



Oxford
Reading
Tree

The Go-kart



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Story written by Roderick Hunt
Illustrations by Alex Brychta



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Tree

What's this story about?

Dad makes the children a go-kart but they are not good at sharing. He puts the go-kart away and builds a swing, but can the children share this?

Talk together

The go-kart was meant to be a nice surprise for Biff and Chip. Ask: "Can you remember a special treat or surprise?" "Do you think the children will share the go-kart?"

Read the story

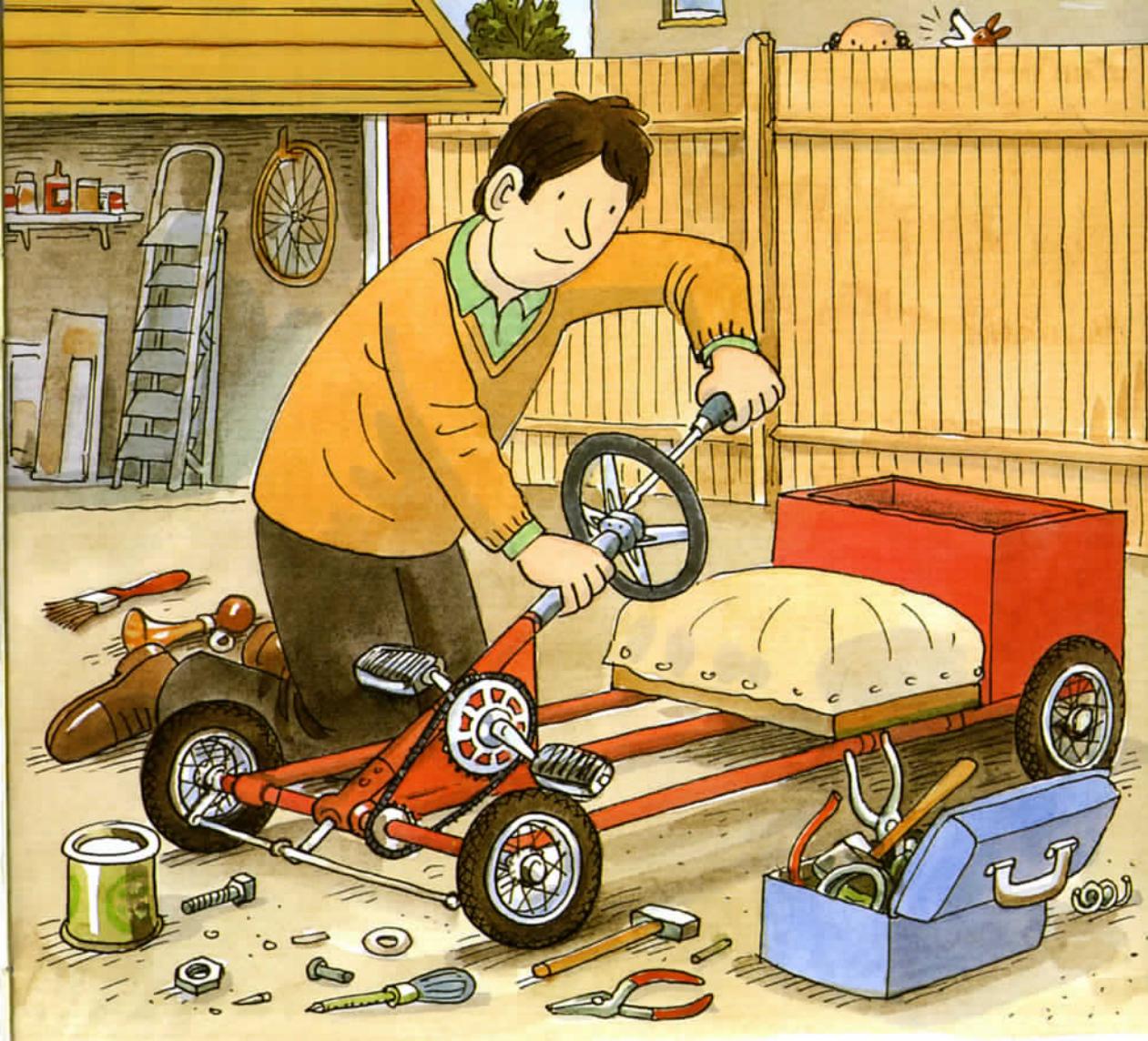


= Word recognition

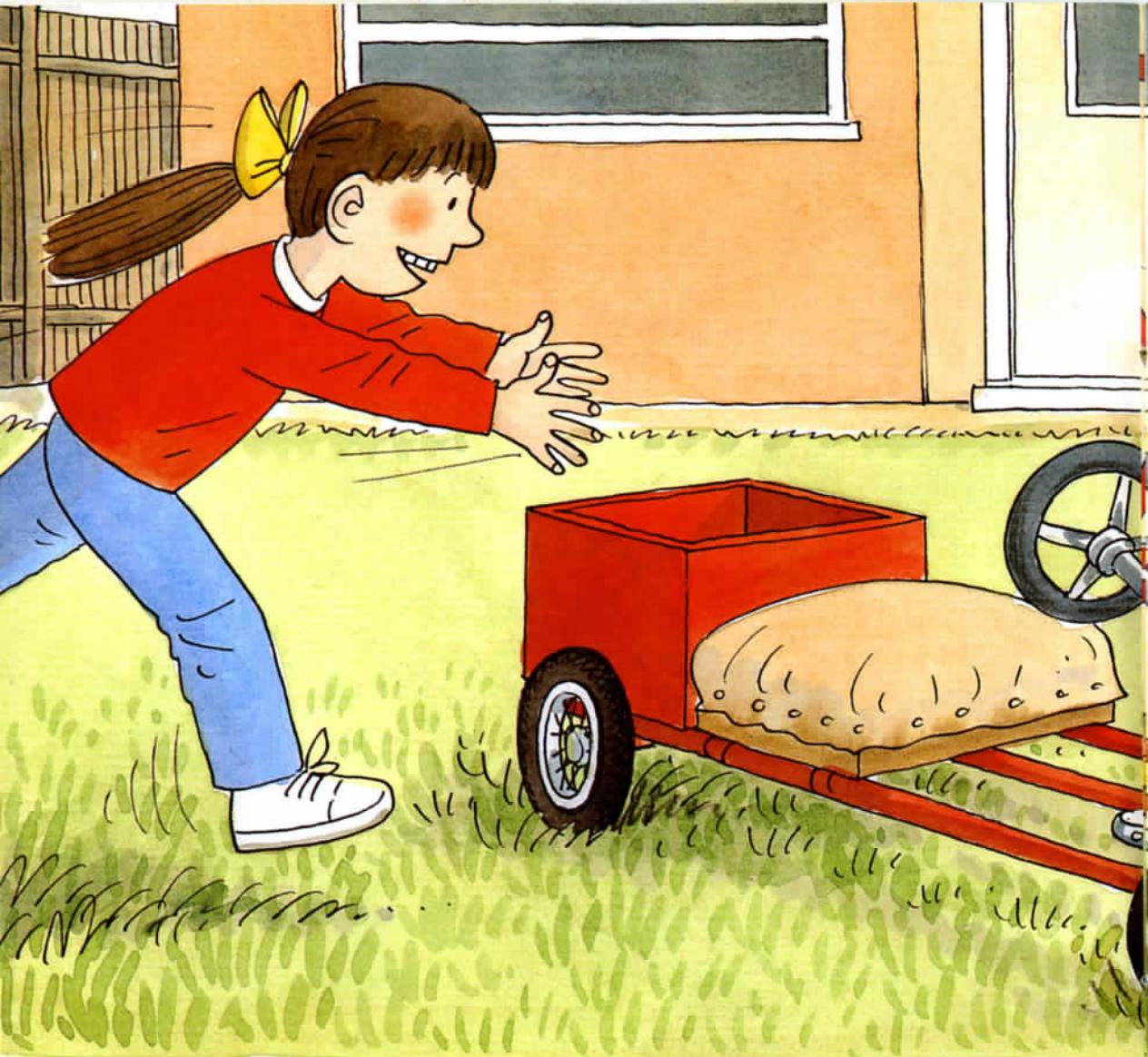


= Language comprehension

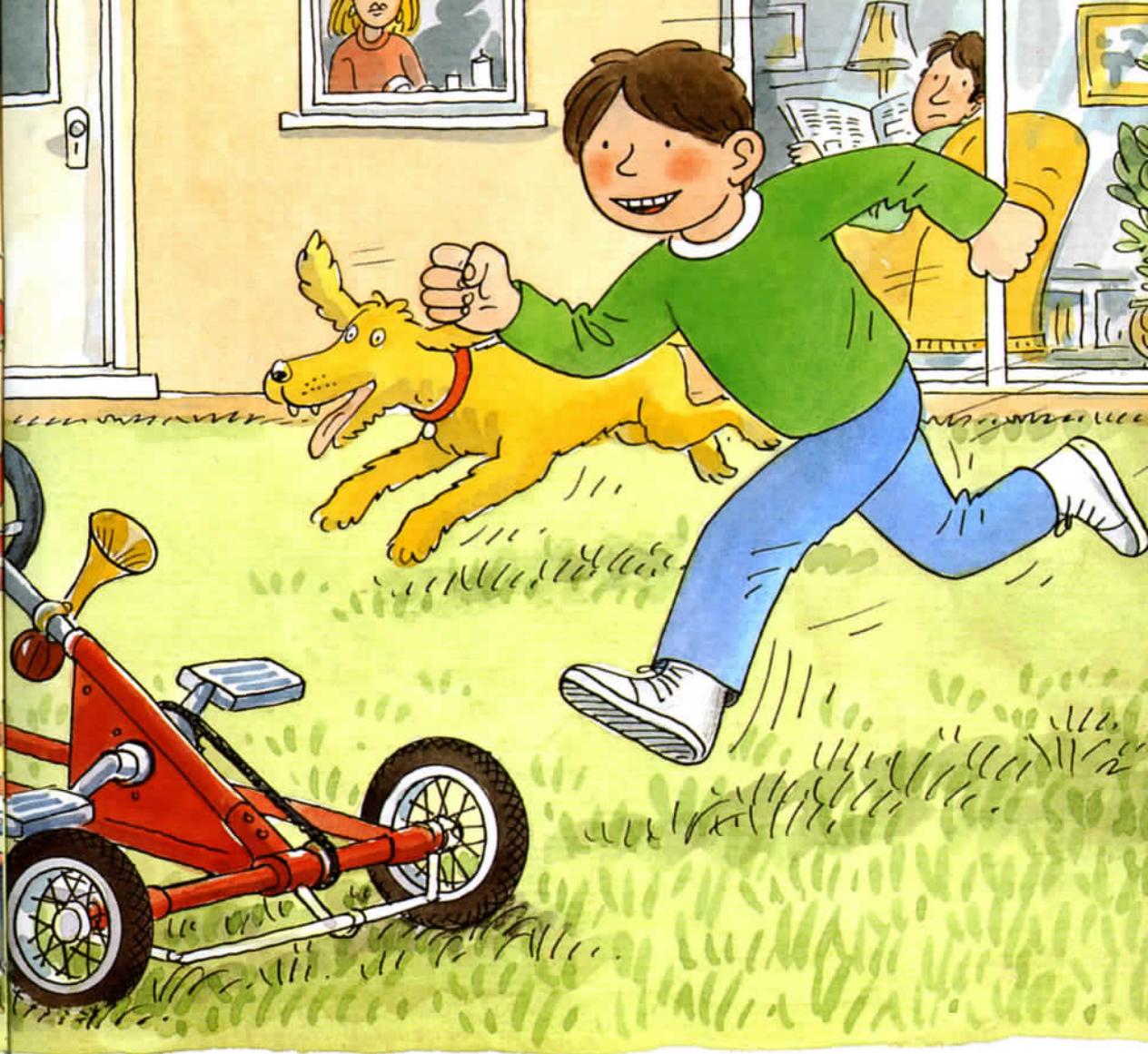
- W Look through the book and find the words 'wanted', 'pushed' and 'pulled'. Read the words with the child.
- C Read the story together. On pages 2–3, ask, "Who do you think will have the first turn?"
- C Pages 4–5, ask, "Why do you think Floppy is barking?"
- C Page 7, ask, "What do you think Dad was saying?"
- C Pages 10 and 11, ask, "What do you think Biff and Chip are saying?"
- W Page 11, ask the child to read 'stop' by sounding out the sounds 's-t-o-p'.
- C Pages 14–15, ask, "What do you think will happen next?"
- C Page 16, ask, "Were you right?" "What do you think they should do now?"



