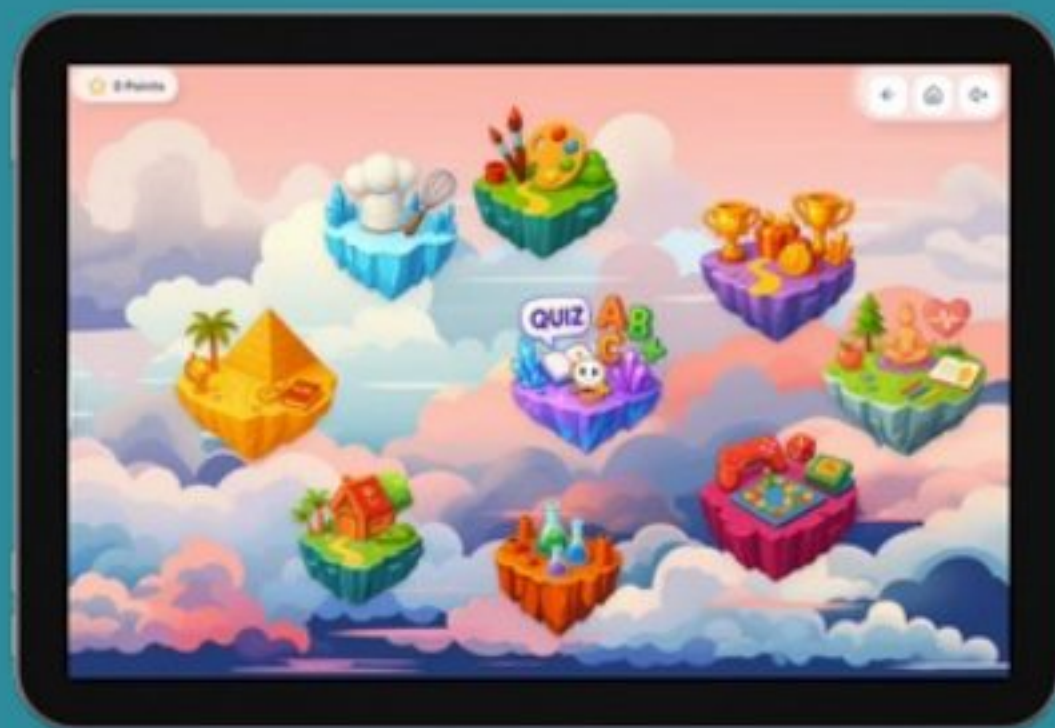




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Who Sank the Boat? - Foundation

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WHO SANK THE BOAT? STORY PARTS

A literary story has characters and events. It has a beginning and an ending.



cow



donkey



pig



sheep



mouse

SETTING

lake, jetty and
little red boat



BEGINNING

friends plan
a boat ride



MIDDLE

friends climb in
one at a time



ENDING

the boat tips
and the friends
go home to
get dry



RETELL A STORY



FIRST - Who and where?



NEXT - What happened?



THEN - What changed?



FINALLY - How did it end?

First _____. Next _____. Then _____. Finally _____.

RETELL A STORY



FIRST - Who and where?



NEXT - What happened?



THEN - What changed?



FINALLY - How did it end?

First _____. Next _____. Then _____. Finally _____.

BOAT STORY SEQUENCE

1. Mix the eight cards.
2. Put the events in order.
3. Place them on the mat.
4. Retell with First, Next, Then and Finally.



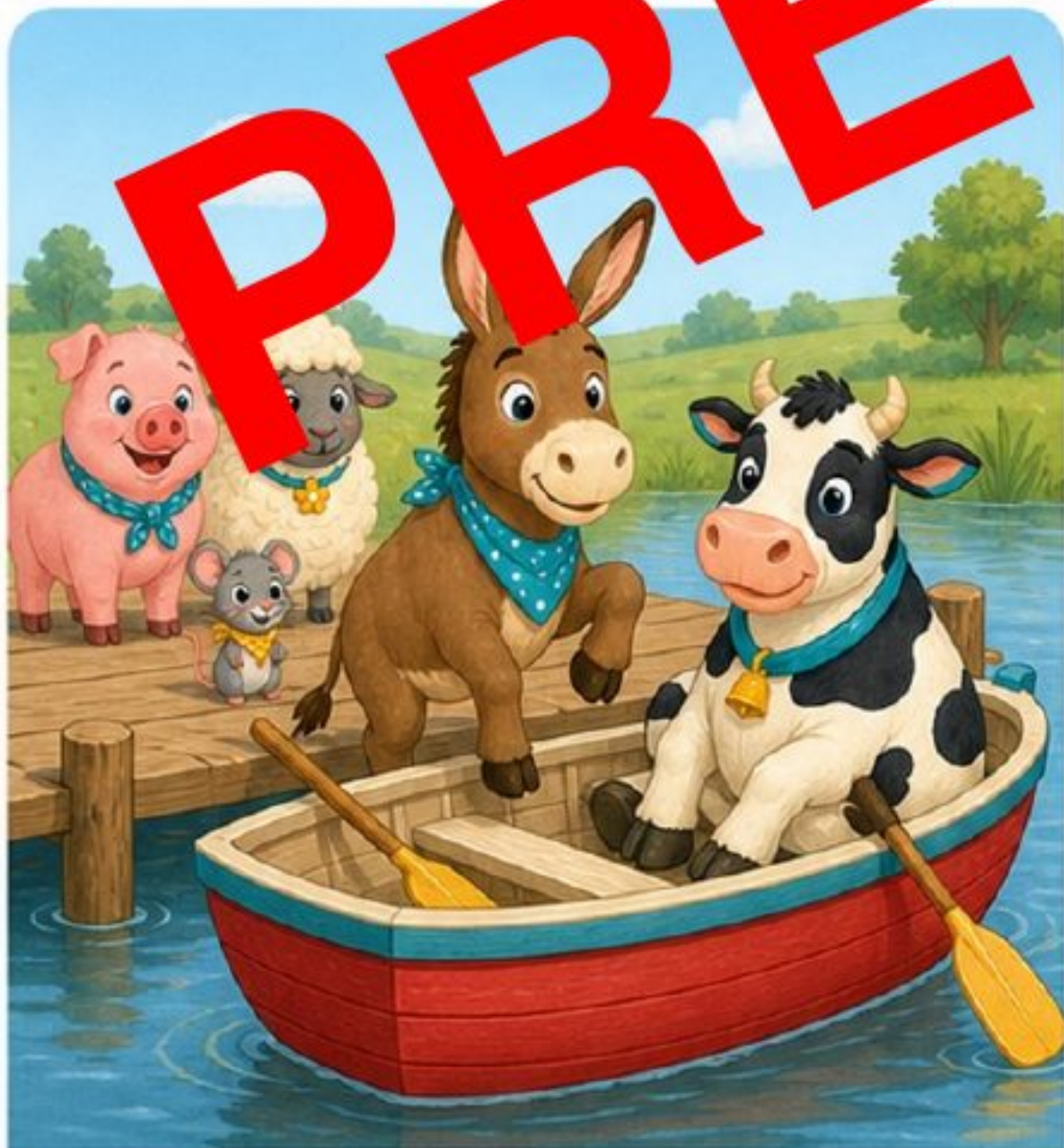
You need: 8 cards and the sequence mat.



