

Story written by Roderick Hunt  
Illustrations by Alex Brychta



### **What's this story about?**

Each child wins a prize at the fair by catching a plastic duck with a hook. When Kipper wins a large, stuffed dog, Floppy is not happy.

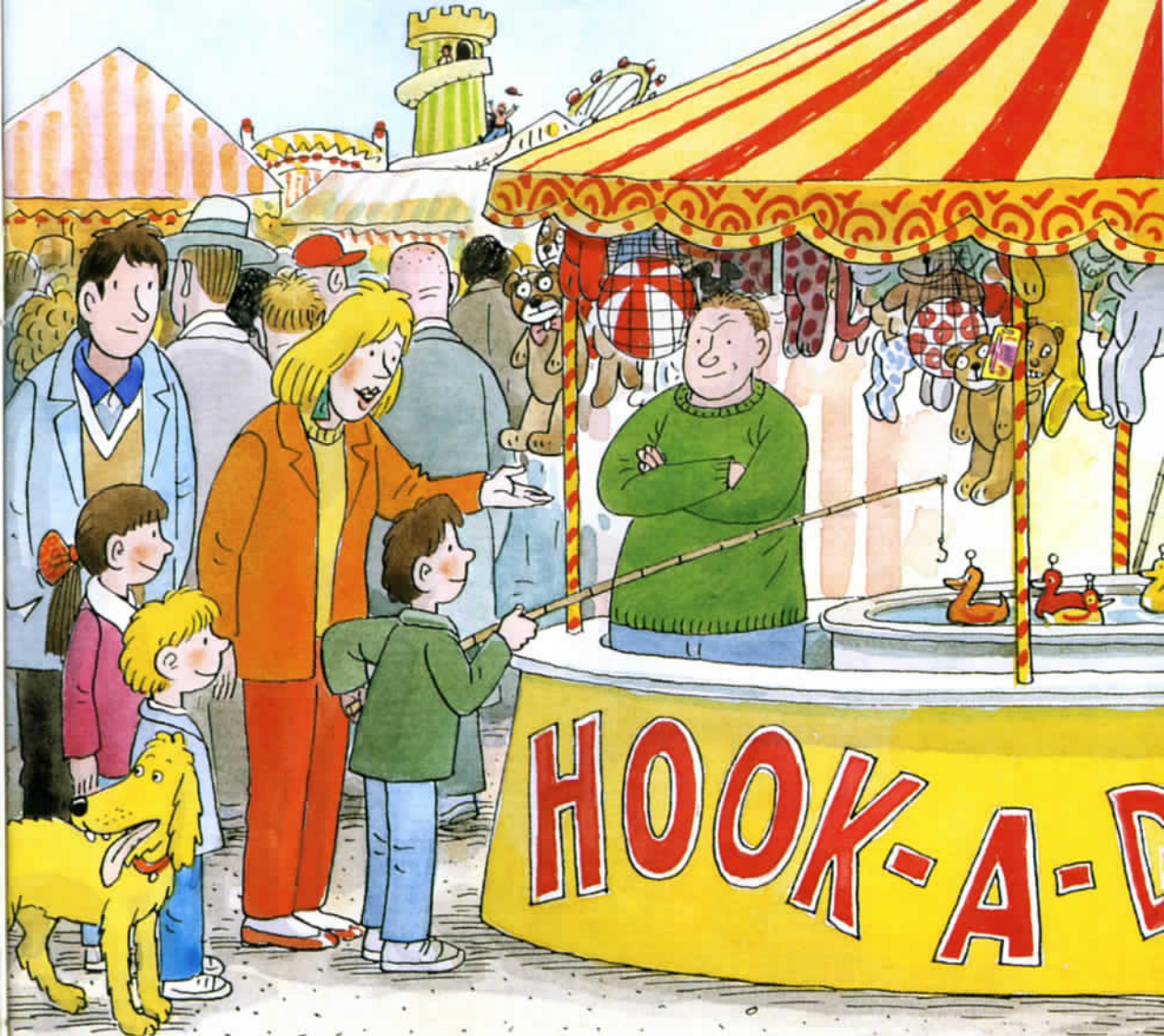
### **Talk together**

Talk about fairs you have been to and any prizes you may have won. Read the title and talk about the picture. Ask, "What do you think you have to do to win a prize?"