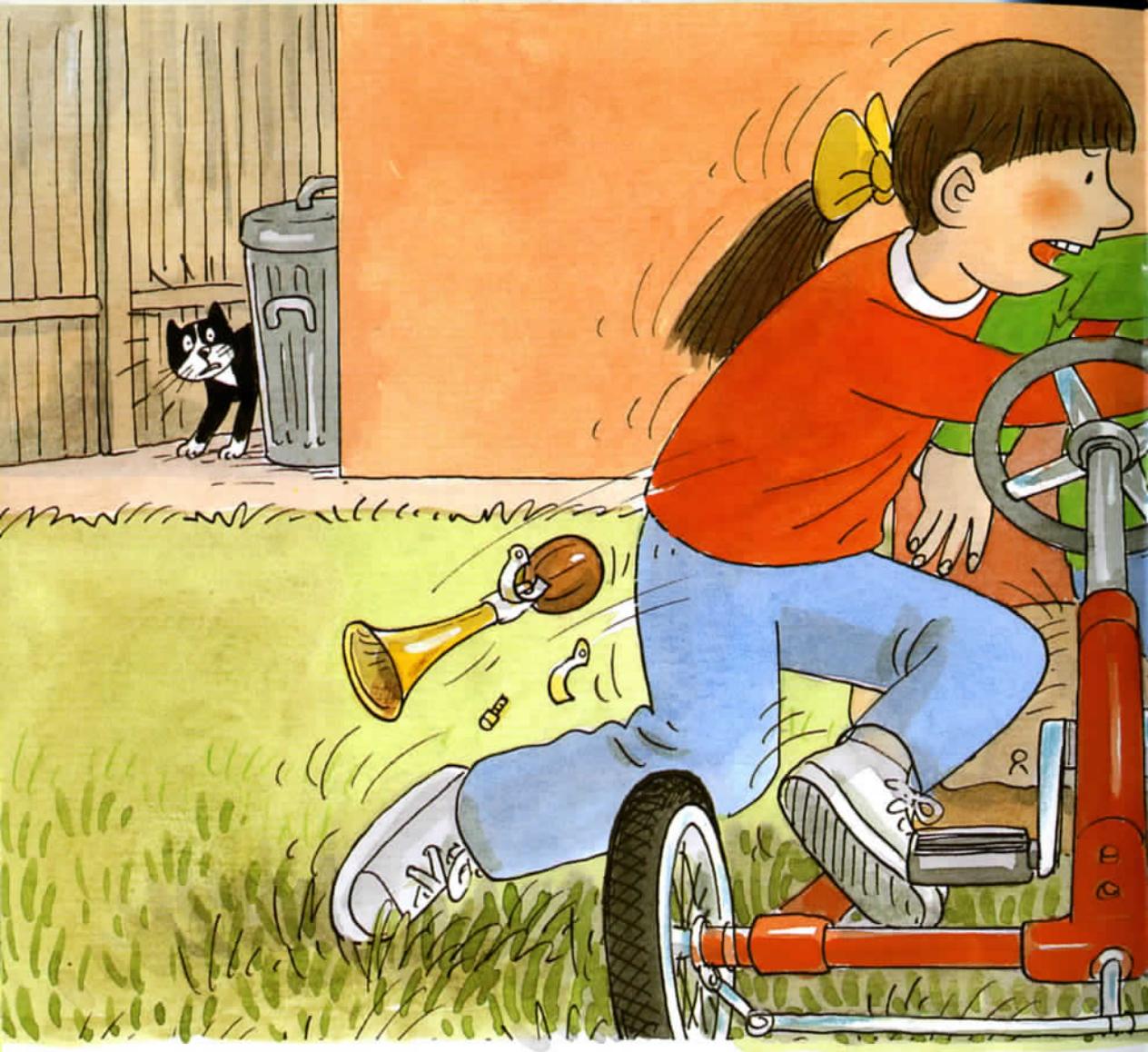
Dad made a go-kart.



