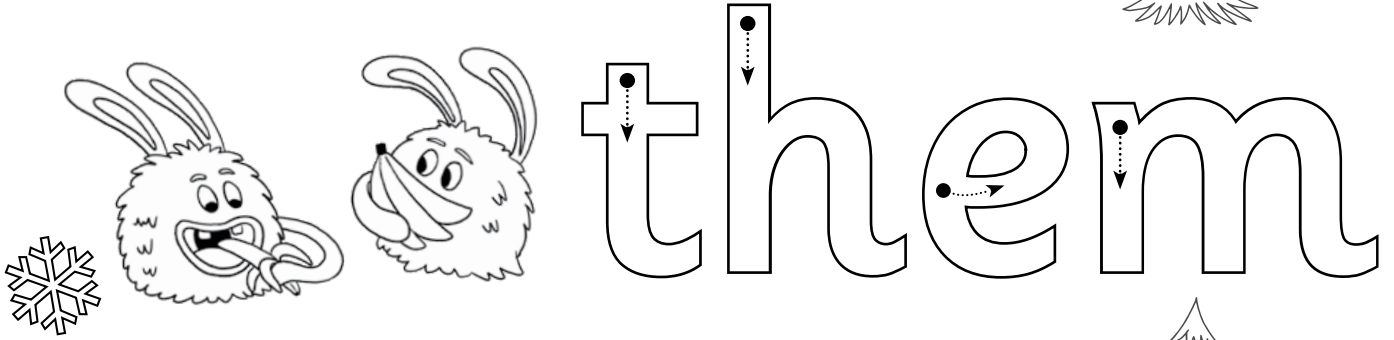
chat

cap

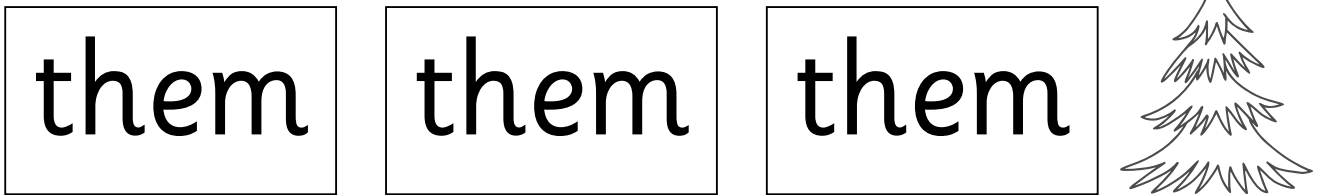


Word  
**them**

1 Make a rainbow  word.



2 Read them 3 times.

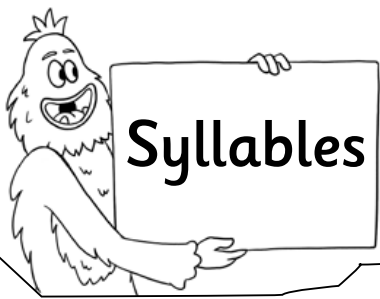


3 Find them.

them	met	them	him	the
yet	them	<b>he</b>	<i>them</i>	me
them	man	let	men	them

4 Write.





- 1 Read the word.
- 2 Colour how many syllables.
- 3 Draw the picture.

