



Oxford
Reading
Tree

Biff's Aeroplane



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What's this story about?

Biff makes a toy aeroplane from a kit. She takes it to the park to fly it. It flies so well that it flies out of the park. She thinks she has lost it, but she gets a nice surprise when she gets home.

Talk together

Look through the pictures to see what happens to Biff's aeroplane. Has the child ever flown a model aeroplane? Talk about why a flying object might get lost.

Read the story

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

- W** Read the title, helping the child with the word 'aeroplane'. Ask, "Can you see two words inside 'aeroplane'?" Look through the book and find 'aeroplane' on pages 1, 3, 6, 10 and 16.
- W** Read the story together.
- C** Pages 2 and 3, ask, "Do you think Biff spent a lot of time making her aeroplane? How do you know?"
- C** Page 5, ask, "Why do you think Biff chose to go to the park to fly her aeroplane?"
- W** Page 7, help the child to read 'over'. Ask, "Can you find 'over' elsewhere in the book?" (page 8)
- W** Page 11, find the word 'Everyone'. Ask the child to find two words inside it.
- C** Page 15, ask, "Why was Biff upset?"
- C** Page 16, ask, "What do you think Biff said? What do you think she will do next?"



Biff made an aeroplane.

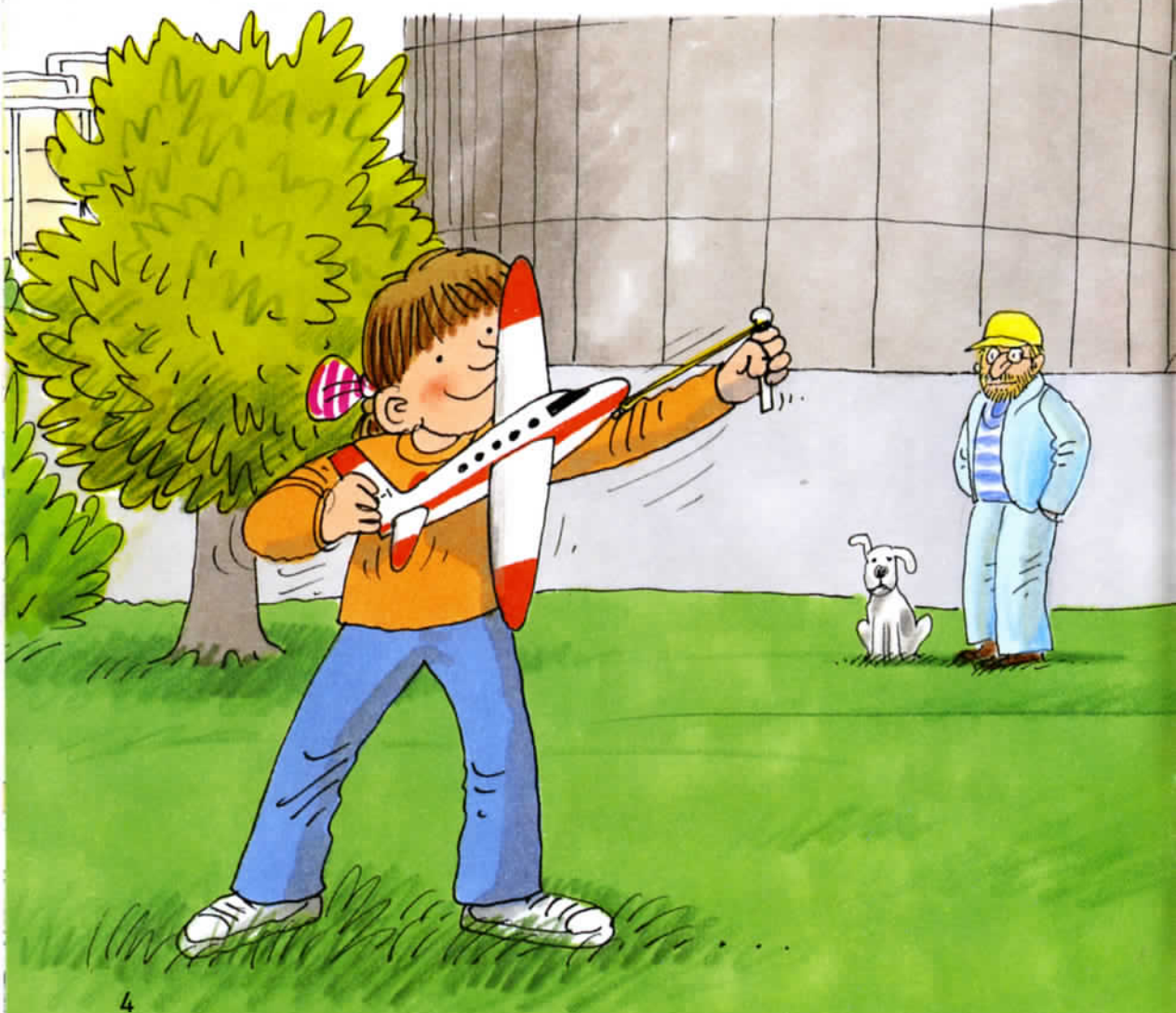
Mum helped her.