The friends see
the little boat.



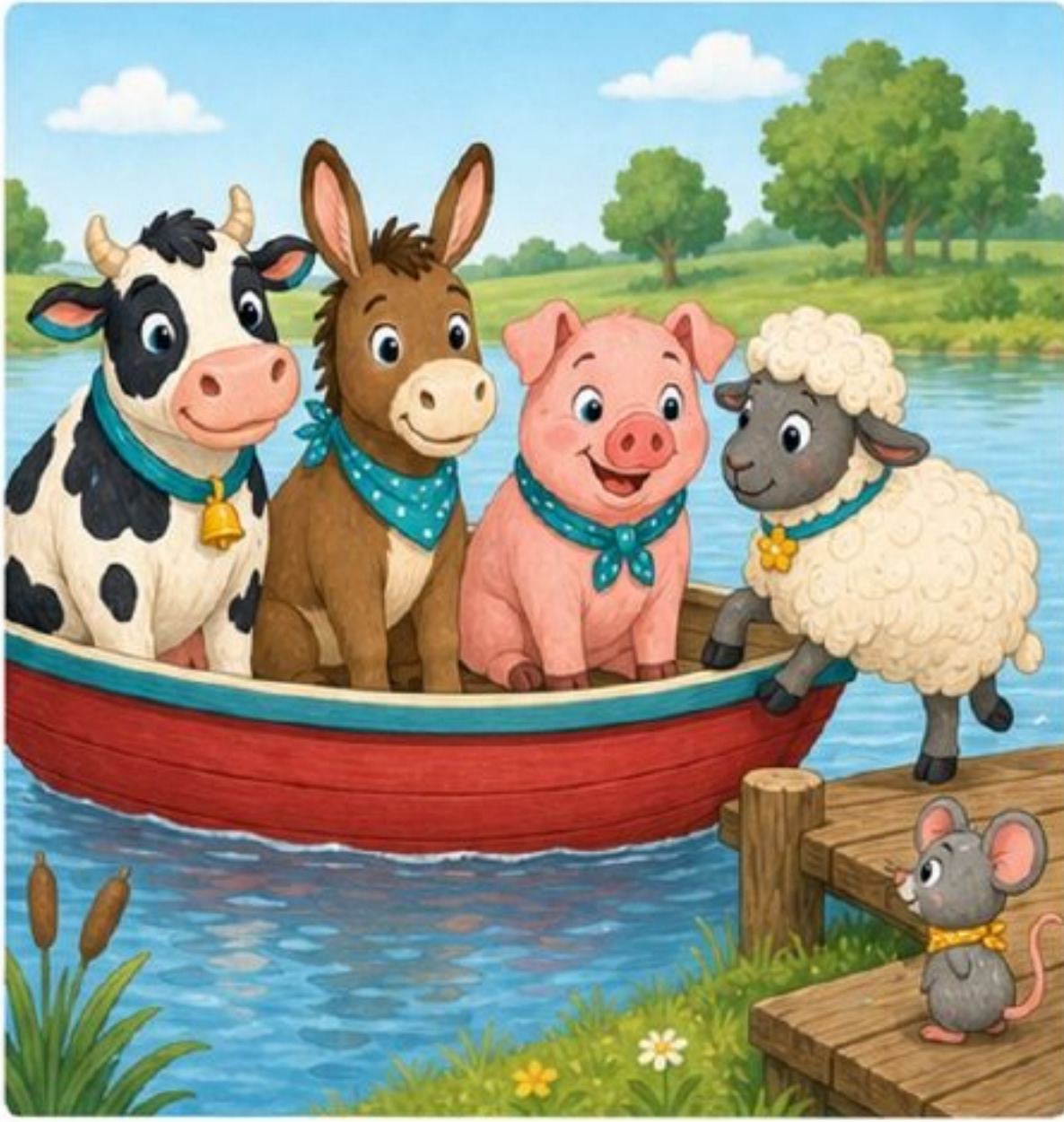
The cow climbs
into the boat.



The donkey climbs
into the boat.