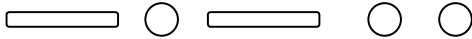
shell



1

2

chicken



1

2

lemon



1

2

moth



1

2

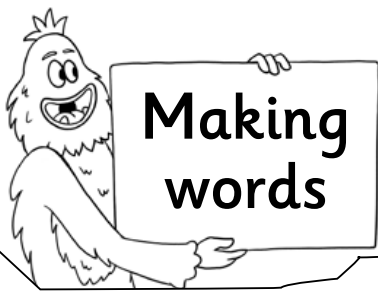
picnic



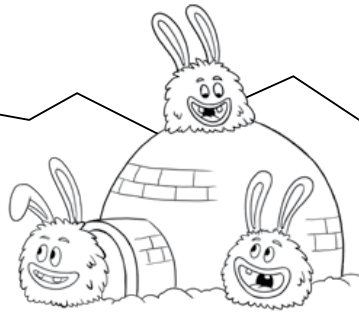
1

2





Making words



1 Say the word. Colour its beginning, middle, and end sound. Write the word.



s r a i sh ng

\_\_\_\_\_



sh th u i p g

\_\_\_\_\_



m n a o ch th

\_\_\_\_\_

2 Complete each word. Join to a picture.

ng ch th sh

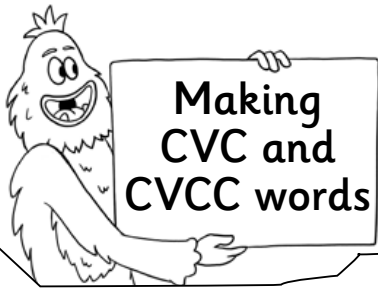
\_\_\_\_\_ ell

\_\_\_\_\_ icken

ki \_\_\_\_\_

too \_\_\_\_\_





1 Make CVC and CVCC words using these letters.  
Circle the real words.

consonants

ch sh th ng n r p m

vowels

a e i o u

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--	--	--

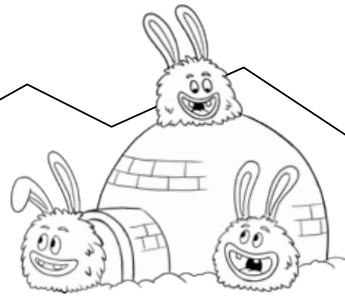
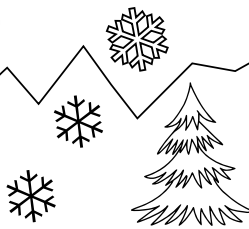
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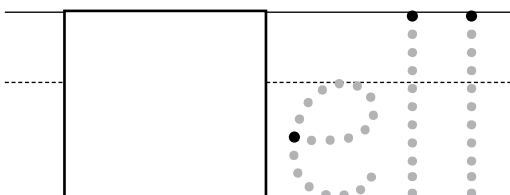
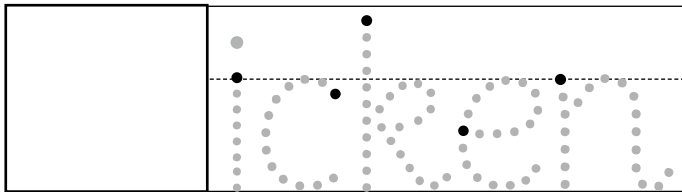
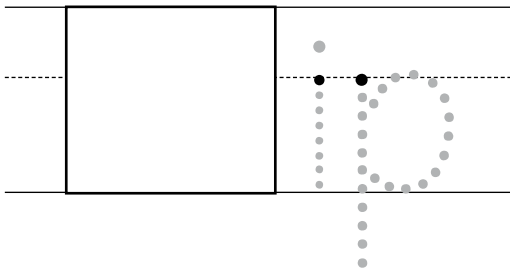
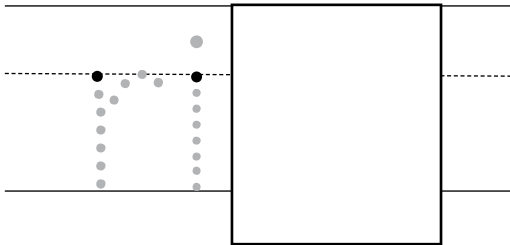
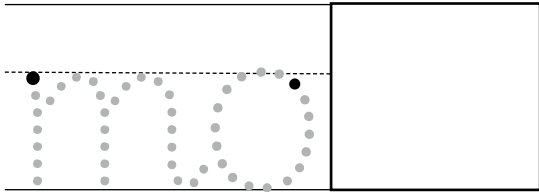
Write the words



1 Write the missing letters.

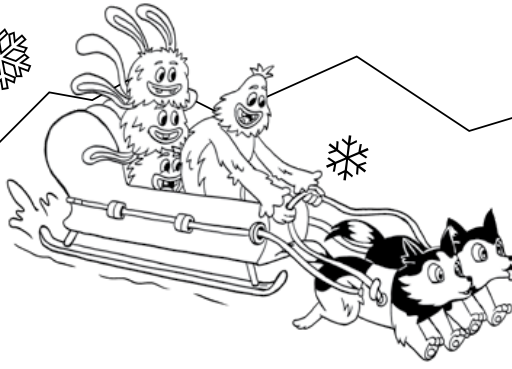
2 Join to a picture.

sh ch th ng





# Captions



1 Trace. Copy.

swirl big wings

---

---

---

2 Trace. Copy. Draw a picture.



children's snow sled

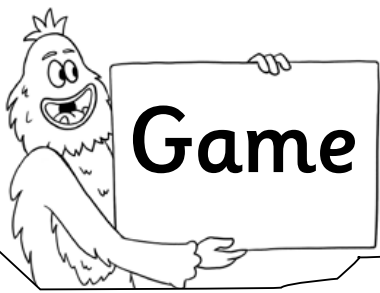
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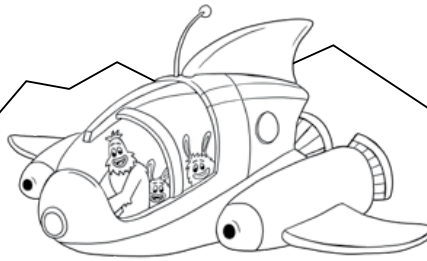
---







Game



# Alien space race

You will need: a pencil, a timer, and a partner.

## How to play

- 1 How many words can you read out loud in 1 minute?  
Get your partner to time you.
- 2 Start from the alien. Finish at Furball.
- 3 Cross out each word you can read. ~~and~~

**START**

them

into

look

I

and

with

to

you

that

no

the

then

go

we

my

**FINISH**

I read \_\_\_\_\_ words.

# BONUS READING RECORD



Book  
**Fish for  
Kit**



**FAST  
PHONICS**

Name \_\_\_\_\_

Age \_\_\_\_\_

Page	Text	Errors	Self-correction Meaning/structure/visual clues
2	Peg is in a rush to get to the shop.		
3	She has to get a fish for her cat, Kit.		
4	Has she got cash?		
5	Yes. Peg has cash in her pocket.		
6	Has she got a bag? Yes. She picks it up.		
7	Jacket on. Off to the fish shop.		
8	Peg runs. She cannot chat. Rush, rush!		
9	Peg gets to the shop. She sees it is shut. No fish for Kit.		
		<b>Results</b>	

❄️ Additional comments/observations

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Signed \_\_\_\_\_ Date \_\_\_\_\_

# Get Ready for Grade 2

## Reading skills focus

- Hear and identify the sounds **ai**, **ee**, **igh**, **oa**, and match each sound to its letters.
- Practise breaking a word into its sounds, then blend the sounds to read the word.
- Read some more long vowel digraphs.
- Read and write the word **along**.