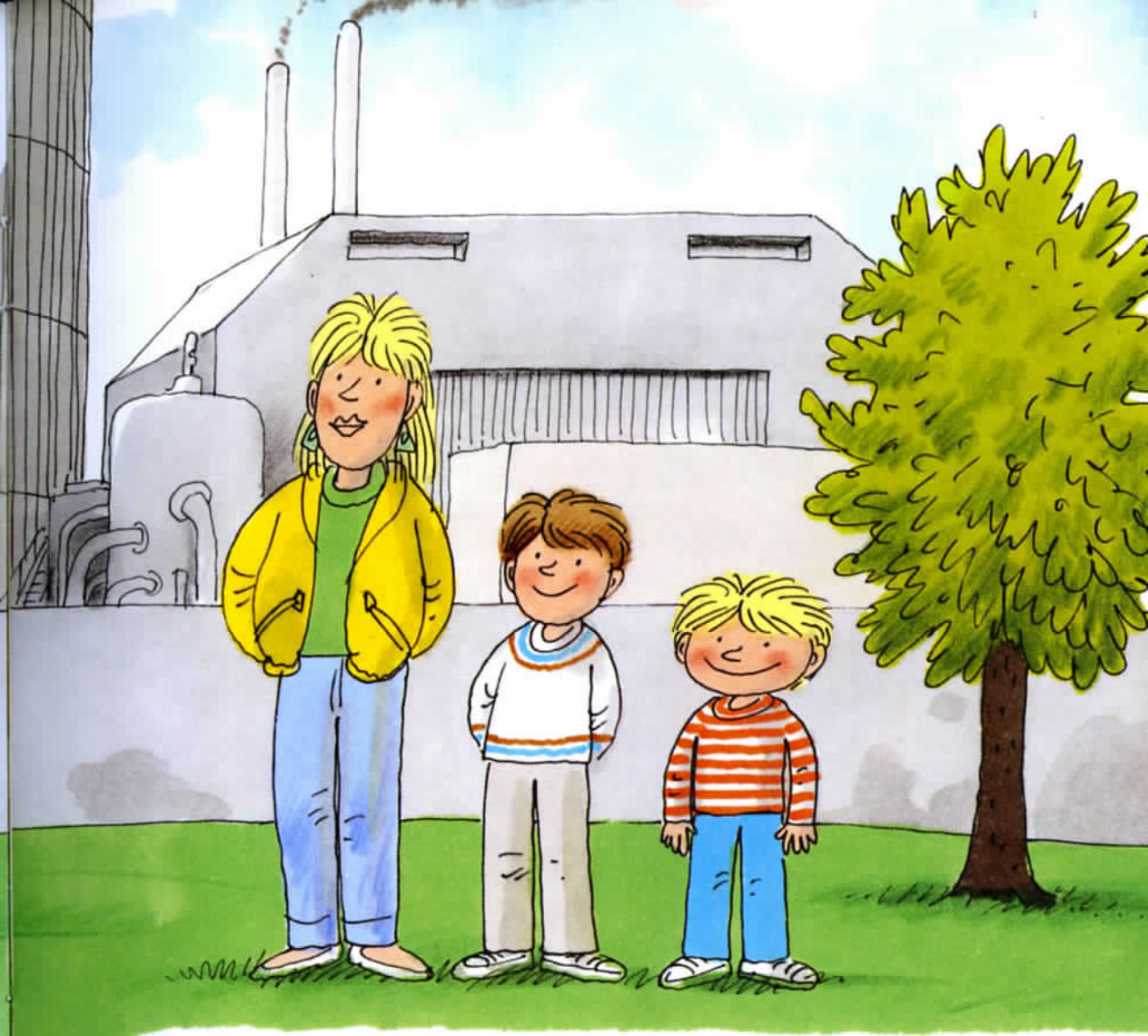




The aeroplane looked good.

