

Follifoot Farm Series 3

Information for teachers

Each book in this series is a chapter of the story '*The Snake in the Cave*'. The books need to be read in numerical order because the cliff-hanger ending on the last page of each one leads children into the next book.

This means that children can feel good about reading a whole book and be motivated to read another without being overwhelmed by the prospect of having to read them all at the same time.

The phonic focus in these books is on the split-digraphs (or *magic 'e'*) '*a-e*,' '*i-e*,' and '*o-e*,' in words like '*cave, white, stone*'. Book 1 introduces only '*a-e*'. The rest of the books have all three split-digraphs in them. The split-digraph '*u-e*' is not used in this series.

Soft 'c' and *soft 'g'* are also used in the books.

New high-frequency words include '*does, through, any, anywhere, anything, could, move, somewhere*'.

Title *The Snake in the Cave*

Part 1 *The Little Snake*

Part 2 *The Big Snake*

Part 3 *The Tunnel*

Part 4 *The Sad Dragon*

Part 5 *Fire and Flames*

Part 6 *The White Candle*

Book no	Title	Vowel graphemes used in each book
1	<i>The Little Snake</i>	<i>ai ay a-e ee -- ie ie y --- --- oo oo ow ou or er ar are</i>
2	<i>The Big Snake</i>	<i>-- ay a-e ee ea ie -- -- i-e o-e oo oo ow ou or er ar ---</i>
3	<i>The Tunnel</i>	<i>-- ay a-e ee ea ie ie -- i-e o-e oo oo ow ou or er ar are</i>
4	<i>The Sad Dragon</i>	<i>ai ay a-e ee ea -- ie y i-e o-e oo oo ow ou or er ar ure</i>
5	<i>Fire and Flames</i>	<i>ai ay a-e ee ea -- -- -- i-e o-e oo oo ow ou or er ar oor</i>
6	<i>The White Candle</i>	<i>-- ay a-e ee ea ie ie y i-e o-e oo oo ow ou or er ar oor</i>

field lies

soon look

Vocabulary in each book:-

Book 1 *The Little Snake*

ai/ay/a-e: again play playing gate wake take cave safe place shade game

lane snake shake race escape

ee/ea/ie: see creep sleep feel field believe

ie/y: lie by

long o: open cold over

oo: cool soon too afternoon

oo: look good looking

ow/ou: down out about

or: for

er: over afternoon

ar: part farmyard

are: scared

Phase 2: and in dogs run hot rocks a on get at tell of is sit it up taps
hiss but back him not can as

Phase 3: Kevin Wellington them with then rush until hissing kennel

Phase 4: last across jumping flops grass past from next swings

Tricky: they the she go to when into there one the are little wants come
oh no he all does somewhere

Shy i: Lotty suddenly

Soft c: place race

Book 2 *The Big Snake*

ay/a-e: play daydream cave take snake lane races

ee/ea/ie: see squeeze feeling daydream field

i/i-e: find behind inside outside sunshine wide bite

o/o-e: open cold closer hole nose

oo: cool roof

oo: look nooks

ow/ou: down out about round mouth outside

or: for

er: closer

ar: part sharp start

Phase 2: big and a him dogs rocks it is sits not of its hiss his back

Phase 3: Wellington Kevin will wishes hisses cannot kennel until getting
fangs whizzes

Phase 4: thinks himself asks glad dangling from past stop watches crannies

across

Tricky: he go to they the all wants into does very there anywhere could
have through

Shy i: very

Soft c: races

Soft g: hedge

Book 3 *The Tunnel*

ay/a-e: away snake cave races dazed made cakes

ee/ea/ie: see seen needs asleep leave dreaming dream creature field

ie/i/i-e: lies find outside side wide line like

o/o-e: opens alone stone

oo: soon roof

oo: look looking

ow/ou: down out about mouth outside

or: for

er: wider water larger

ar: part farmyard larger sharp

are: scared

Phase 2: run in a back tell has dogs him his not and but its gets at is
rock up on am as has of

Phase 3: Wellington Kevin cannot kennel quick them then with fangs tunnel
end that bangs along wedding this

Phase 4: thinks across must empty thinking help watches bump past jumps
flat himself dragon dripping happened

Tricky: the to he have what her two go goes anything does want where
I into one head

Shy i: Lotty empty dizzy

Soft c: races

Soft g: larger ledge

Book 4 *The Sad Dragon*

ai/ay/a-e: afraid away stays says flames tape takes taken wakes cave safe
place snake make

ee/ea: sees keep green eat seals breathe

ie/y/i/i-e: tried why my find drives outside fire bite
o/o-e: only over nose smoke
oo: tools
oo: look cook
ow/ou: town brown out outside
or: for or fork
er: dinner Robert Farmer over
ar: part barking garden farm Farmer
ure: sure
Phase 2: sad is not of him can at in gets up a and dogs his put tells it
on back at picks
Phase 3: Wellington Kevin cannot kennel until will yap with along path that
box then van vet
Phase 4: dragon asks lost black sends fetch from glass tank watch thinks
Tricky: the he I have no what are oh two be little comes some my to
goes
Shy i: Lotty sticky only
Soft c: place
Soft g: sausages
Other: small wriggling hissed poisonous hurries

Book 5 *Fire and Flames*

ai/ay/a-e: afraid again away saved cave snake flame plate
ee/ea/: sees dream dreaming breathe
i/i-e: finds sliding side wide fire slides life rises
o/o-e: closer over opens
oo: soon shoot
oo: cook
ow/ou: down now out about mouth
or: for
oor: floor
er: dinner over proper closer larger
ar: part larger sharp
Phase 2: back his sits and big in sad is a up him of lit on rock at it puts
of tells can has but its as has miss

Phase 3: Wellington kennel tunnel sudden hisses this with fangs then
Phase 4: dragon thinks next across help just past candle
Tricky: the he into going goes very two to all coming
Shy i: very happy suddenly
Soft c:
Soft g: sausages larger

Book 6 *The White Candle*

ay/a-e: way flames made make wakes trace snake cave lane place

ee/ea/ie: sees seen need real dream field

ie/yi/i-e: flies by find behind time white side inside

o/o-e: closer home

oo: roof too

oo: look

ow/ou: down now out about

or: for

oor: floor

er: wonder closer

ar: part large

Phase 2: up is in lets and him dogs get rock tells not on it of a big if did
his but at had lit has run

Phase 3: Wellington Kevin kennel tunnel them with then thing nothing
cannot

Phase 4: dragon himself thinks must help past candle watch across

Tricky: the he into any have are they oh no wants what to go little
there when move goes all does

Shy i: Lotty worry

Soft c: place trace

Soft g: ledge large

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