## Online

### Fast Phonics Peak 9

- Letters and sounds focus: **ai**, **ee**, **igh**, **oa**
- Split a word into its sounds for spelling.
- Read high frequency and tricky words – **along**, **but**, **if**, **its**, **me**, **oh**, **out**
- Fast recall of the words: **along**, **boat**, **coat**, **feel**, **feet**, **foal**, **goat**, **he**, **her**, **light**, **me**, **nail**, **rain**, **right**, **road**, **see**, **she**, **soap**, **teeth**, **toad**, **we**
- Read 4 books and answer questions to build comprehension.

## Worksheets

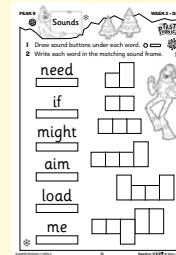
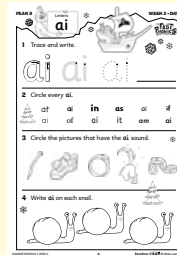
Letters **ai**; Letters **ee**

Middle sounds; Letters **igh**

Letters **oa**; Middle sounds

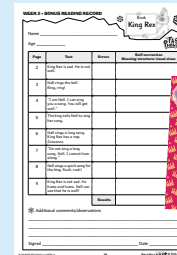
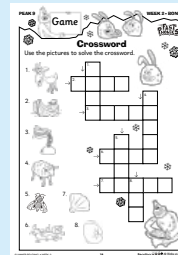
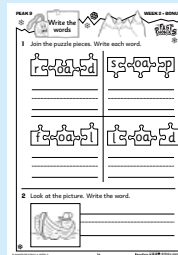
Word **along**; Sounds

Making words; Read. Draw. Write.