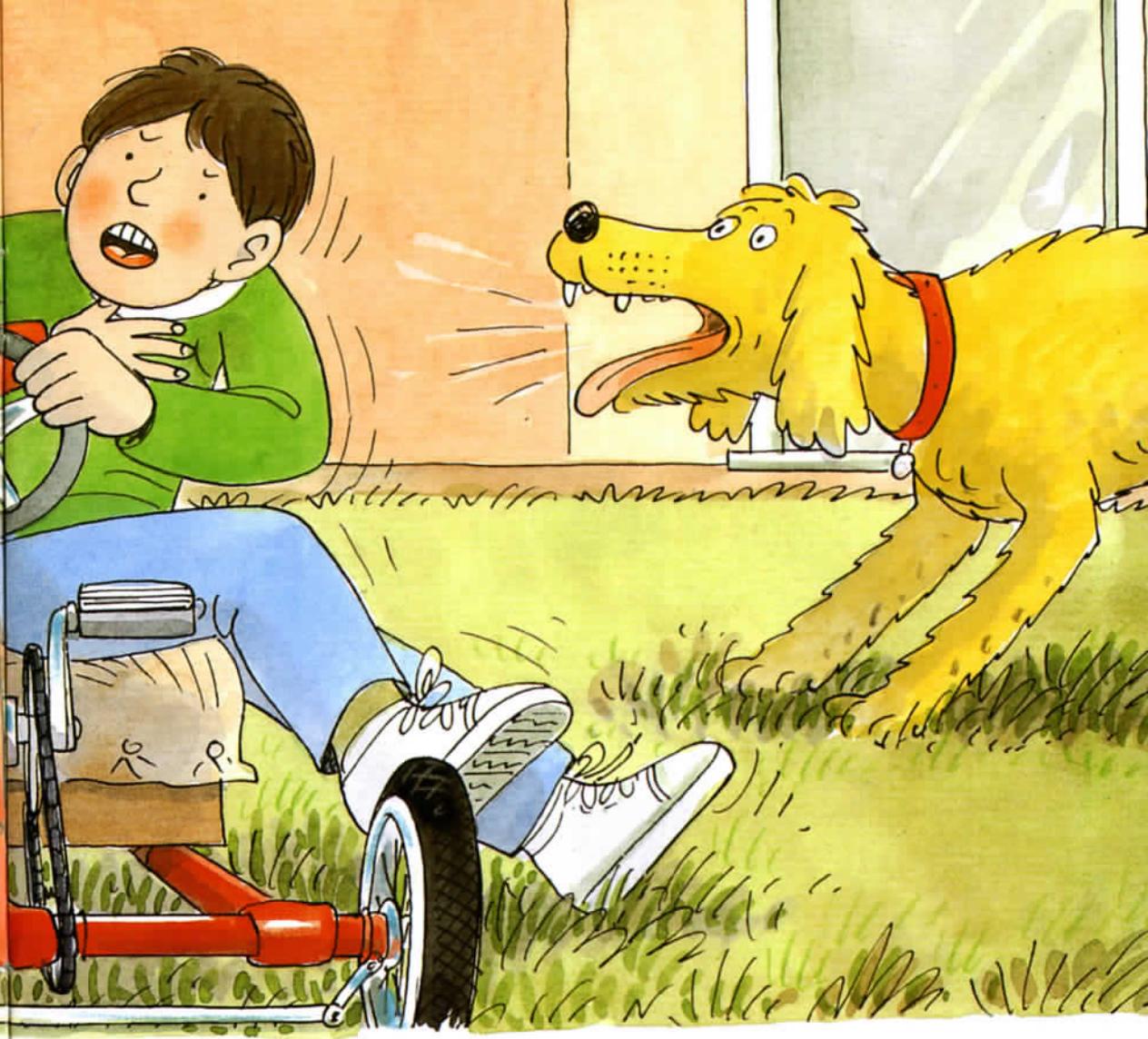
Biff wanted the go-kart.



Chip wanted the go-kart.



Biff wanted a go.



Chip wanted a go.



