



Oxford
Reading
Tree

The Go-kart



Roderick Hunt
Alex Brychta



Story written by Roderick Hunt
Illustrations by Alex Brychta



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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?

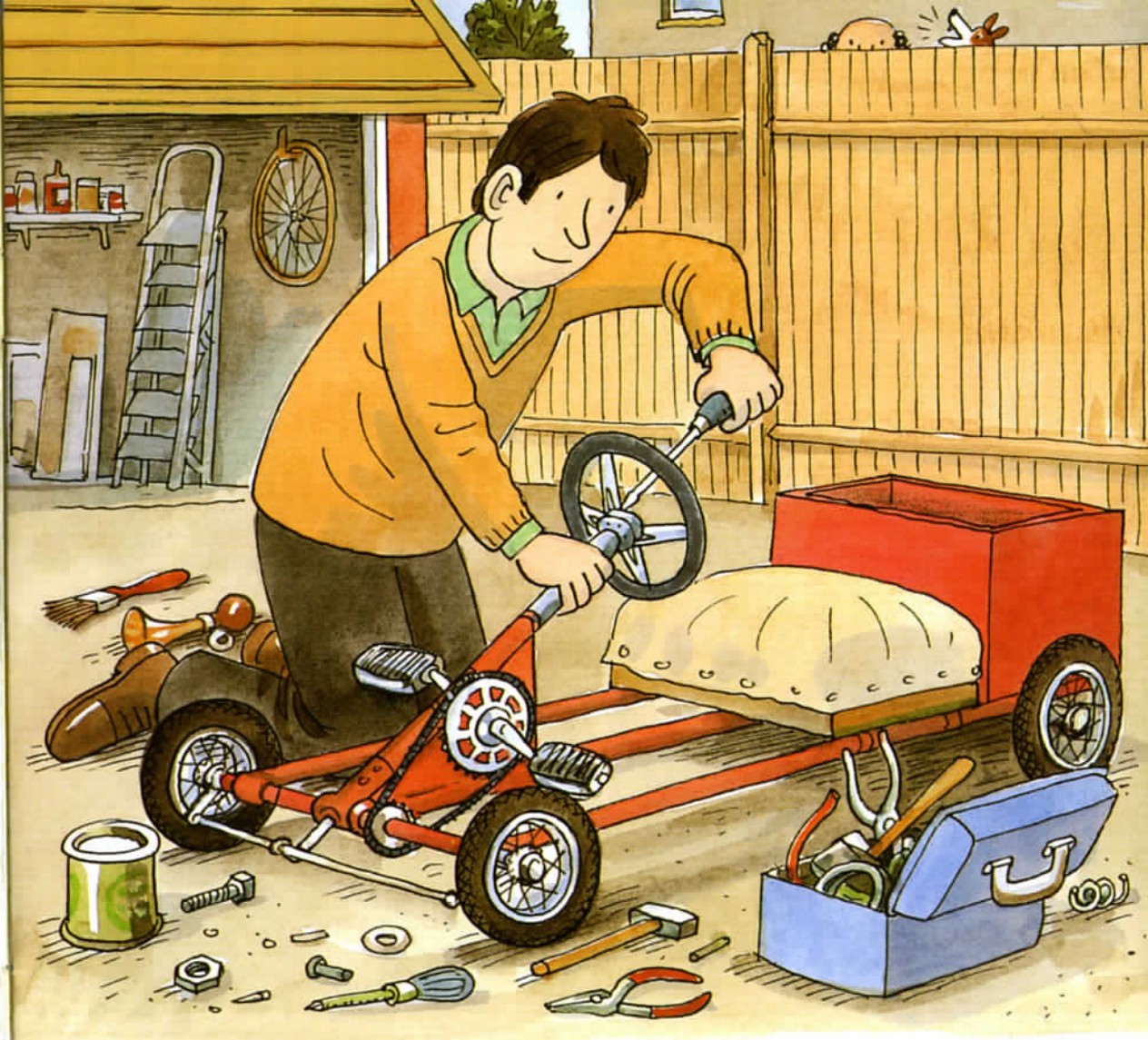
Talk together

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?"