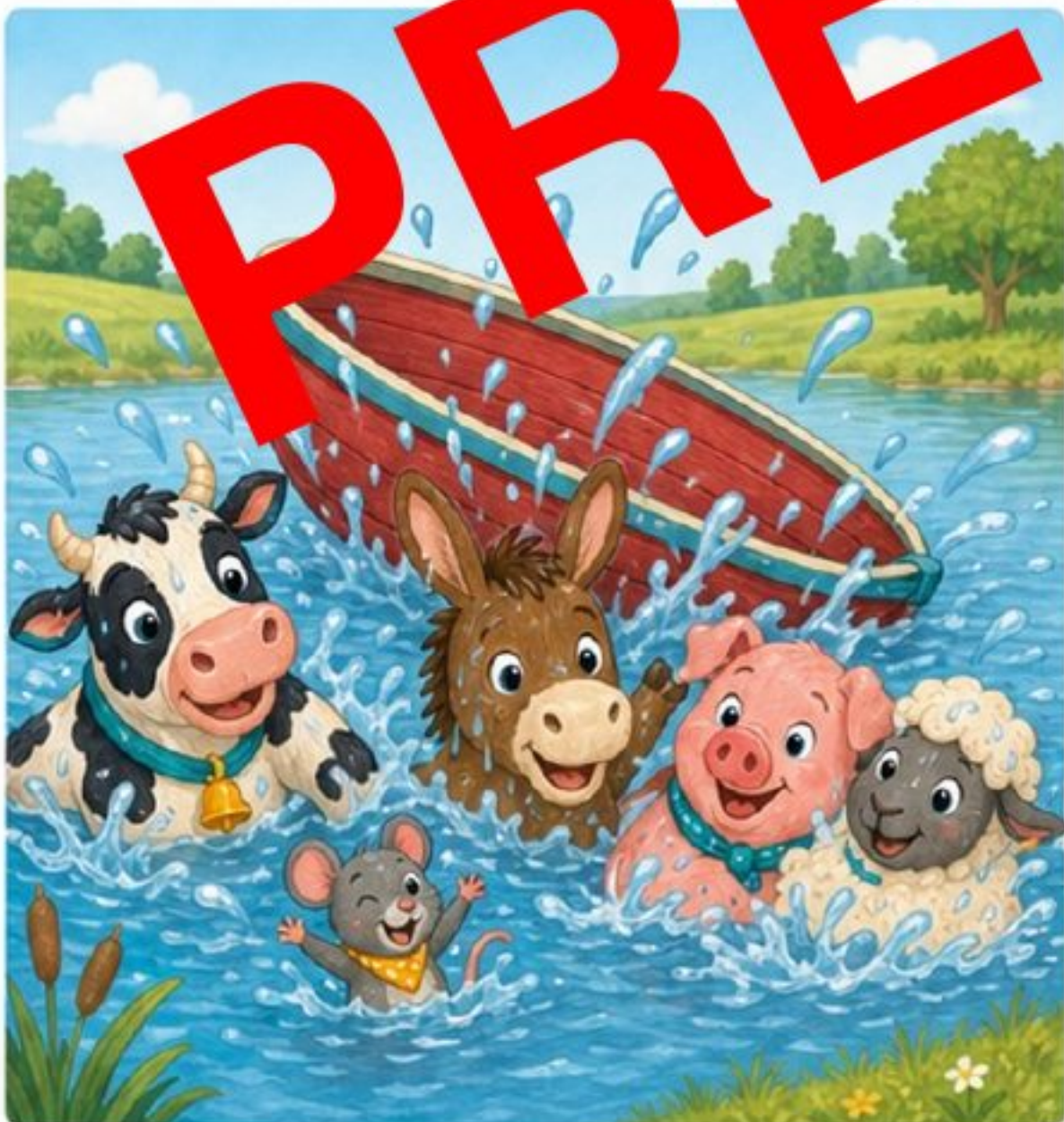
The pig climbs
into the boat.