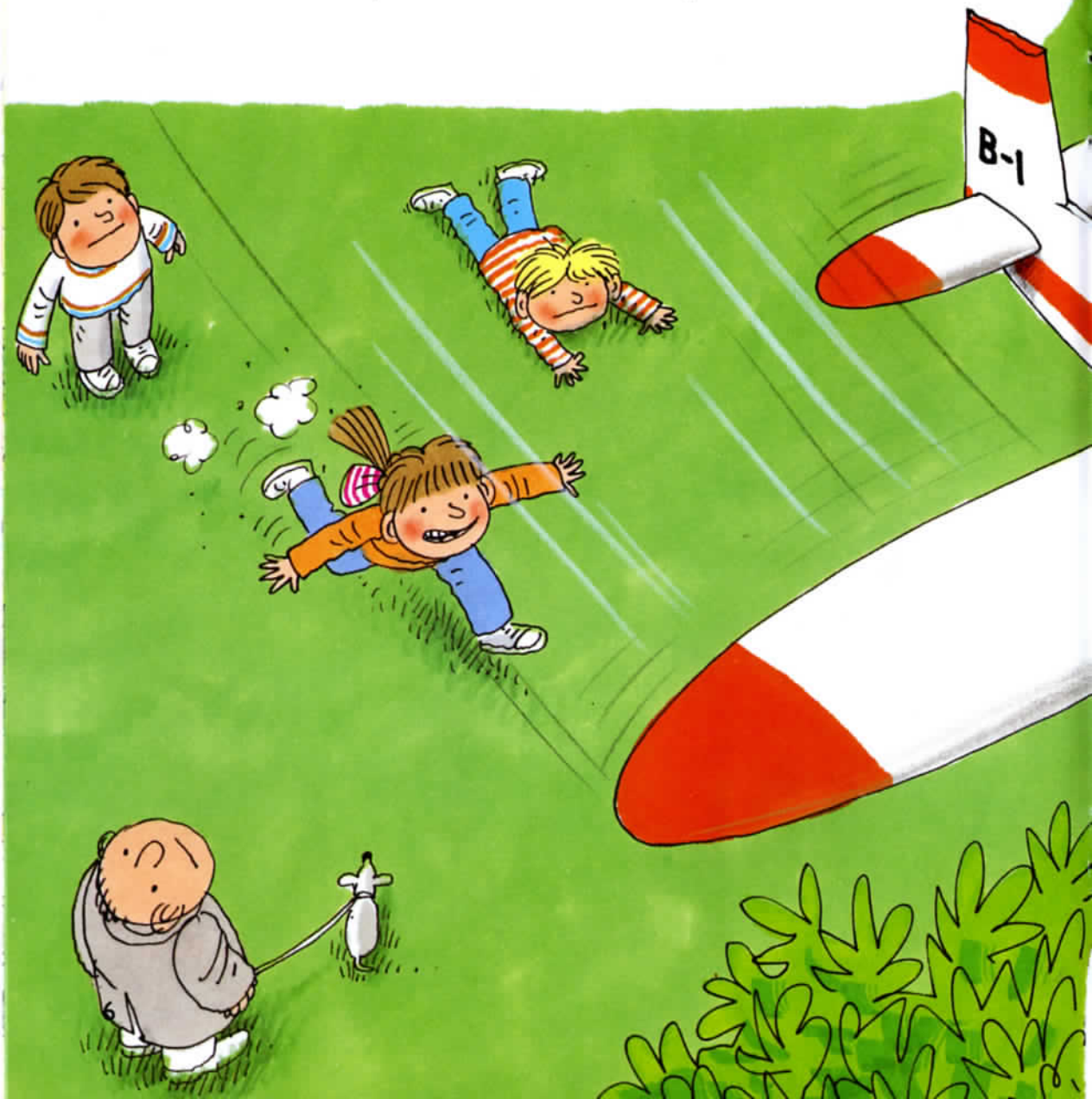
Biff wanted to fly it.





