



Dandelion Readers

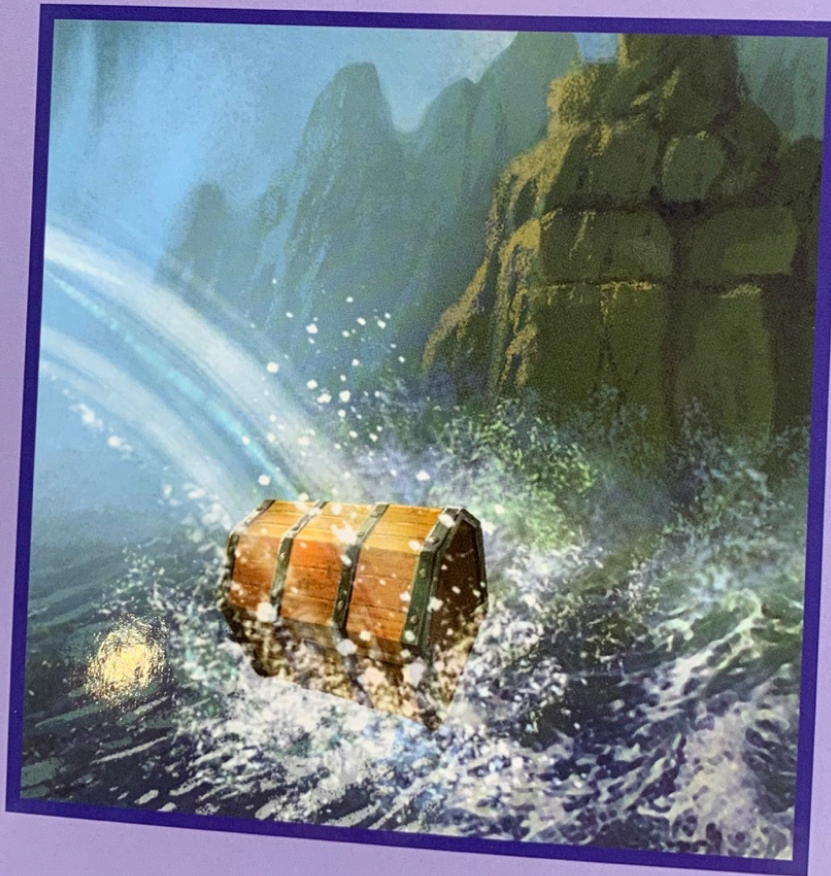
Level 3

Book 11

Extended Phonic Code

oi, oy, uoy

# The Royal Chest of Coins



Story by Tamar Reis-Frankfort and Wendy Tweedie  
Illustrated by Clair Baker and Drew Wilson



# How to use this book

The Extended Phonic Code series introduces the various spellings for each sound. It can be used with any phonic programme a school is teaching.

The phonic progression in the series can be found on the back of this book.

Encourage the reader to say the sounds in the words and blend the sounds together, using pure sounds, without adding an extra 'uh' sound after the consonant sounds.

High-frequency words are words the reader may not be able to decode at this stage. In the process of learning the Extended Phonic Code, the reader will gradually be able to decode these words. Encourage the reader to sound out the sounds they know and provide the sounds not yet learned (pointing at letters that represent that sound). If the reader is struggling, offer the whole word.

Check that the reader understands all words in the vocabulary on the page opposite.

**Before reading this book, the reader needs to know:**

- two or more letters can represent one sound
- the spellings <oi> <oy> <uoy> can represent the sound 'oi'

**This book introduces:**

- the spellings <oi> <oy> <uoy> for the sound 'oi'
- text at 2 syllable level

**High-frequency words:**

game, was, said, all, story, once, time, prince, of, to, dolphin, asked, gave

**Vocabulary:**

- loyal - faithful  
buoy - a floating object tied to the bottom of the sea  
used to mark a place on the sea  
hoisted - lifted up something using ropes  
joy - happiness

**Talk about the story**

Rex and Roy, the cowboy, are quarrelling again.  
Jill, the doll, thinks of a way to get them to play together...



## Reading Practice

Practise blending these sounds into words:

oi

oil

boil

coin

join

point

spoil

avoid

oy

boy

toy

joy

Roy

annoy

enjoy

destroy

uoy

buoy

## The Royal Chest of Coins







Rex spoiled Roy's game. Roy was annoyed. Jill said, "Let's all enjoy a story."





"Once upon a time," Jill began,  
"there was a king called Rex and  
a loyal prince called Roy."



"The royal chest of coins was lost  
at sea in a storm. King Rex sent  
Prince Roy to find it."





"Prince Roy sailed to the point where the chest was lost. He tied his boat to a buoy."



"The prince saw a dolphin and asked him to help. Prince Roy hoisted up the chest."





"He gave the dolphin his crown.  
King Rex was filled with joy to  
see Prince Roy again."

## Questions for discussion:

- Why did Jill want the toys to listen to a story?
- What happened in the story?
- What do you think Rex and Roy did after listening to the story?



## Game with <oi>, <oy> and <uoy> words

Play as pelmanism or use for reading practice. Enlarge and photocopy the page twice on two different colours of card.

Cut the cards up to play.

Ensure the players sound out the words.

toy	coin	loyal
join	buoy	avoid
royal	point	soil
enjoy	boil	boy

## Lotto game with <oi>, <oy> and <uoy> words

Enlarge and photocopy twice on two different colours of card.

Cut up one full set of cards.

Ensure the players sound out the words.

spoil	joy	enjoy
employ	voice	loyal

annoy	point	royal
choice	buoy	destroy