## Bonus pages

- Write the words
- Captions
- Crossword
- Reading record *King Rex*



## Additional Reading Eggspress library books

1 Go to Library

2 Search for titles



- *Max has a Bad Night*
- *Feeding at Night*
- *At the Fun Fair*
- *Meet Jim!*

# Sound Chart

ai



rain

ee



leek

igh

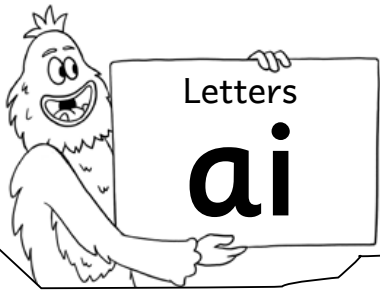


night

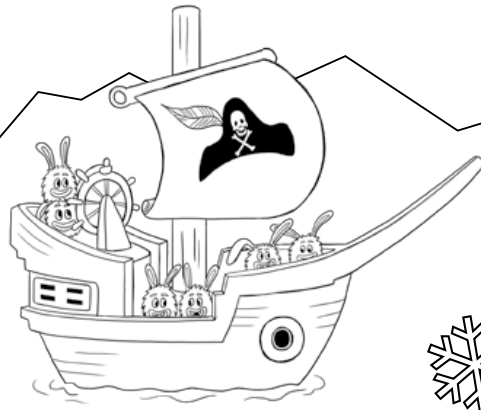
oa



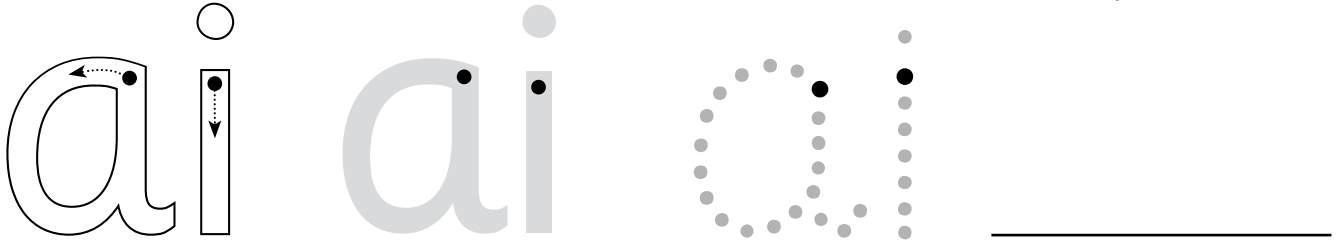
goat



Letters  
**ai**



1 Trace and write.



2 Circle every ai.



at

ai

in

as

ai

if

ai

of

ai

it

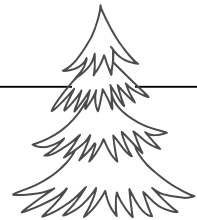
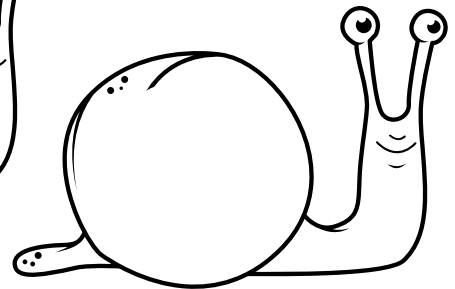
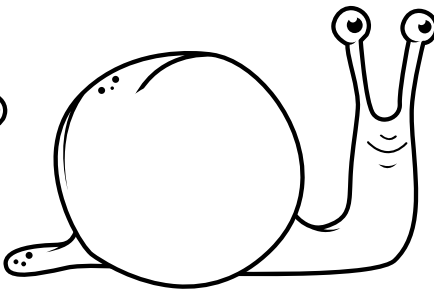
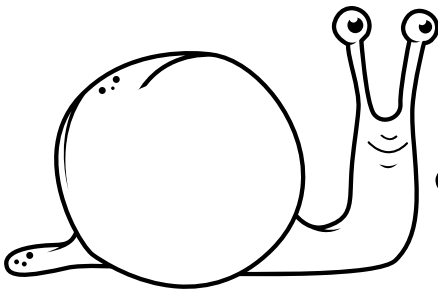
am

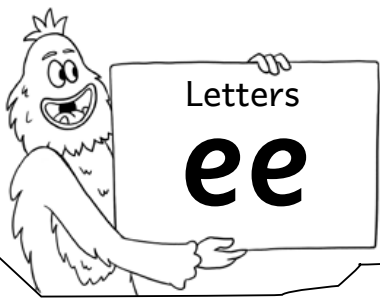
ai

3 Circle the pictures that have the ai sound.

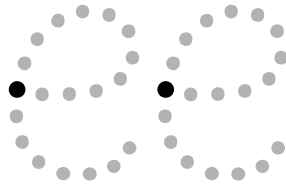
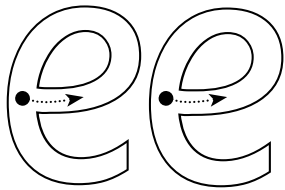


4 Write ai on each snail.





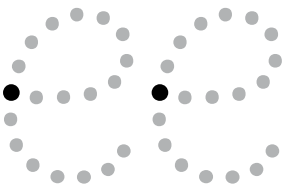
1 Trace and write.



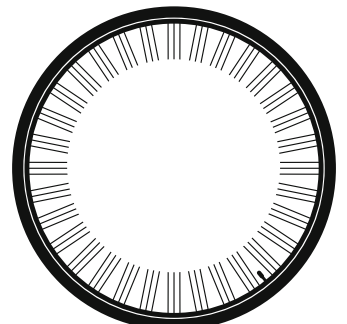
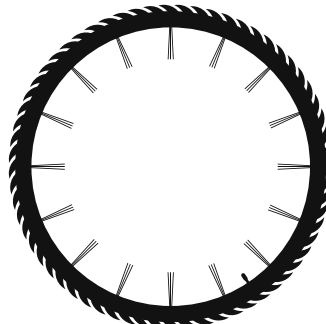
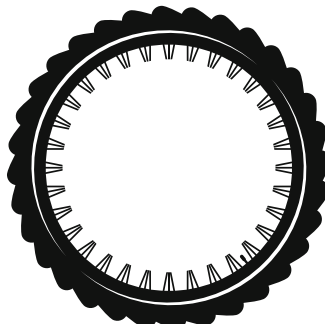
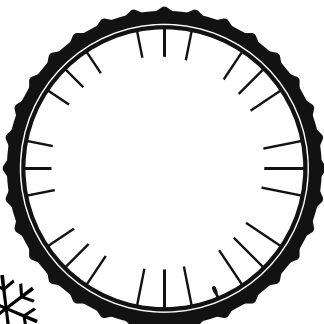
2 Circle every ee.