She went to the park.

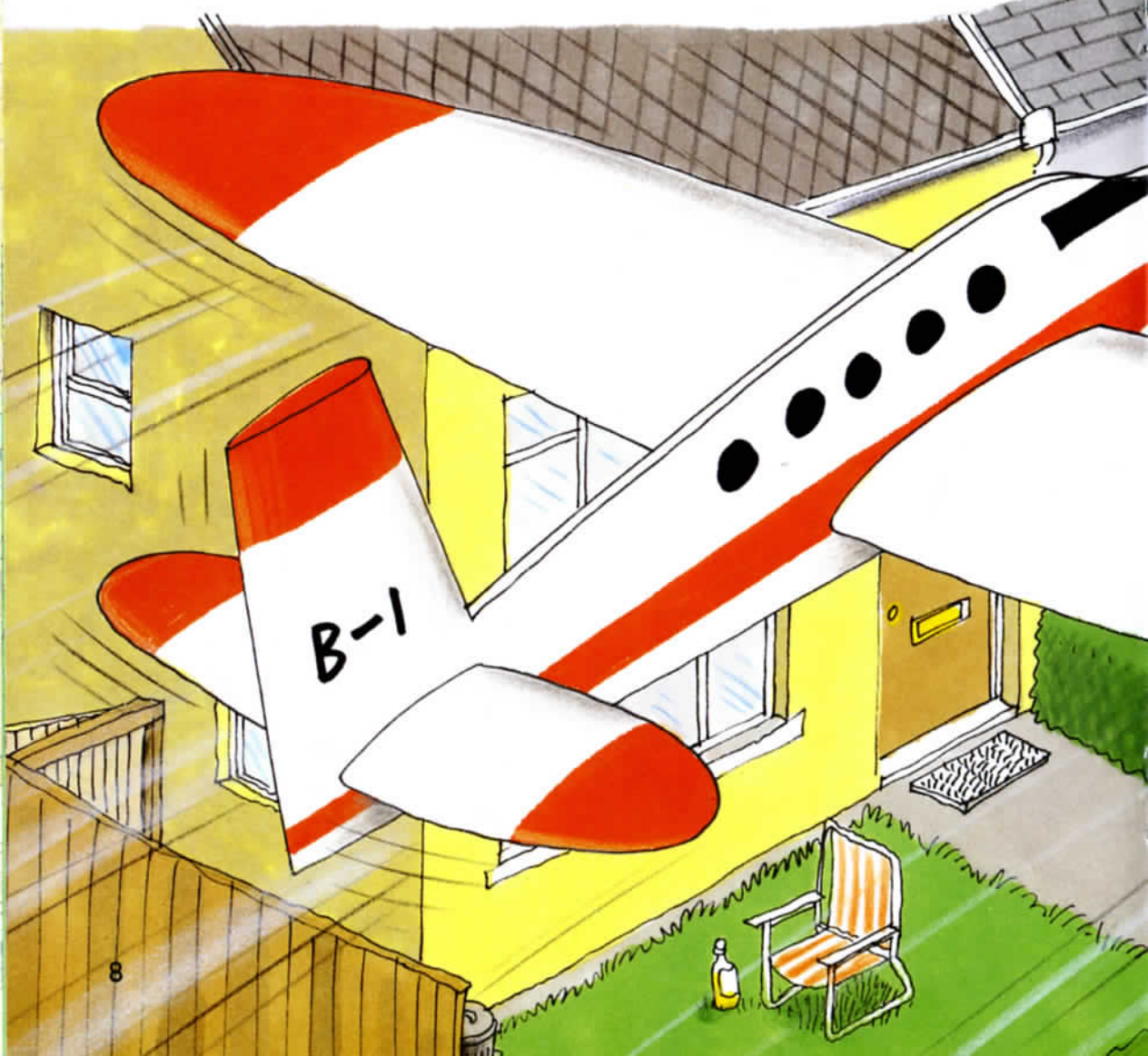
The aeroplane flew up.