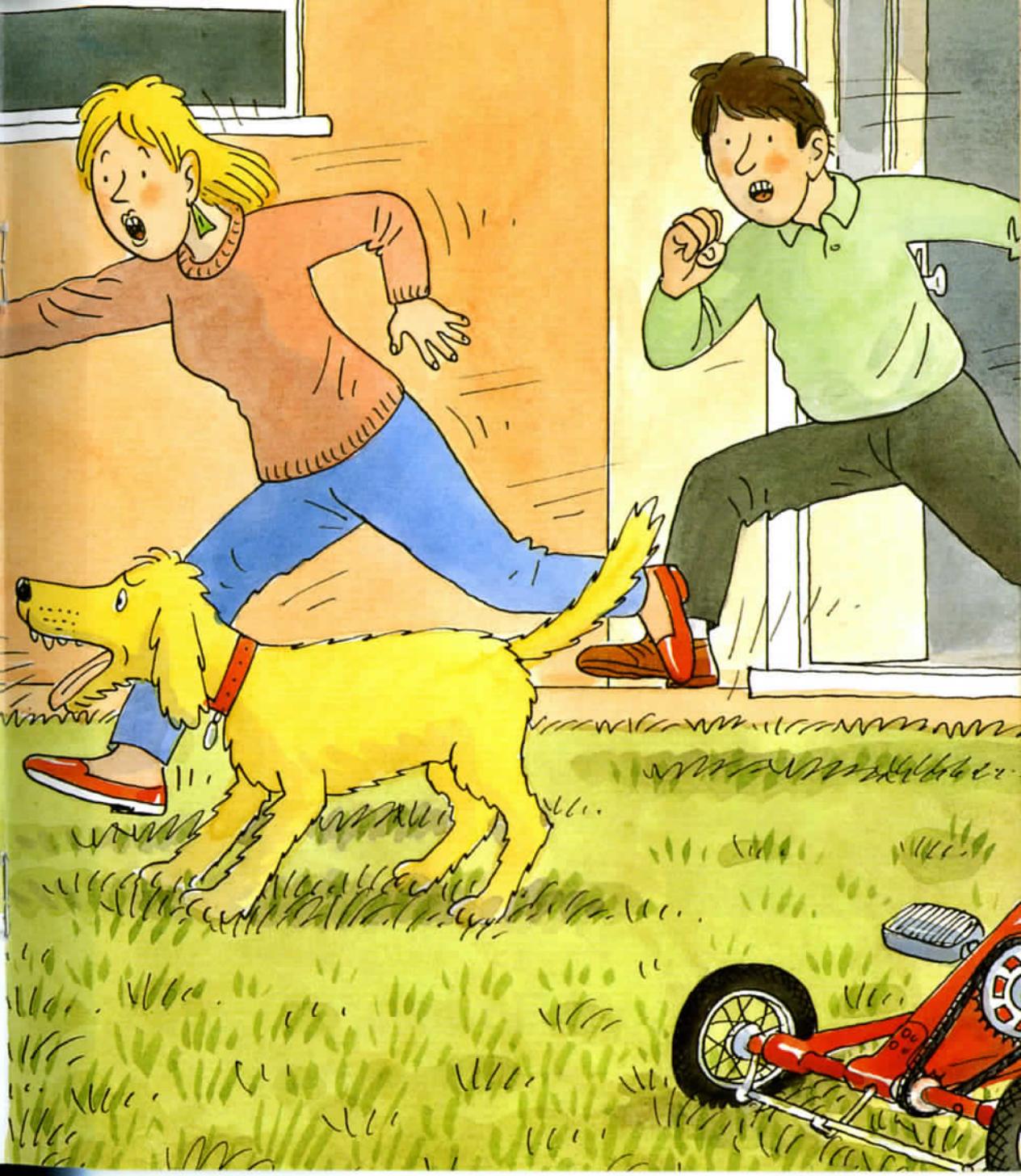
Biff pushed.



Chip pulled.



They had a fight.

