Silly, Silly Jack

Fiction Green C

Name:



Write instructions to help Silly Jack get his coins home safely.

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coins	purse	
	C II	1
pocket	carefully	
nlav	take	and the second se
play	luke	
throw	give	
	give	



How to get the coins home safely

١.	Pick up	•
2.	Put the coins in	•
3.	Go	•
4.	Do not	•
5.	At home,	•



Date:	Notes
Writing: The child can include vocabulary specific to the topic. (YI, Grammar and Vocabulary for Impact)	
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