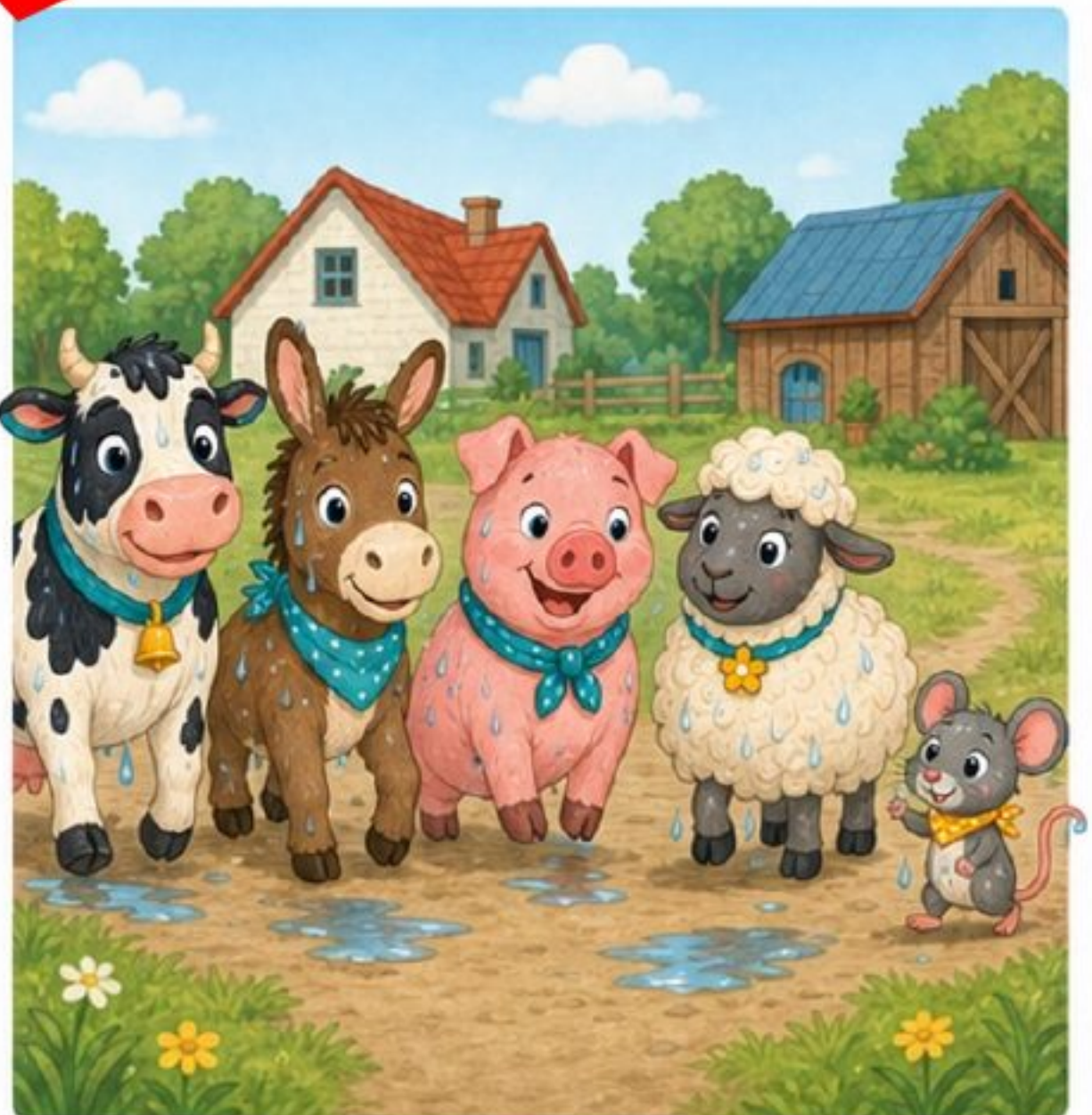
**The sheep climbs
into the boat.**



**The mouse steps
onto the boat.**



**The boat tips and
everyone splashes.**



**The friends go home
to get dry.**

BOAT STORY SEQUENCE MAT

BEGINNING

FIRST EVENTS

1

2

3

4

NEXT EVENTS

ENDING

5

6

8

PREVIEW

RETELL ROLE-PLAY HEADBANDS



cow

PREVIEW



DONKEY

RETELL ROLE-PLAY HEADBANDS



PIG

PREVIEW



SHEEP

RETELL ROLE-PLAY HEADBANDS

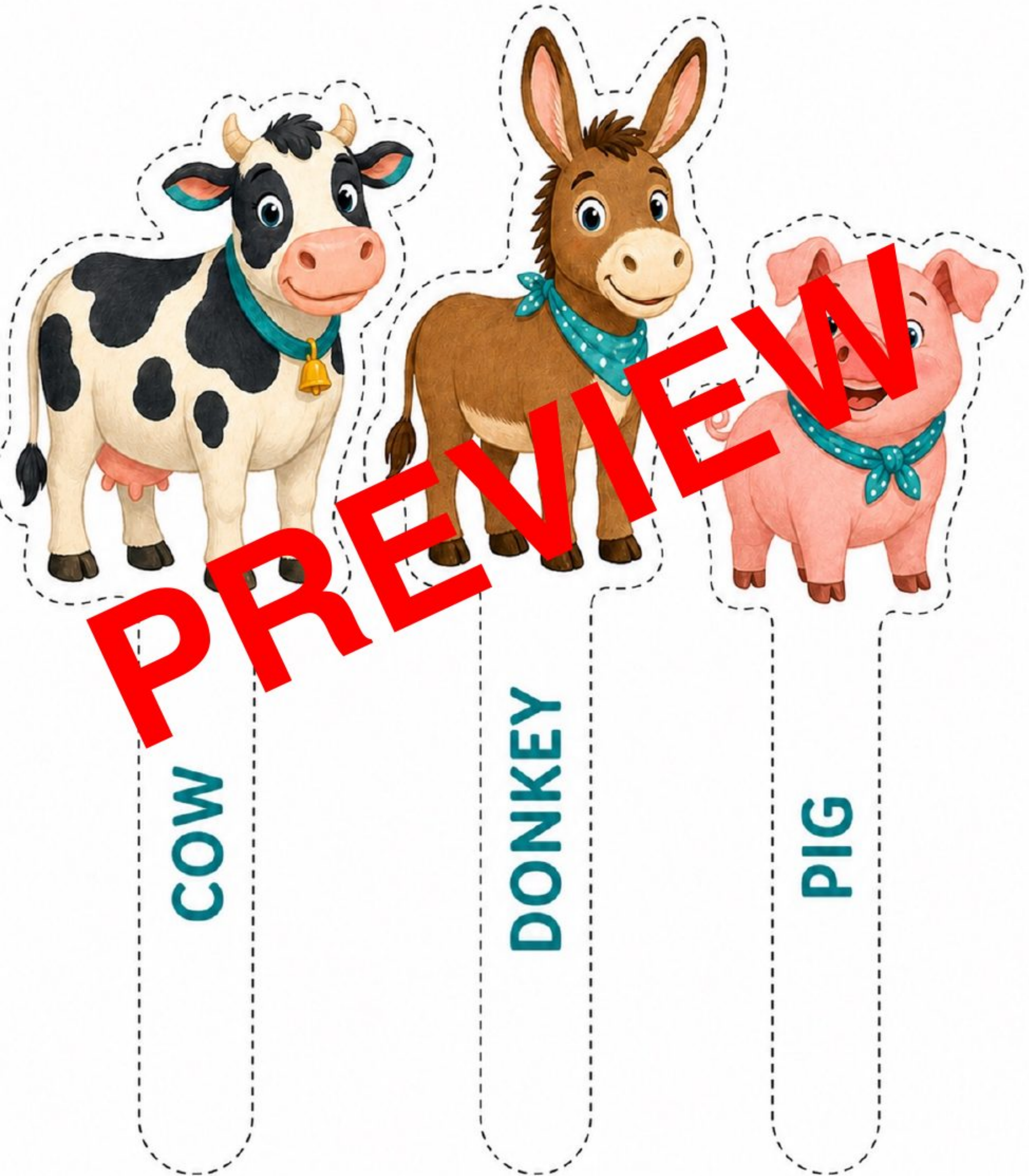


MOUSE



BOAT

PUPPET RETELL



PUPPET RETELL



SHEEP



MOUSE



BOAT

PREVIEW

PUPPET RETELL THEATRE

Who?