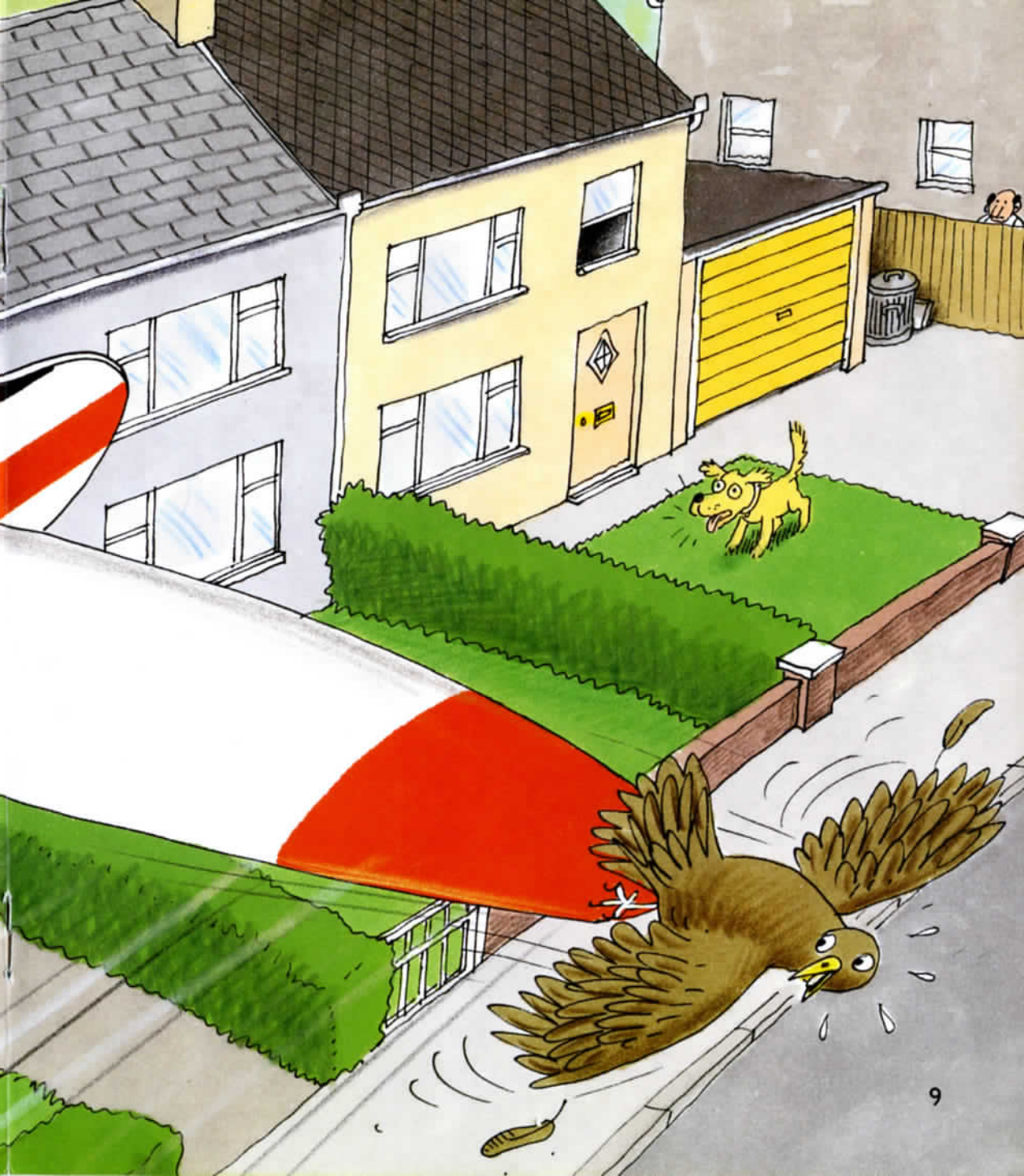




It went over the trees.