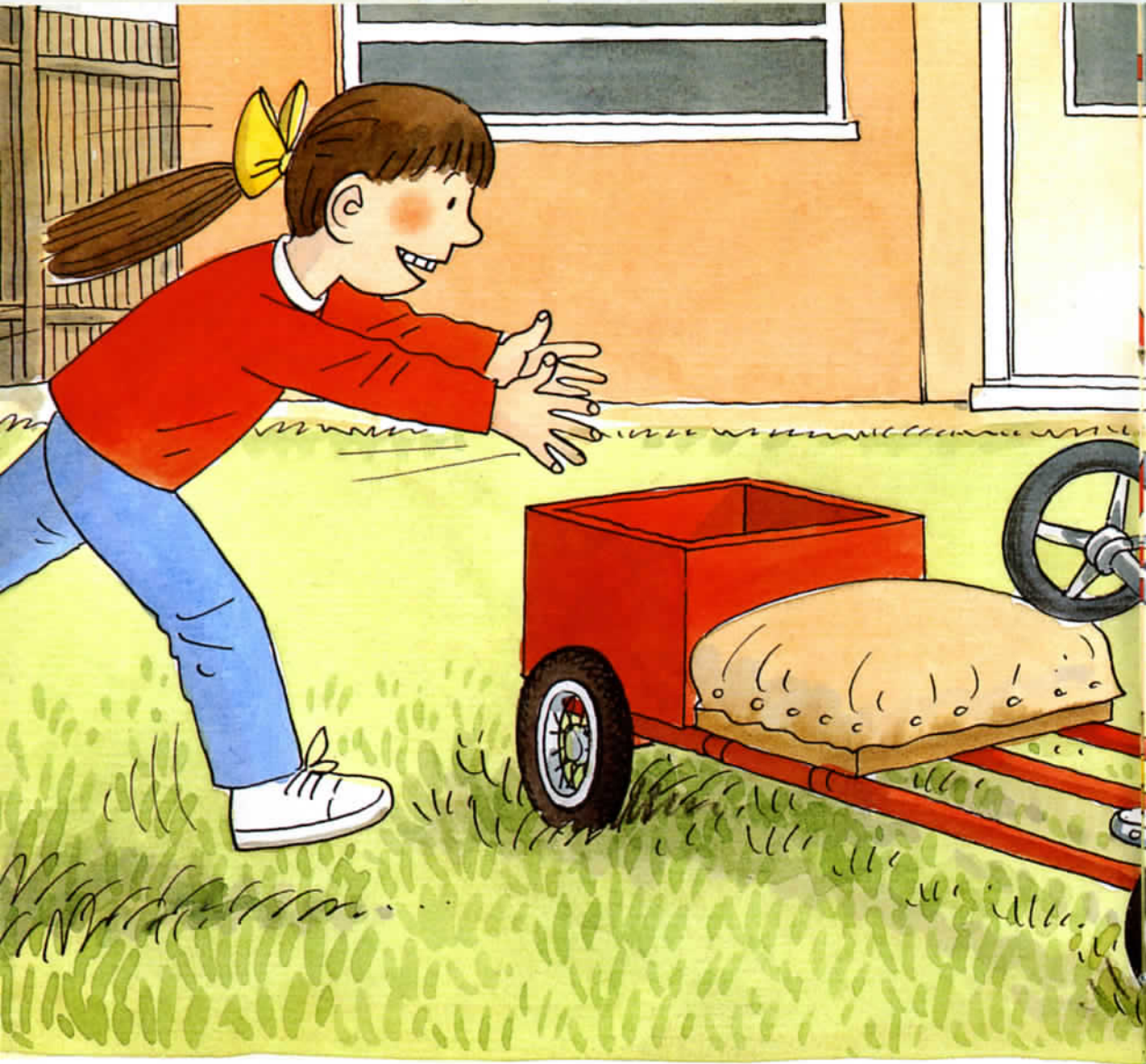
Read the story

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

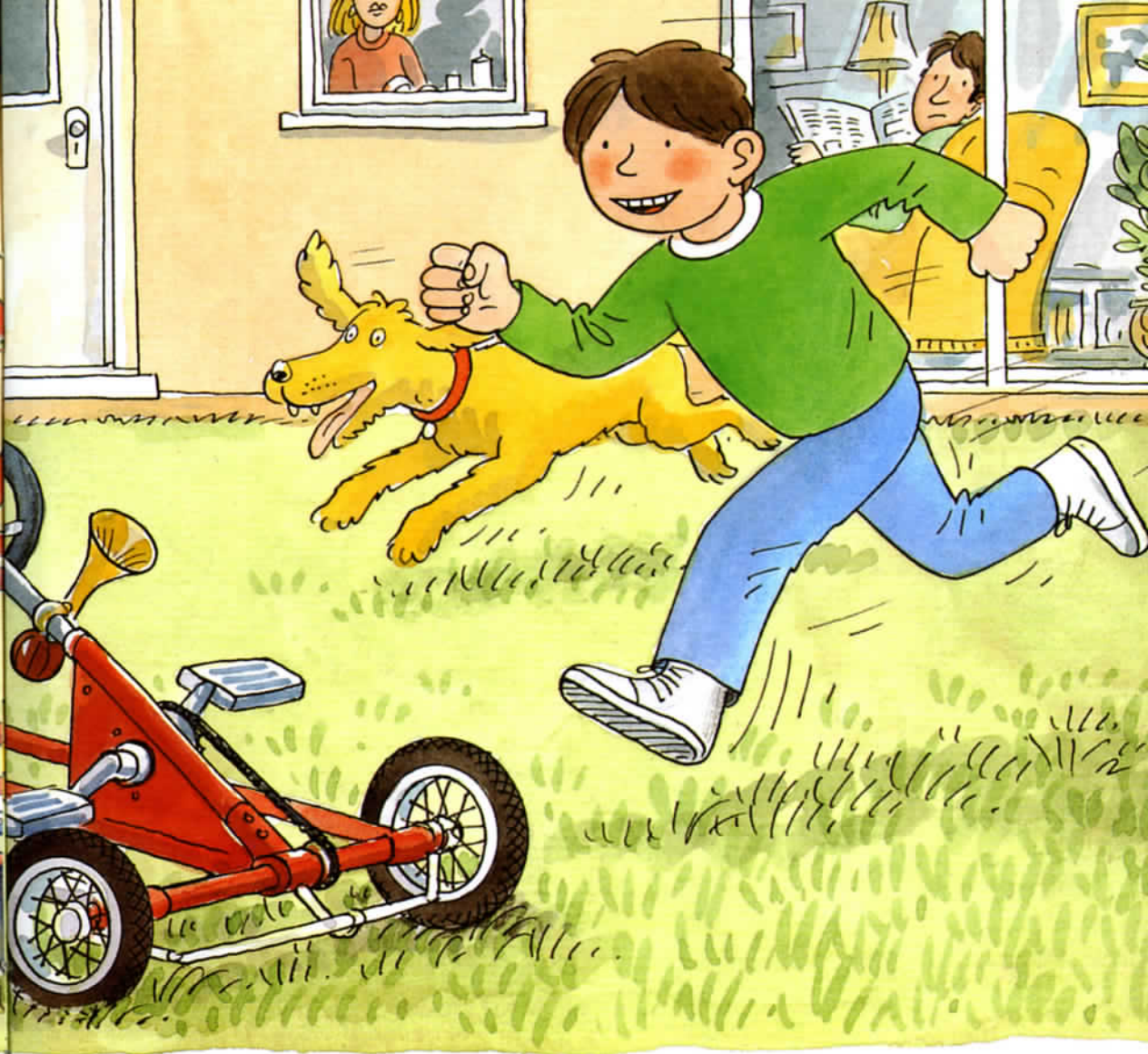
- W** Look through the book and find the words 'wanted', 'pushed' and 'pulled'. Read the words with the child.
- C** Read the story together. On pages 2–3, ask, "Who do you think will have the first turn?"
- C** Pages 4–5, ask, "Why do you think Floppy is barking?"
- C** Page 7, ask, "What do you think 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?"