### **Read the story**

**W** = Word recognition    **C** = Language comprehension

- W** Read the story together, pointing at each word as you read.
- C** Ask questions about details in the pictures, e.g. on page 3, ask, "Why is there a number on the duck?" (It tells the stallholder which prize to give.)
- C** Look at the prizes and ask, "Which prize would you want to win?"
- C** At the end ask, "Why didn't Floppy like the dog?"
- W** Ask the child to read the whole story from the beginning.
- W** Praise the child for sounding out and blending the letters in words to work them out.



“Hook a duck,” said Mum.





Chip had a go.

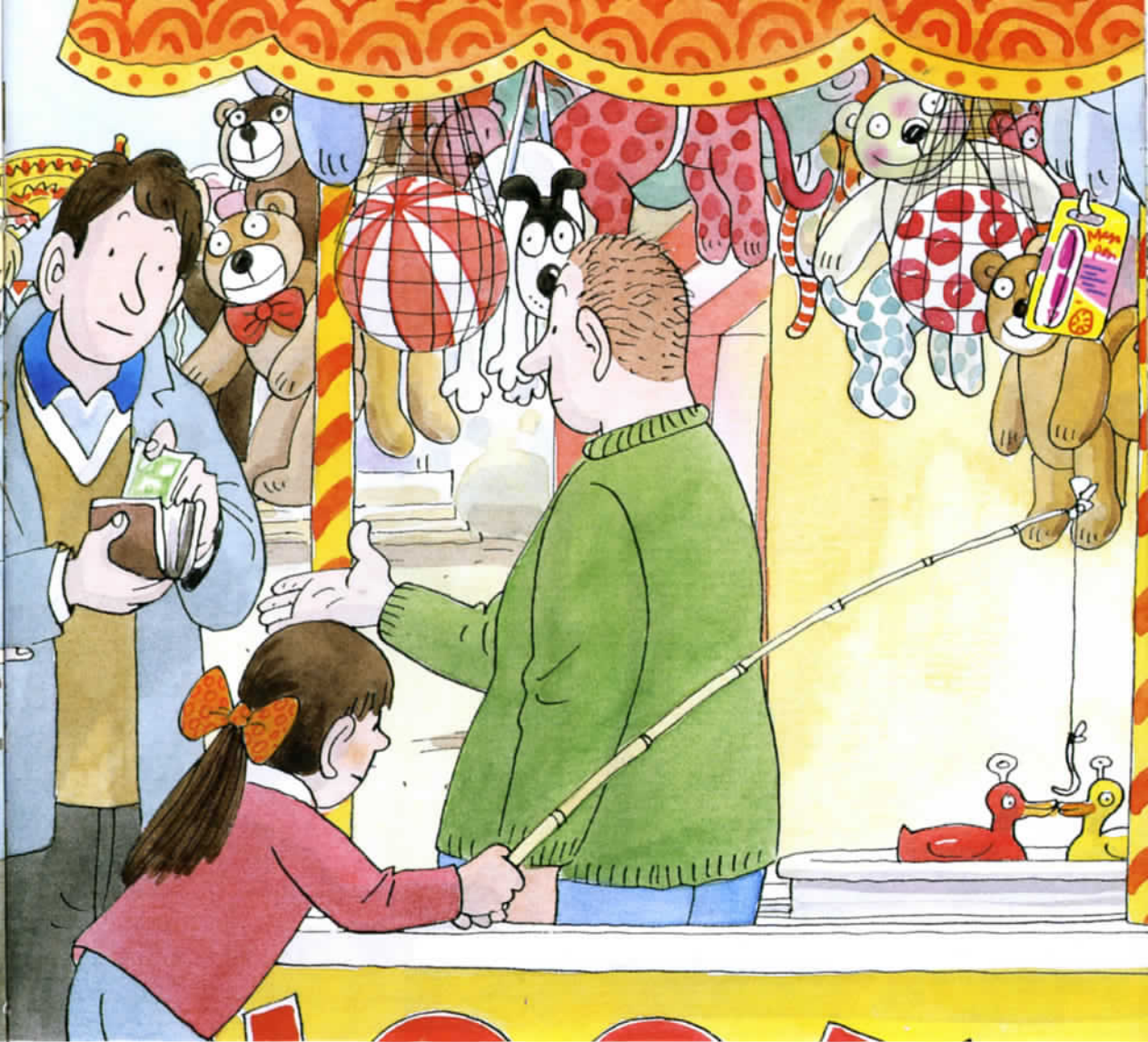


He got a pen.