It went over the houses.





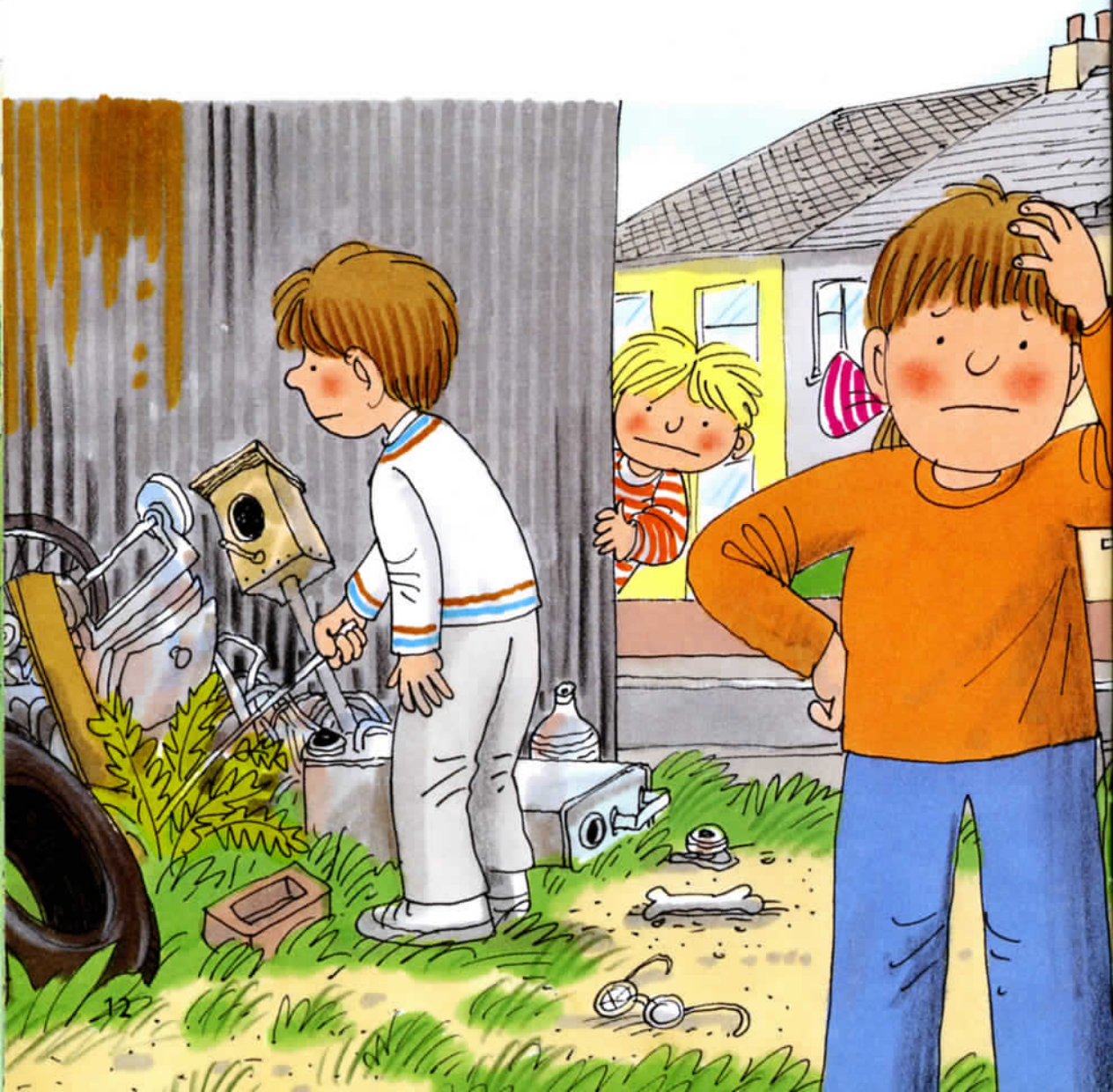
Biff looked for the aeroplane.