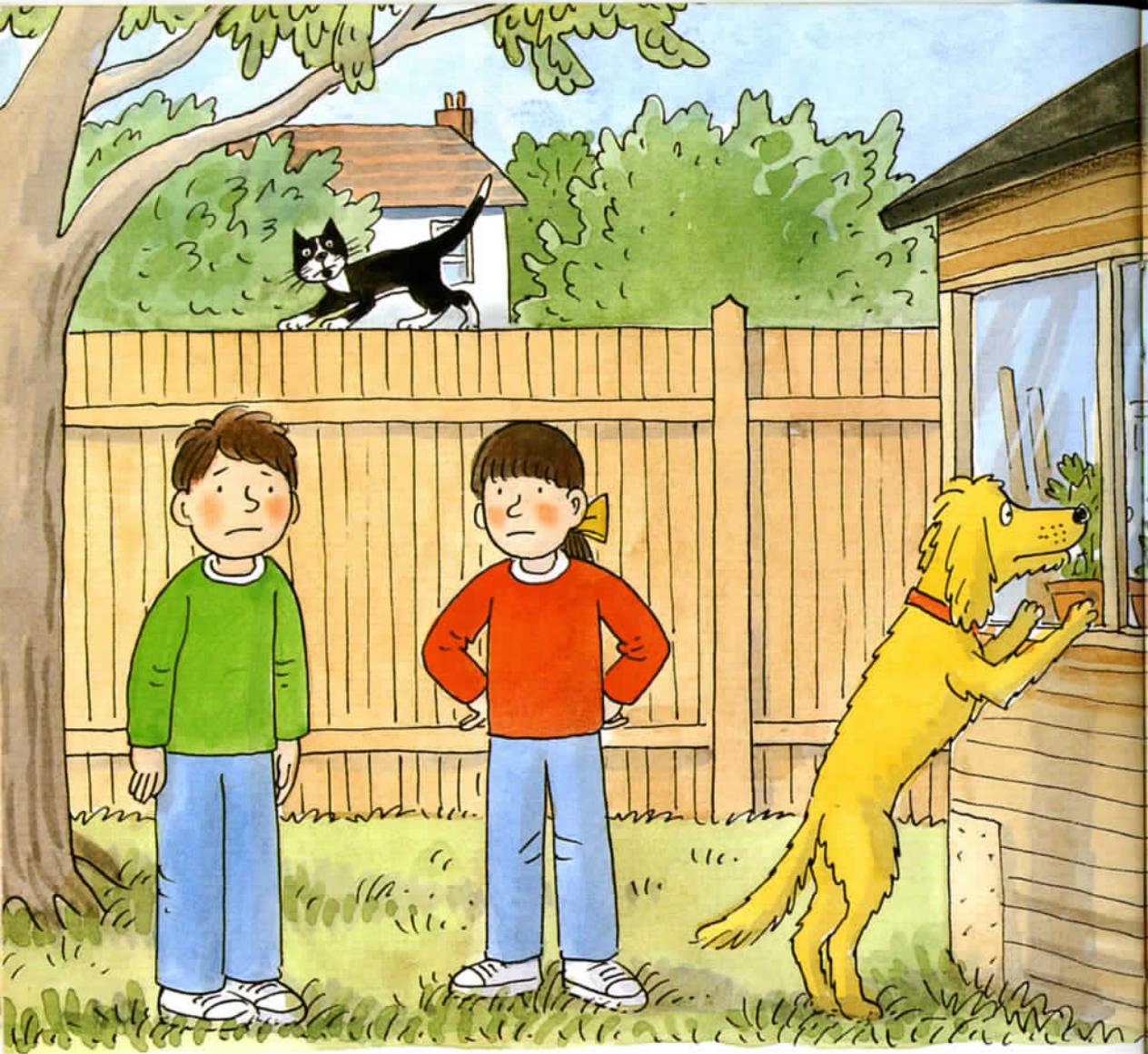




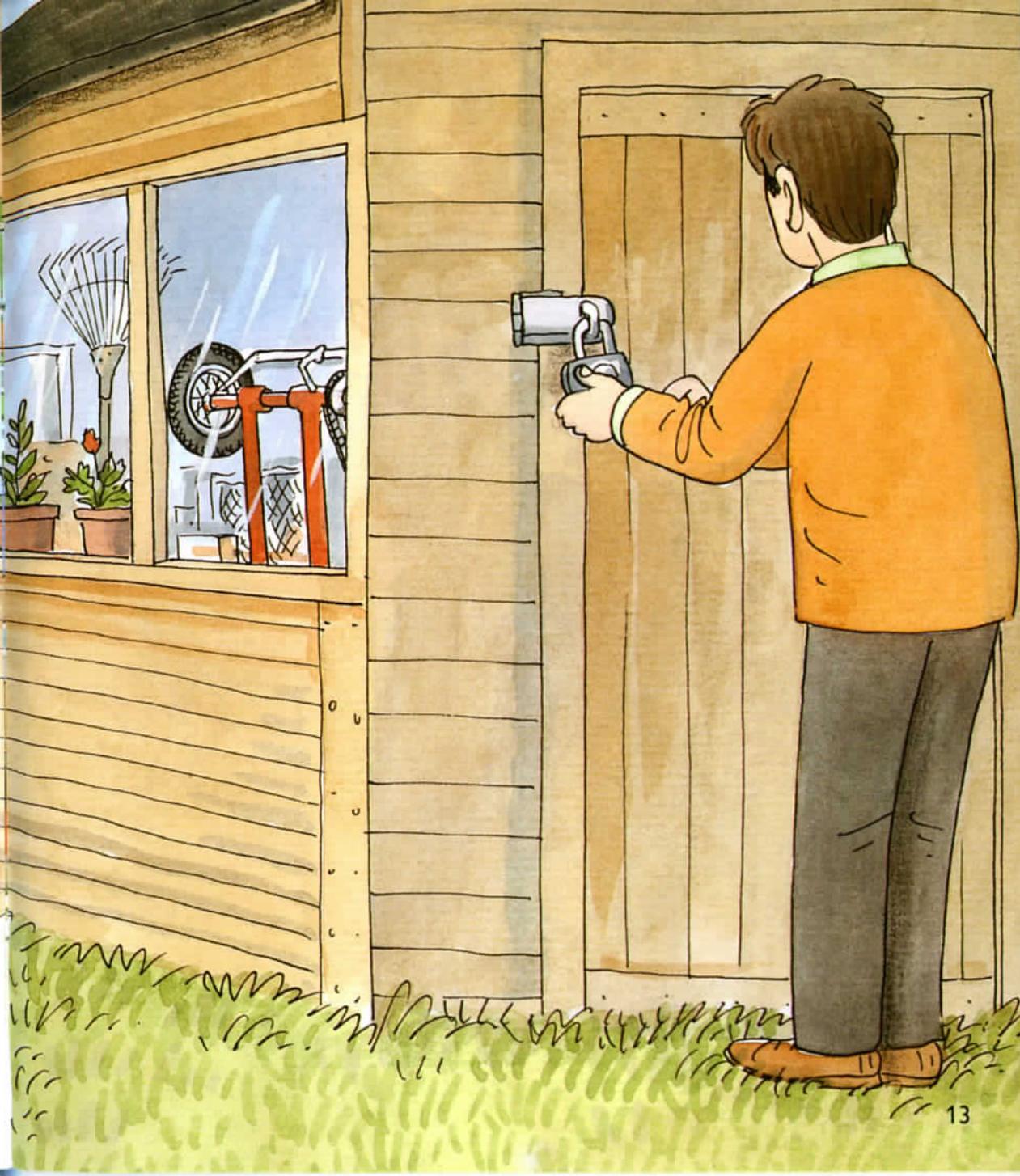
“Stop it,” said Dad.



“Stop it,” said Mum.



Dad put the go-kart away.





They made a swing.



GARDEN SWING
INSTRUCTIONS



Oh no!

Play a game

What happened before?

To help the child to remember the order that things happened in the story.

- Open the book at any page and ask the child, "What happened before this?" Turn to the previous page to check.
- Then the child opens the book at any page and asks the same question. You tell the child what happened on the page before, then look and check.
- Have two or three turns each.

Other ideas

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

- Choose a word such as 'the', 'go' or 'made'. Ask the child to find it every time it appears in the story. Count the number of times you find the word.
- Use an empty box to make a go-kart for a toy. You do not need wheels, just attach string to pull the go-kart along.



Stage 2
Stories

The Go-kart

Biff and Chip won't take turns.



This story practises these words:

a dad go it mum no said
the they

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The Toys' Party

New Trainers

A New Dog

What a Bad Dog!

The Go-kart

The Dream

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OXFORD
UNIVERSITY PRESS

www.OxfordPrimary.co.uk

Orders and enquiries to Customer Services:
tel. 01536 741171

For further information, phone the
Oxford Literacy Care-line: tel. 01865 353881
text © Roderick Hunt 1986
illustrations © Alex Brychta 1986
First published 1986
This edition published 2008
10 9 8 7 6 5 4

ISBN 978-0-19-846389-4



9 780198 463894

Printed in China by Imago