“Have a go,” said Mum.



Biff had a go.





Biff got a cat.

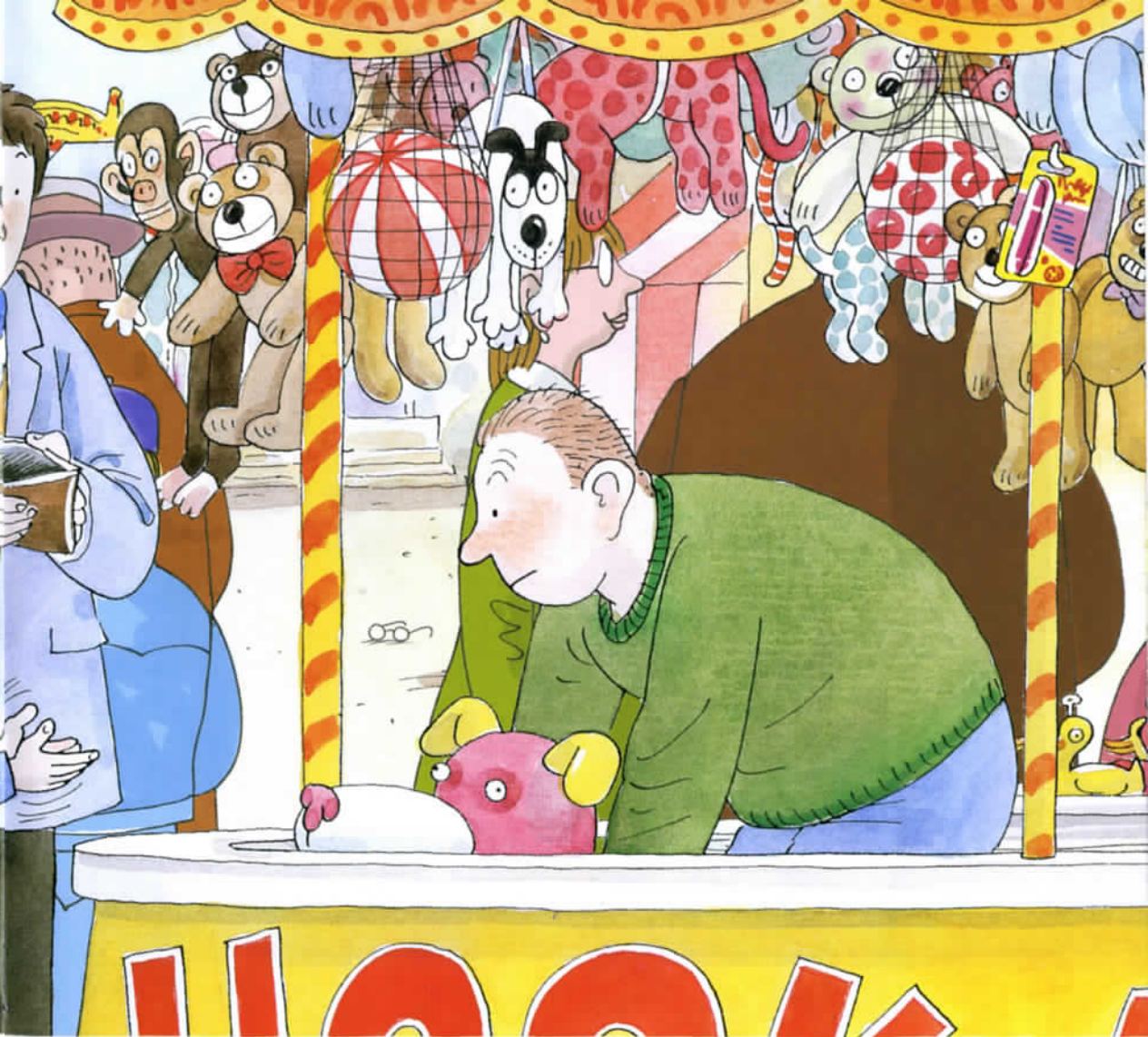


“Go on. Hook a duck,” said Mum.