Everyone helped.

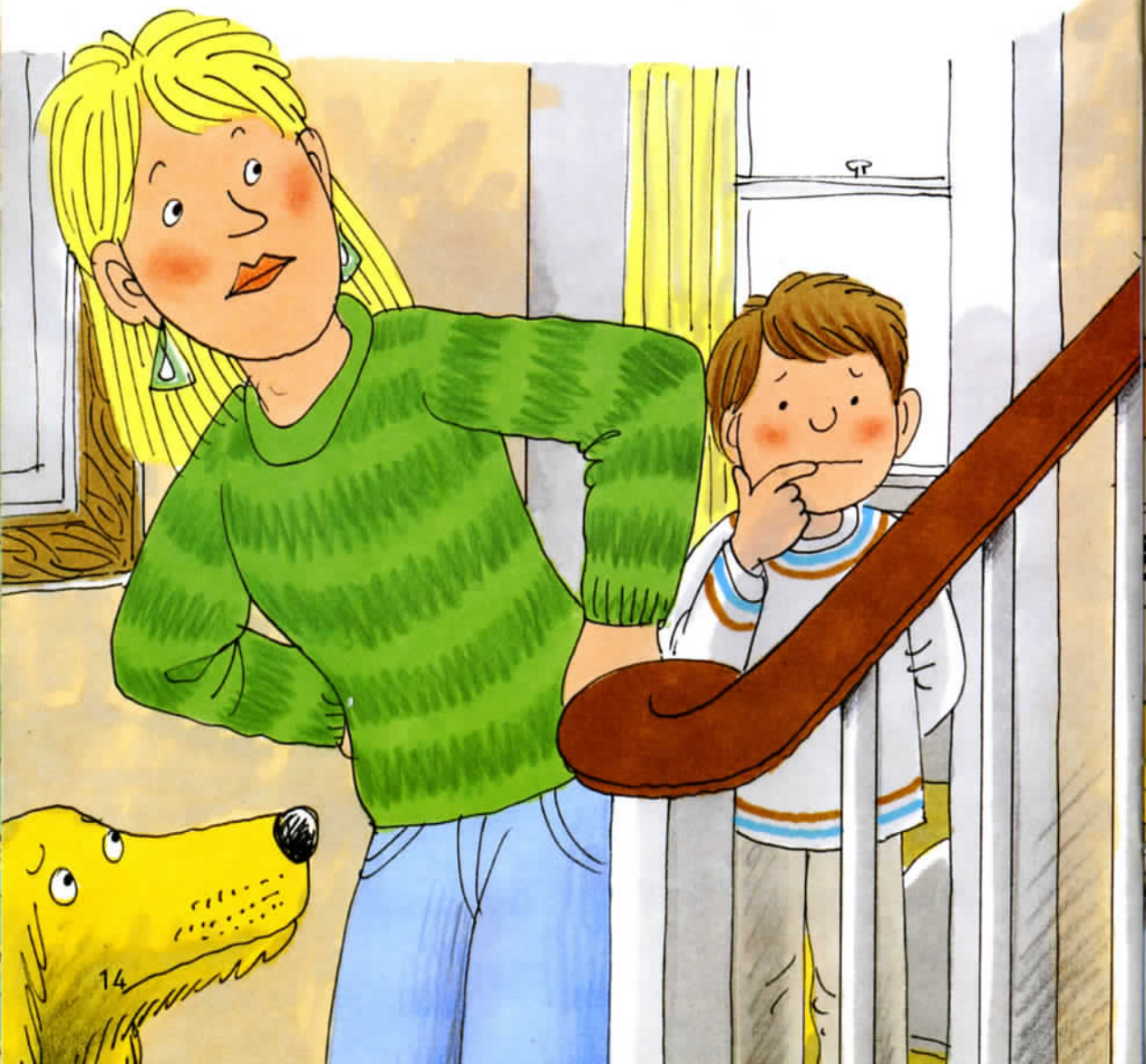
Biff looked and looked.