Where?

PREVIEW

What
happened?

How did
it end?

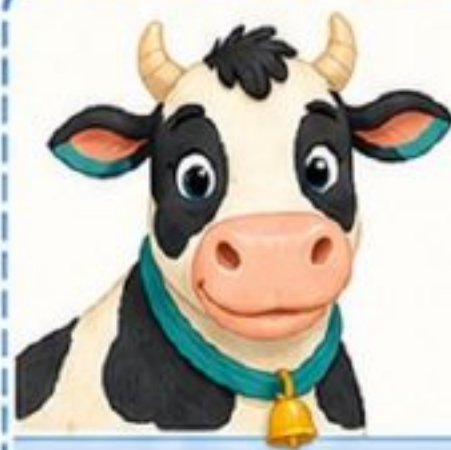
FAVOURITE CHARACTER VOTE



COW



COW



COW



COW



COW



DONKEY



DONKEY



DONKEY



DONKEY



DONKEY



PIG



PIG



PIG



PIG



PIG



SHEEP



SHEEP



SHEEP



SHEEP



SHEEP



MOUSE



MOUSE



MOUSE



MOUSE



MOUSE

OUR FAVOURITE CHARACTER PICTOGRAPH

COW

--	--	--	--	--

DONKEY

--	--	--	--	--

PIG

--	--	--	--	--

SHEEP

--	--	--	--	--

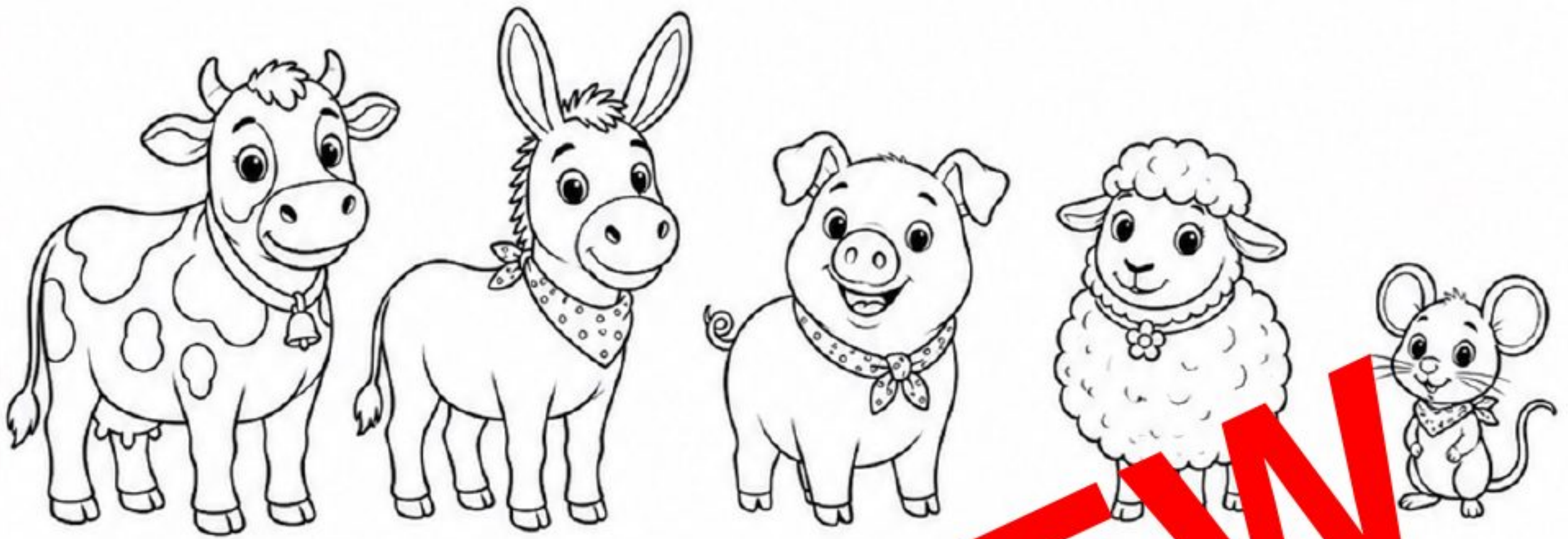
MOUSE

--	--	--	--	--

1 token = 1 vote

CHARACTER VOTE AND TALK

Name: _____



cow

donkey

pig

sheep

mouse

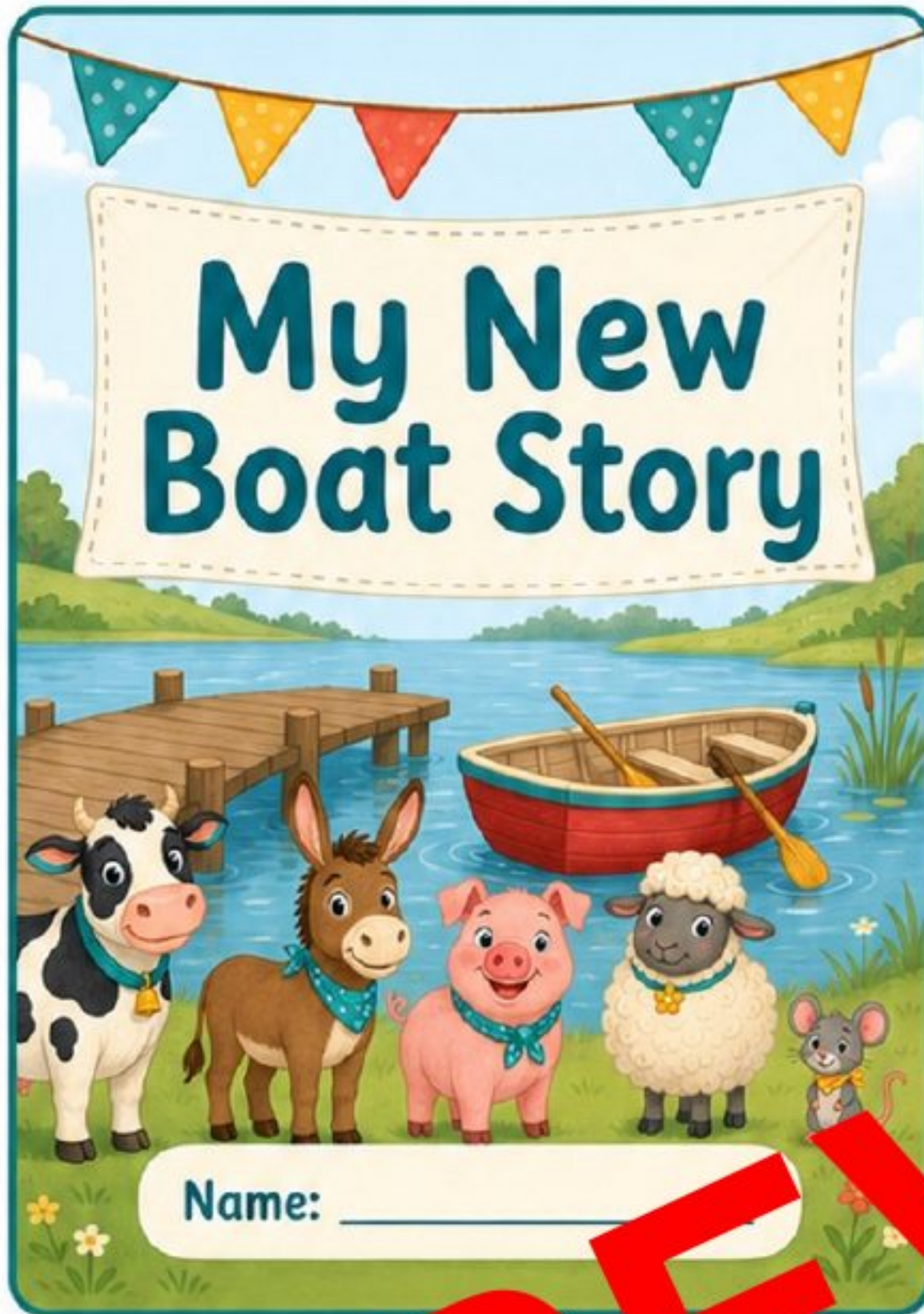
--	--	--	--	--

Which character has the most votes?

Which has the fewest votes?

My favourite character is ____ because ____.