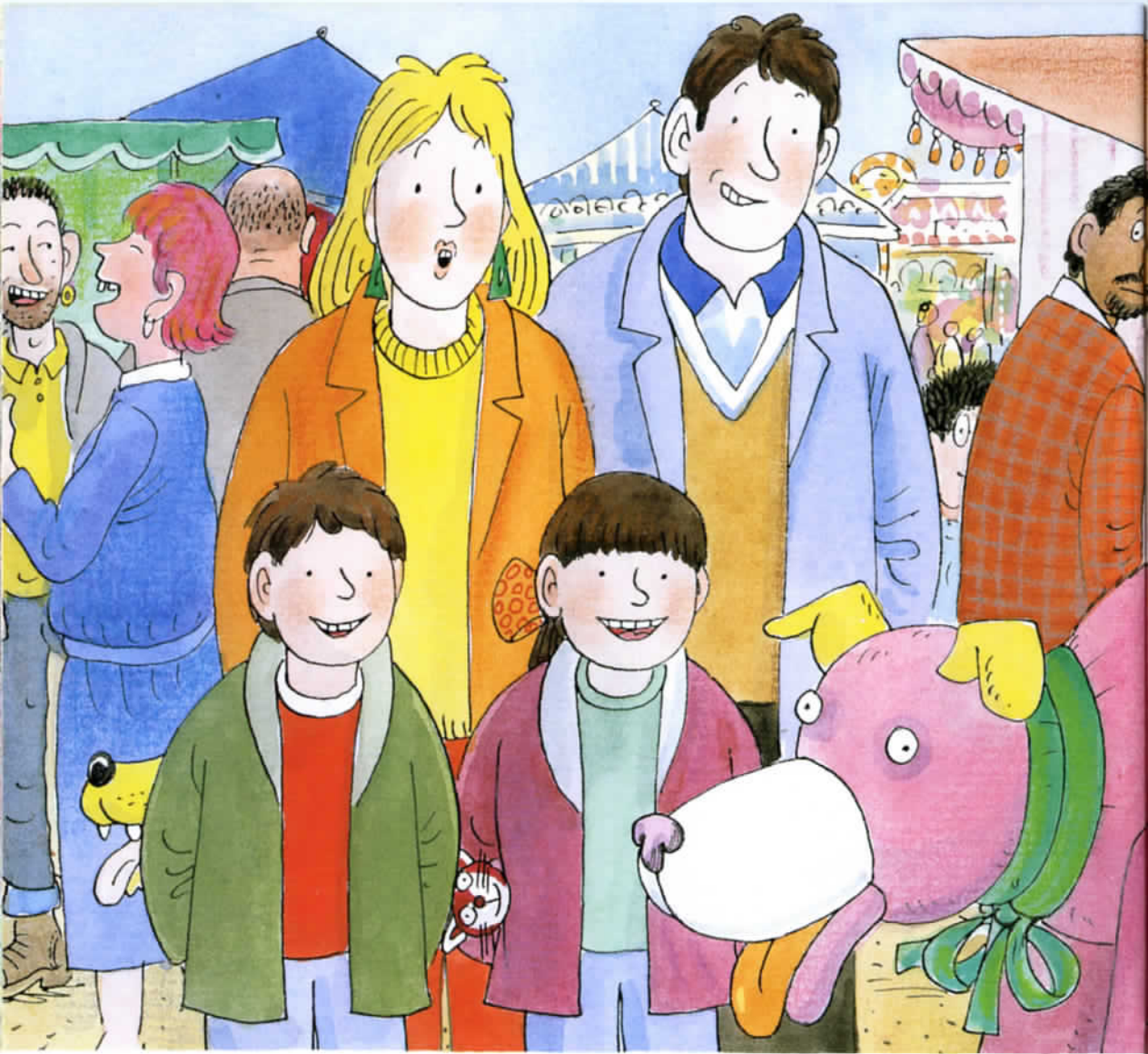


Kipper had a go.