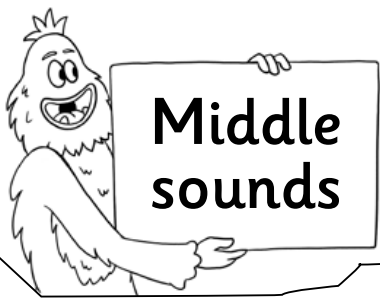
ai	ee	en	et	ee	ell
ee	ed	ee	eg	em	ee

3 Colour the picture in each row that has ee.



4 Write ee on each wheel.





Middle sounds

1 Match each picture to its middle sound.

ai

ee

2 Colour the middle sound for each picture.

ai

ee

ai

ee

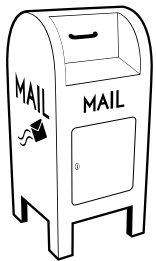
ai

ee

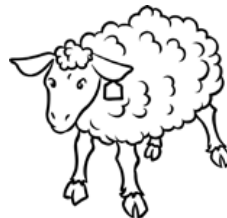
ai

ee

3 Write the missing letters. Read each word.



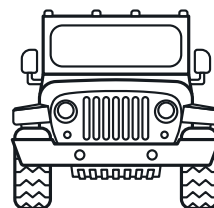
m \_\_\_\_\_ l



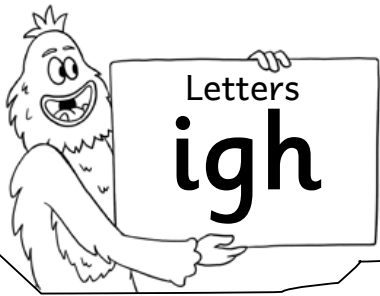
sh \_\_\_\_\_ p



r \_\_\_\_\_ n

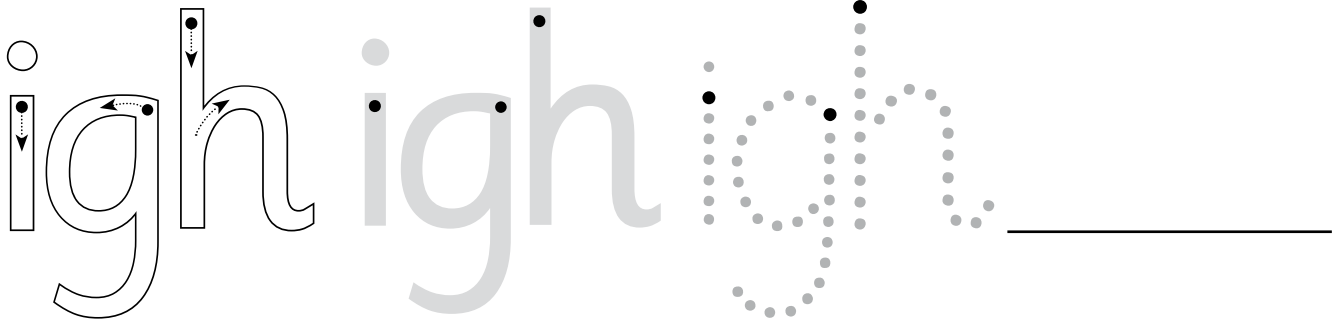


j \_\_\_\_\_ p



Letters  
**igh**

1 Trace and write.



2 Circle every igh.

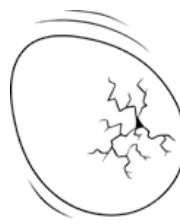
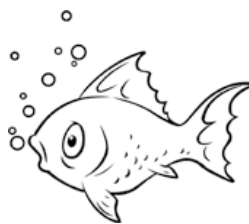
go      get      igh      ch      ai      igh  
hit      igh      hi      igh      th      igh

3 Colour the picture in each row that has igh.

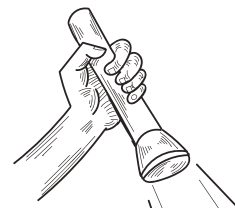
igh



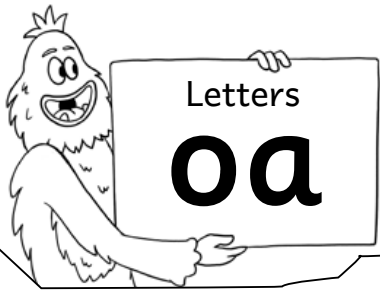
igh



4 Write igh  
under each  
bright light.







Letters

oa



1 Trace and write.



2 Circle every oa.



ee

oa

on

at

oa

igh

oa

as

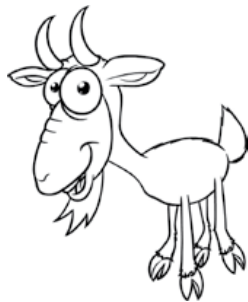
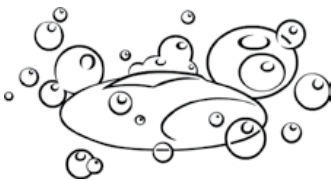
no

oa

an

oa

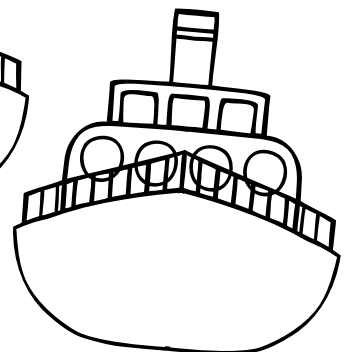
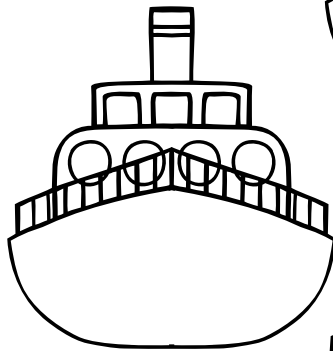
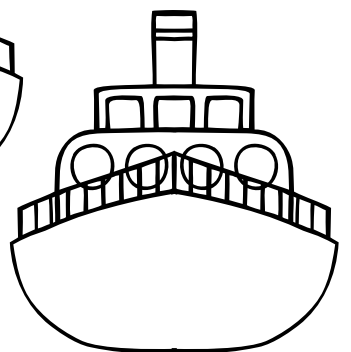
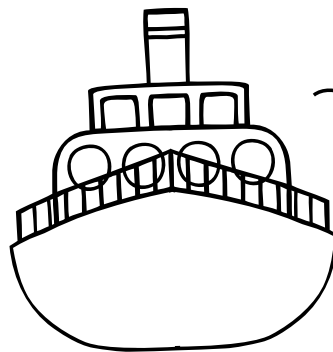
3 Match pictures that have oa.