CHANGE THE BOAT STORY - PAGE 1



My characters



My new vehicle



CHANGE THE BOAT STORY - PAGE 2



Beginning



Middle

First, _____

Next, _____



Surprise



New ending

Then, _____

Finally, _____



BOAT SENTENCE BUILDER

The

A

cow



donkey



pig



sheep



mouse



friends



little



red



boat



lake



BOAT SENTENCE BUILDER

climbs



steps



jumps



tips



splashes



walks



into



onto



beside



home



First



Finally



.

.

!

?

BUILD A BOAT SENTENCE



Name: _____

Build it with cards

Write it

Build it with cards

Write it

Build it with cards

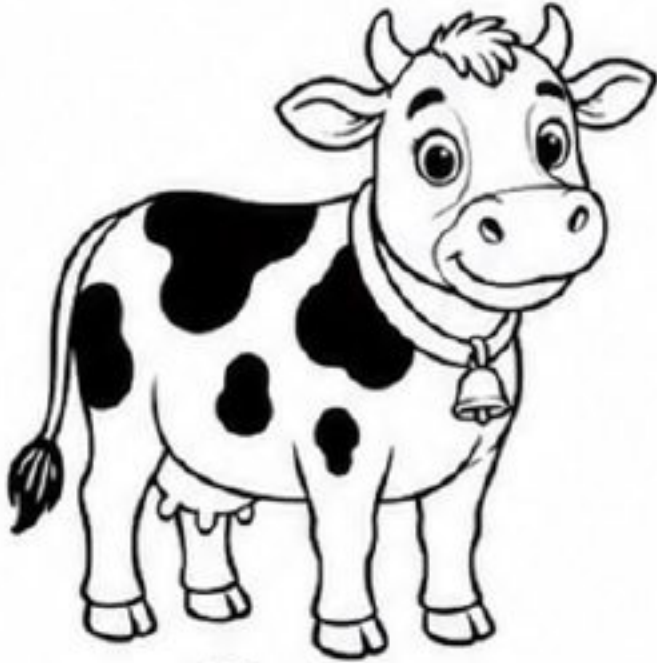
Write it

Read your sentence aloud.

MEET THE CHARACTERS: WHO IS WHO?

Name: _____

Draw a line to match each character.