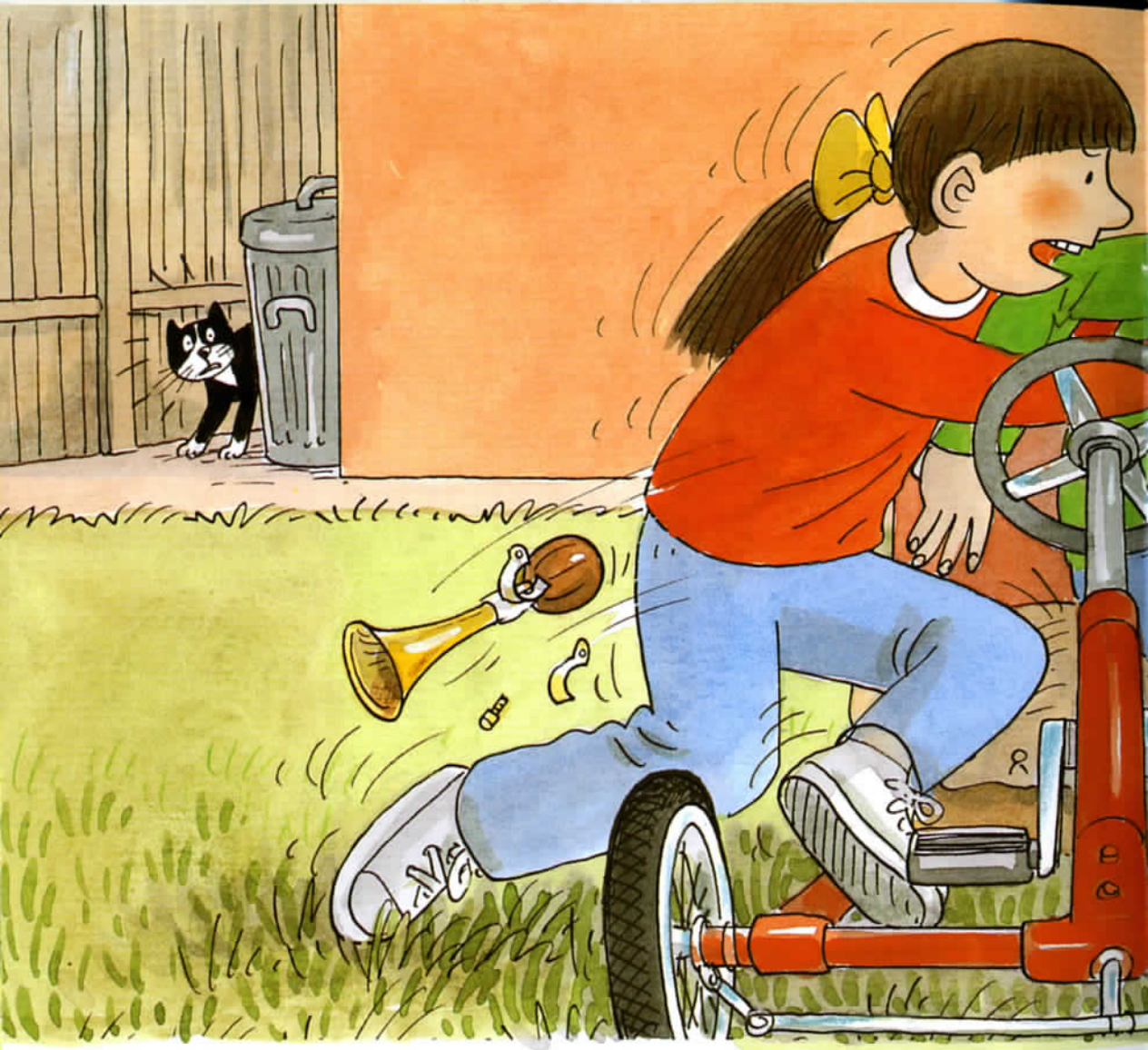
Dad made a go-kart.