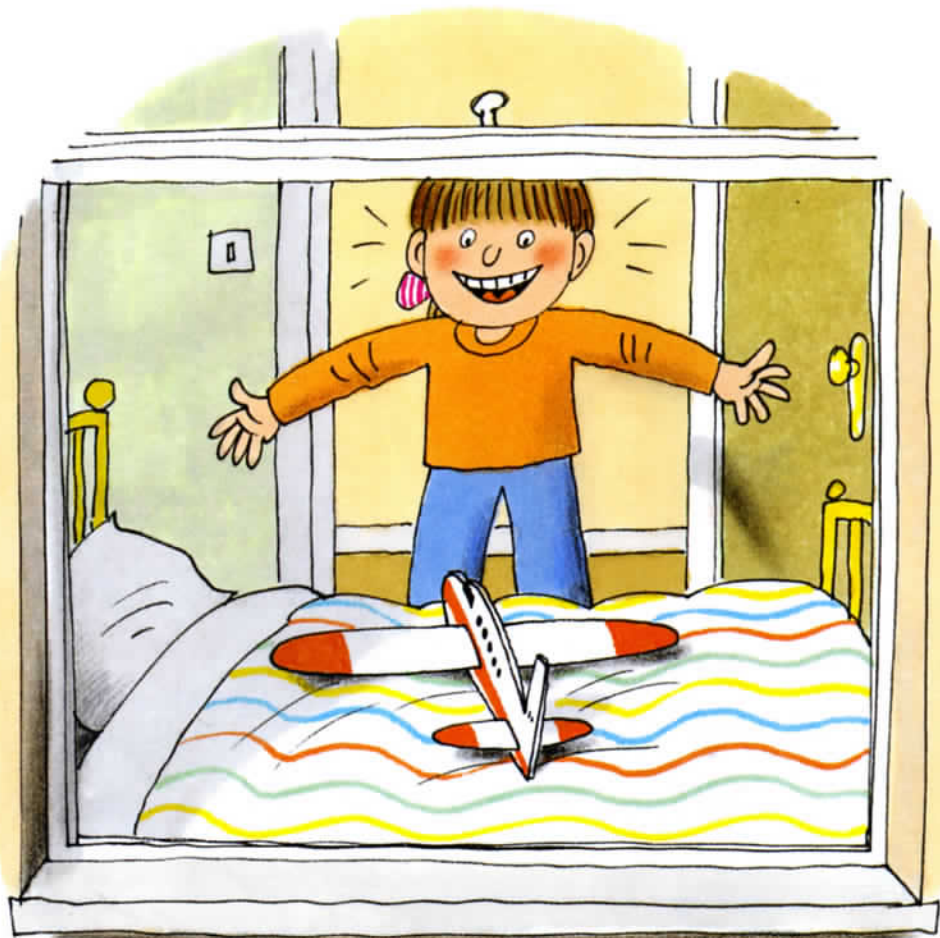
She couldn't find it.

She wanted to cry.





She went upstairs.



The aeroplane was on the bed.

Play a game

Change the ending

To help the child to think about what happened in the story and how it might have ended.

- Retell the story without the book. After the aeroplane flies over the trees and houses, think of somewhere else it could have landed and change the ending.
- Then the child retells the story and changes where the aeroplane lands.

Other ideas

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

- Write down the letters in the word 'aeroplane'. Choose three letters to make words, e.g. 'ran', 'pan', 'pen'. Write the words and ask the child to read them.
- Make a paper aeroplane. Fly it inside or, if it is not very windy, outside.

Biff's Aeroplane

Biff and Mum make an
aeroplane.

This story practises these words:

for it look(ed) mum on up she the
to was went

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The Wobbly Tooth

The Foggy Day

Biff's Aeroplane

Floppy the Hero

The Chase



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Stage 2 More Stories Pack B (one of each title) ISBN 978-0-19-846411-2

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OXFORD
UNIVERSITY PRESS

Orders and enquiries to Customer Services:
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For further information, phone the
Oxford Literacy Care-line: tel. 01865 353881

text © Roderick Hunt 1989
illustrations © Alex Brychta 1989
First published 1989
This edition published 2008
10 9 8 7 6 5 4 3 2

www.OxfordPrimary.co.uk

ISBN 978-0-19-846415-0



9 780198 464150

Printed in China by Imago