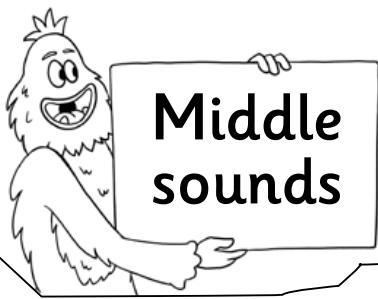


oa

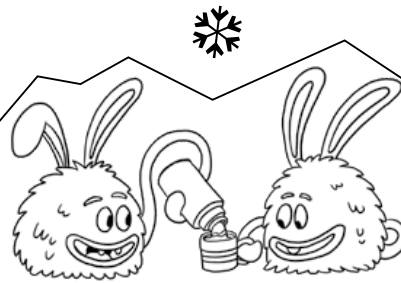


4 Write oa on each boat.

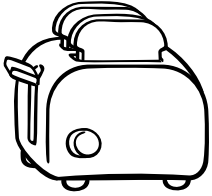




Middle sounds



1 Colour the middle sound.



ai ee

ai ee

ai ee

ai ee

igh oa

igh oa

igh oa

igh oa

2 Write the missing letters. Match to a picture.

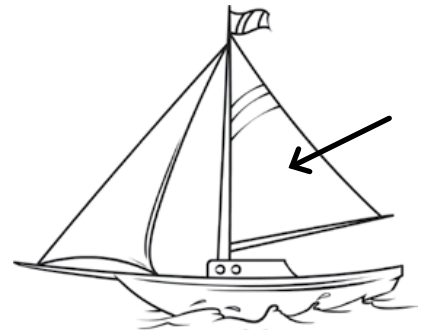
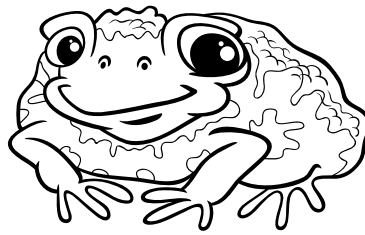
ai ee igh oa

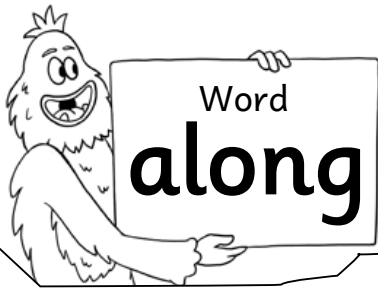
t \_ \_ th

s \_ \_ l

t \_ \_ d

n \_ \_ t





Word  
**along**

1 Make a rainbow  word.



**along**

2 Read **along** 3 times.

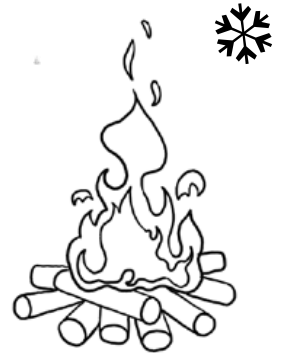
**along**

**along**

**along**

3 Find **along**.

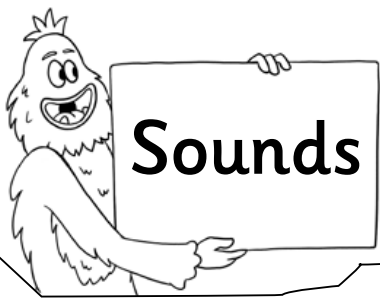
long	and	along	song
along	rang	<b>an</b>	along
wing	along	load	<b>coal</b>



4 Copy.

**run along the road**





# Sounds



1 Draw sound buttons under each word. ○ —



2 Write each word in the matching sound frame.



need


if


might

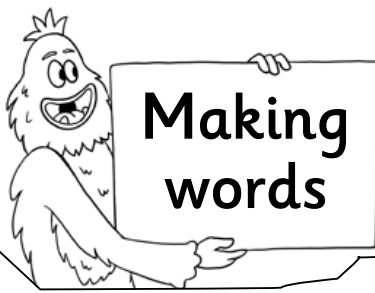


aim

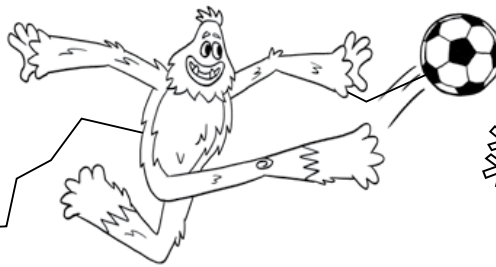

load


me





# Making words



**1** Say the word. Colour its beginning, middle, and end sound. Write the word.



b p ee ai c s

\_\_\_\_\_



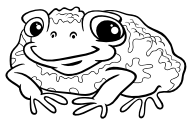
th ch igh ai m n

\_\_\_\_\_

1+1=2 ✓

r m igh ee d t

\_\_\_\_\_



h t ai oa n d

\_\_\_\_\_

**2** Join the letters to make the word.



r ee t  
g oa p



r igh c  
l ai t



f igh t  
h ee l



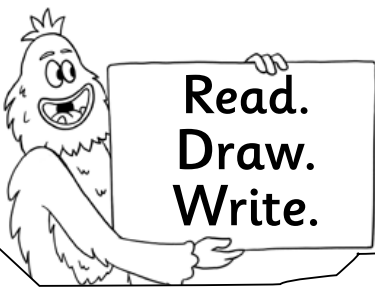
m ai l  
n oa t



p oa t  
b ai l



r ee t  
b ai n



1 Read the words. Draw the picture.

This sheep can sail a boat.