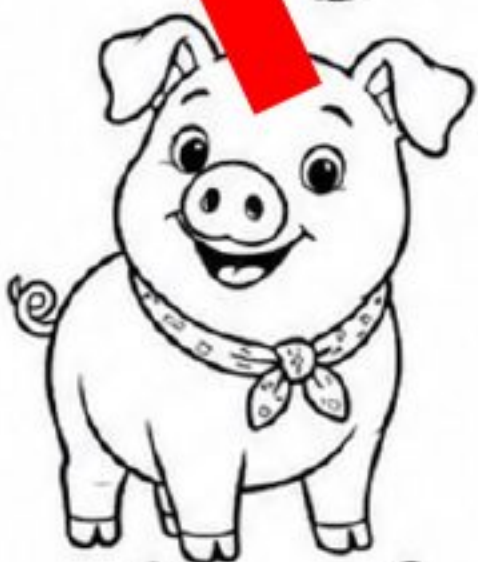
mouse



cow



sheep



donkey



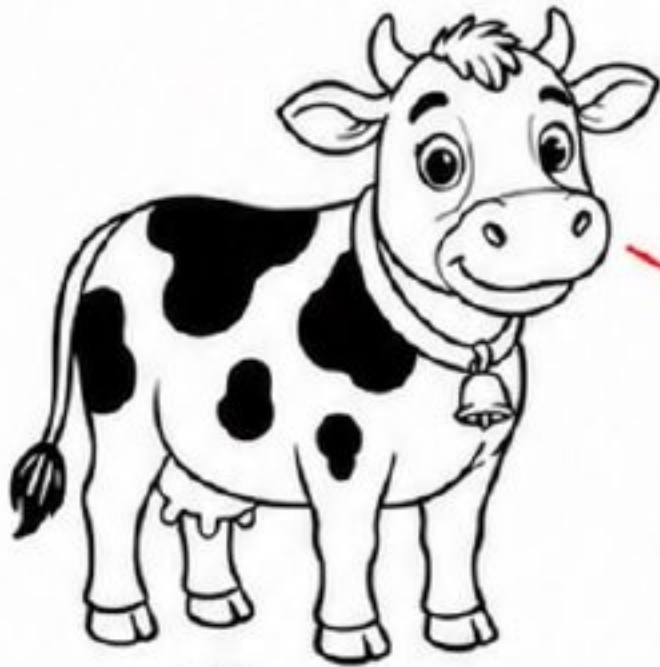
pig

PREVIEW

MEET THE CHARACTERS: WHO IS WHO?

Name: ANSWERS

Draw a line to match each character.



mouse

cow

sheep

donkey

pig

PREVIEW

MEET THE CHARACTERS: CLUES

Name: _____

Direction: Write or draw the character for each clue.

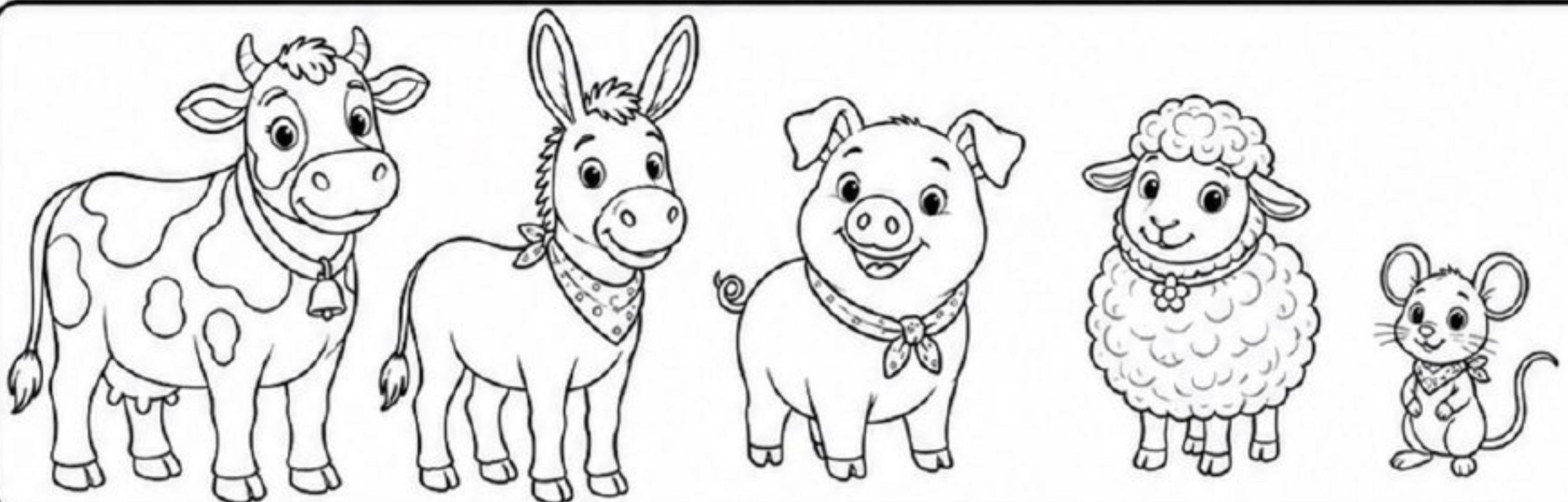
1. I am big and black and white.