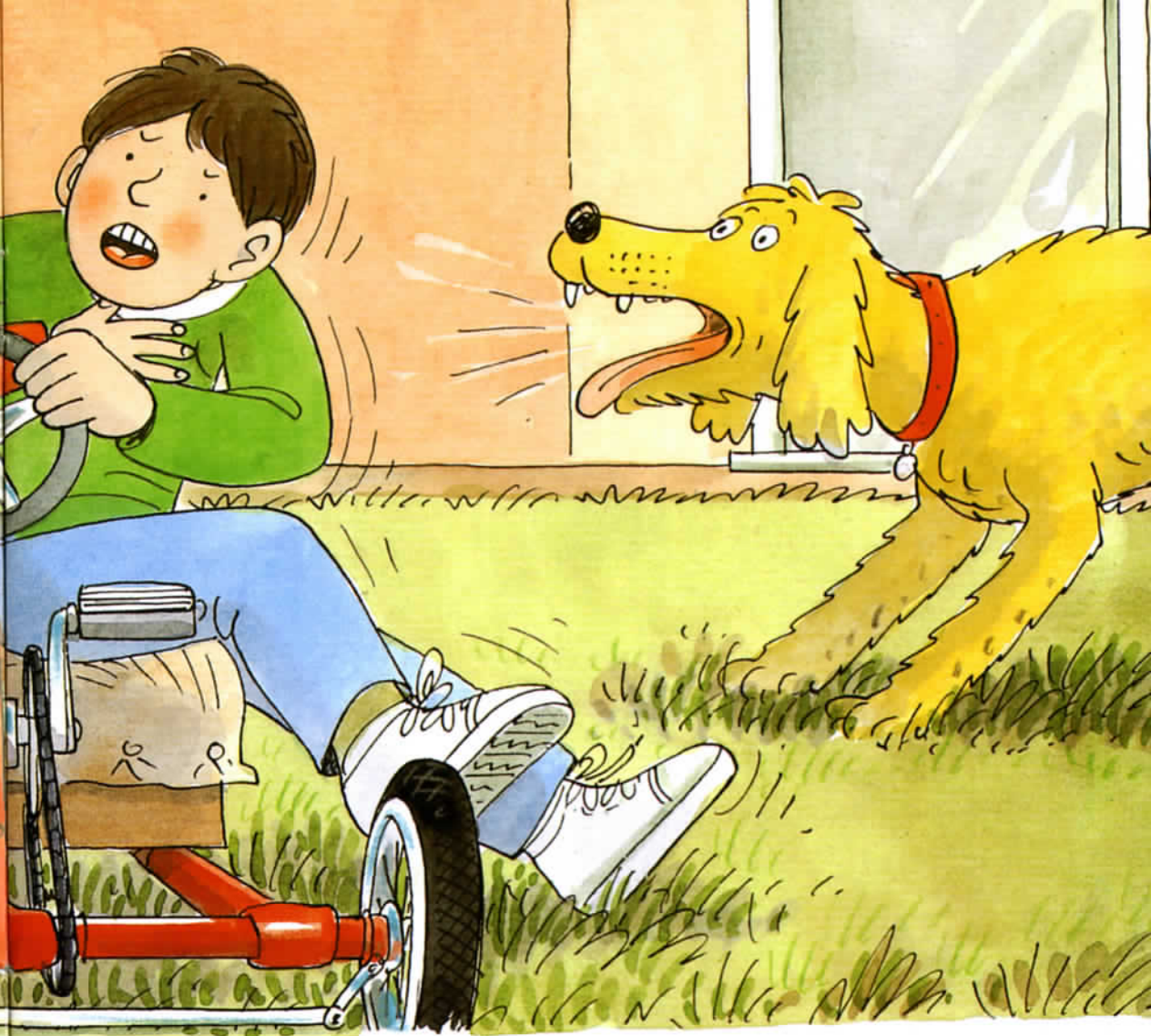
Biff wanted the go-kart.



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.





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.

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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