2 Look at the picture. Write a sentence.



---

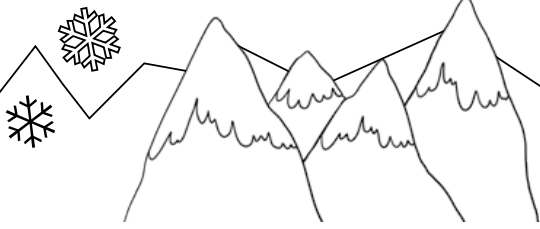
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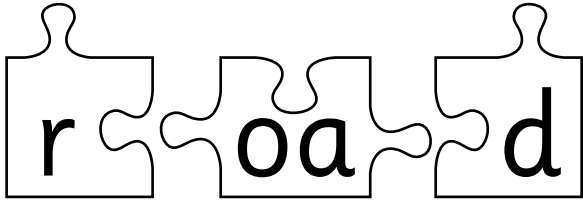
---



Write the words



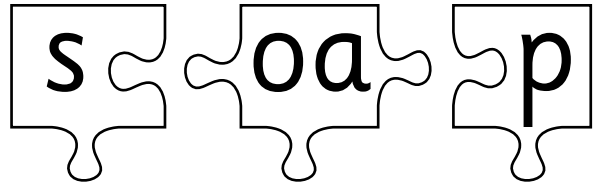
1 Join the puzzle pieces. Write each word.



\_\_\_\_\_

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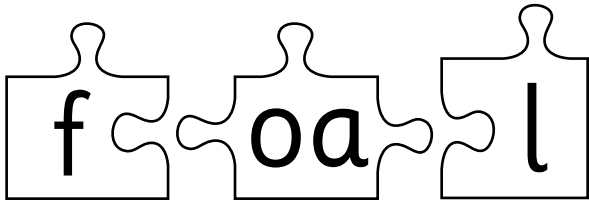
\_\_\_\_\_



\_\_\_\_\_

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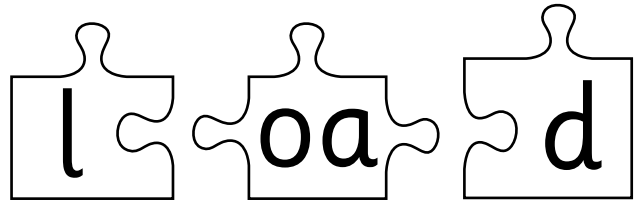
\_\_\_\_\_



\_\_\_\_\_

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\_\_\_\_\_

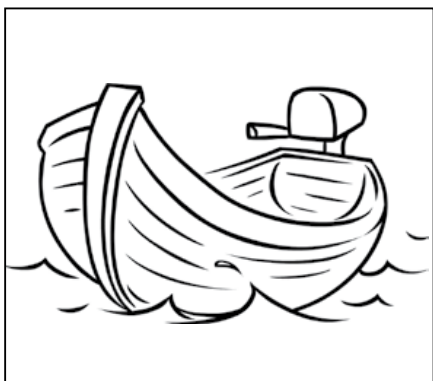


\_\_\_\_\_

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\_\_\_\_\_

2 Look at the picture. Write the word.



\_\_\_\_\_

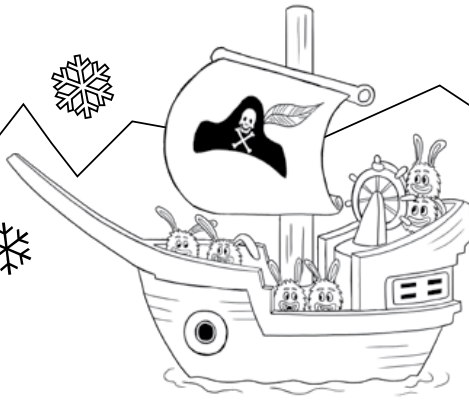
-----

\_\_\_\_\_





# Captions



1 Trace. Copy.

o n l o w b y b o o

Blank handwriting lines for copying the words from the first section.

2 Trace. Copy. Draw a picture.



g o l d s o n t h e t r o o d

Blank handwriting lines for copying the words from the second section.