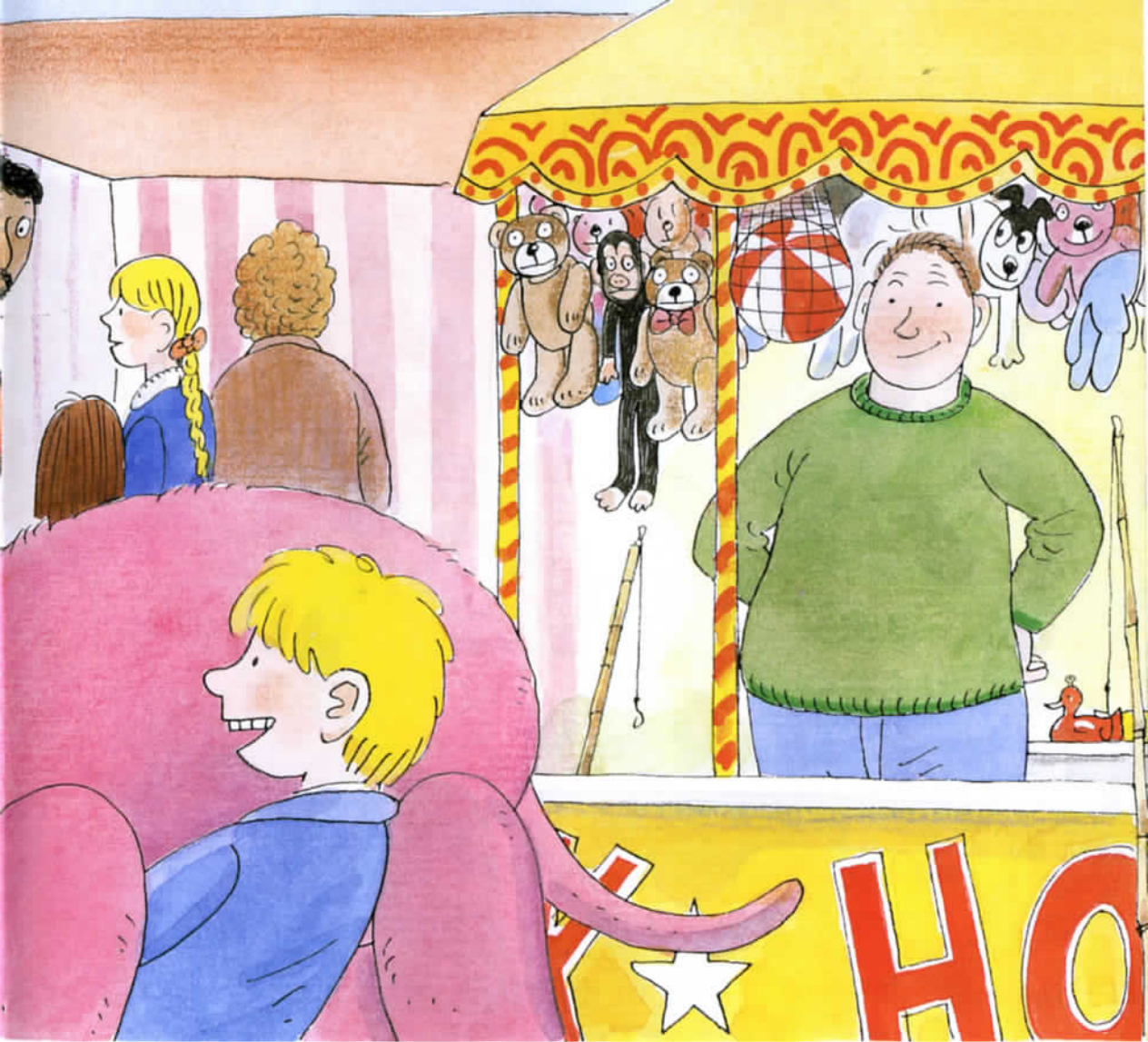


He got a dog.





It was a big dog.



“What a big dog!” said Kipper.





“Grrr!” said Floppy.

## ***Play a game***

### ***Pairs of words***

*This helps children to recognise common words on sight.*

- Choose six simple words from the book (e.g. big, cat, dog, Mum, on, it). Copy each word twice on a sheet of paper, then cut them up into twelve individual cards.
- Place the word cards face down on the table. Ask the child to turn over two and read the words. If they are the same, he/she keeps the words, if not, they are turned over and put back.
- Take turns to turn over and read two words until all the cards have been picked up.

### ***Other ideas***

*You can use these ideas straight away, or on another day.*

- Count the number of times 'said' appears in the story.
- Make a Lucky Dip by wrapping some small toys in old wrapping paper. Put them in a box. Take turns to pay money (1p or 2p) to have a Lucky Dip and find a toy.



# Hook a Duck

Kipper wins a big prize.



This story practises these words:

a big cat dog go he it Mum  
on said was

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