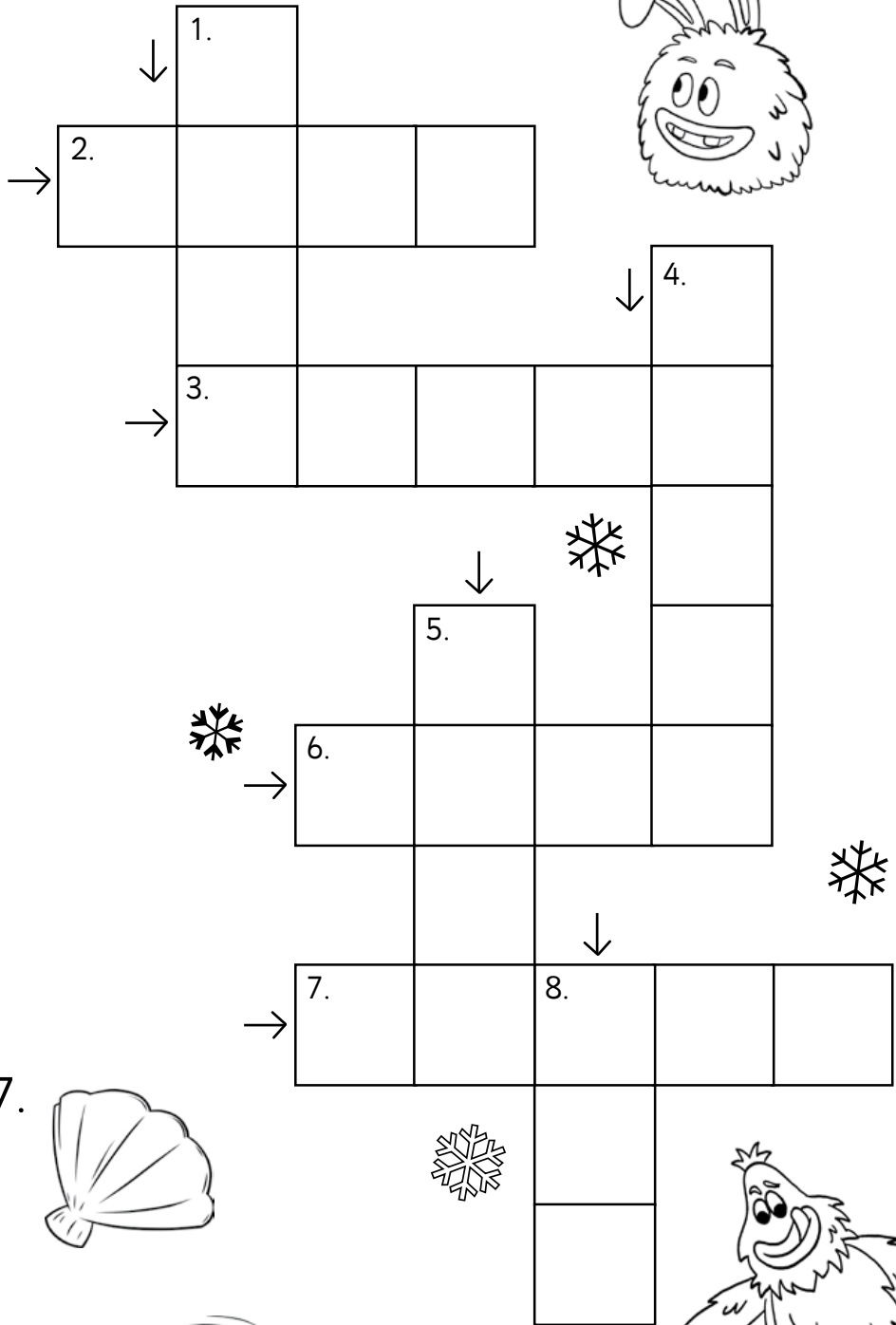
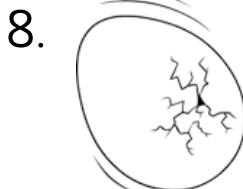
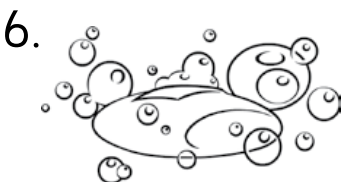
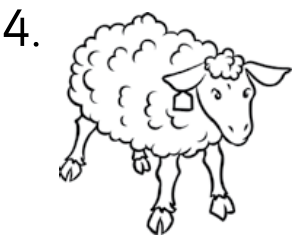
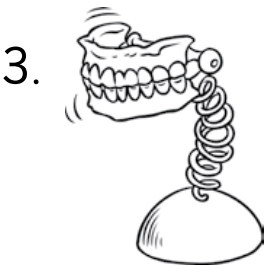
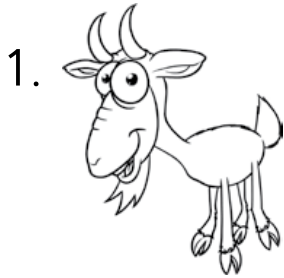
Large empty rectangular box for drawing a picture related to the caption 'gol ds on the troo d'.



# Game

## Crossword

Use the pictures to solve the crossword.



# BONUS READING RECORD



Name \_\_\_\_\_

Age \_\_\_\_\_

Page	Text	Errors	Self-correction Meaning/structure/visual clues
2	King Rex is sad. He is not well.		
3	Nell rings the bell. Ring, ring!		
4	"I am Nell. I can sing you a song. You will get well."		
5	The king tells Nell to sing her song.		
6	Nell sings a long song. King Rex has a nap. Zzzzzzzz.		
7	"Do not sing a long song, Nell. I cannot hum along."		
8	Nell sings a quick song for the king. Rush, rush!		
9	King Rex is not sad. He hums and hums. Nell can see that he is well!		
		<b>Results</b>	

❄️ Additional comments/observations

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Signed \_\_\_\_\_ Date \_\_\_\_\_