2. I have long ears.

3. I have a curly tail.

4. I am woolly.

5. I am tiny with whiskers.

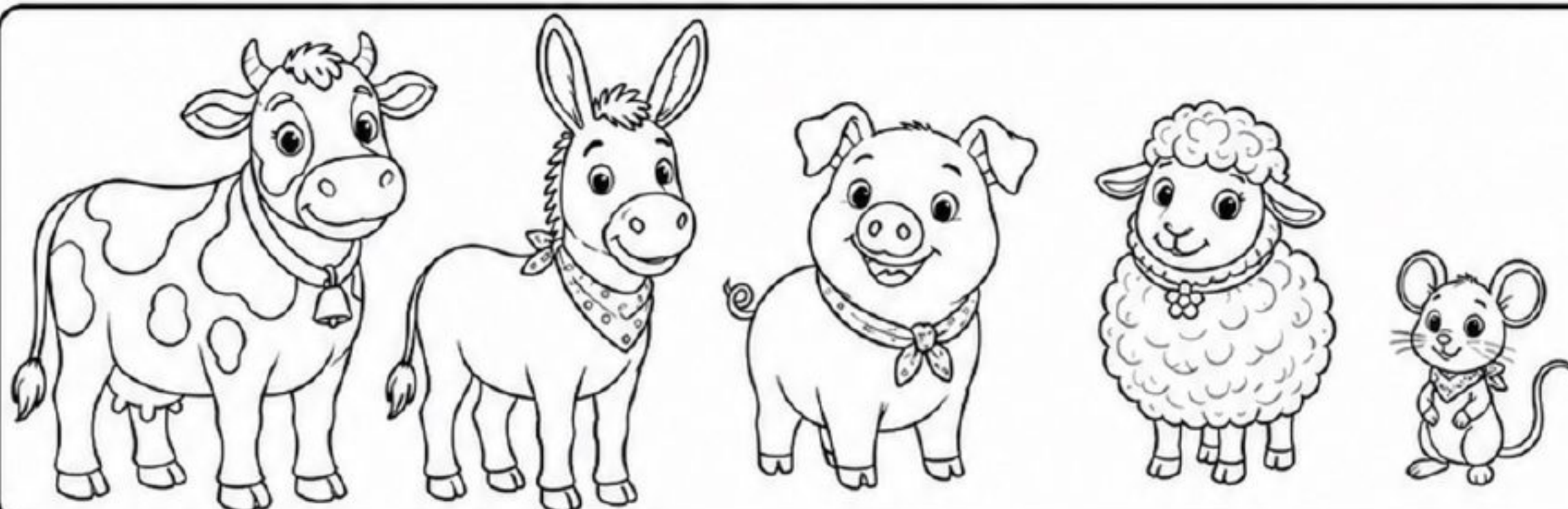


MEET THE CHARACTERS: CLUES

Name: ANSWERS

Direction: Write or draw the character for each clue.

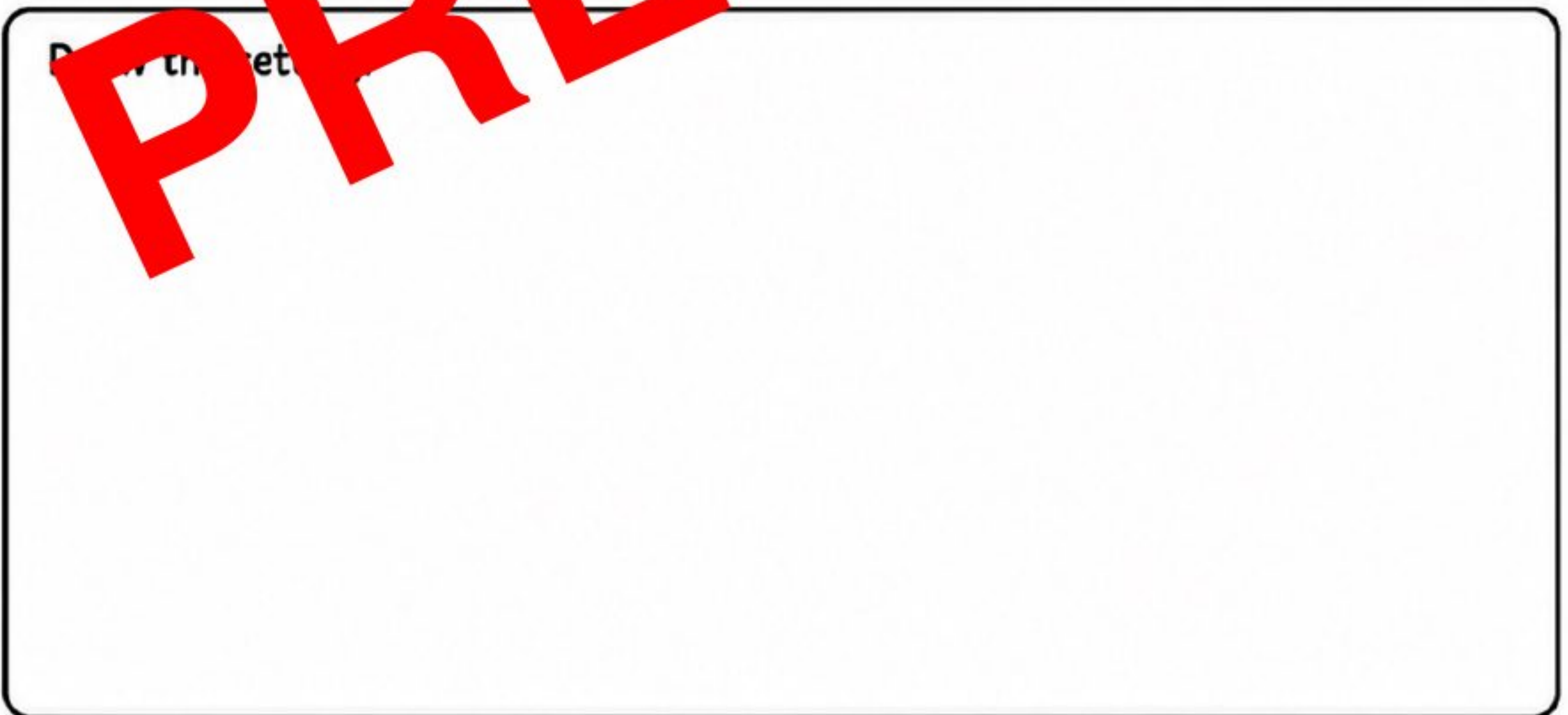
1. I am big and black and white.	<u>COW</u>
2. I have long ears.	<u>donkey</u>
3. I have a curly tail.	<u>pig</u>
4. I am woolly.	<u>sheep</u>
5. I am tiny with whiskers.	<u>mouse</u>



BEGINNING, MIDDLE AND END: BEGINNING

Name: _____

Direction: Circle the picture that shows the beginning.

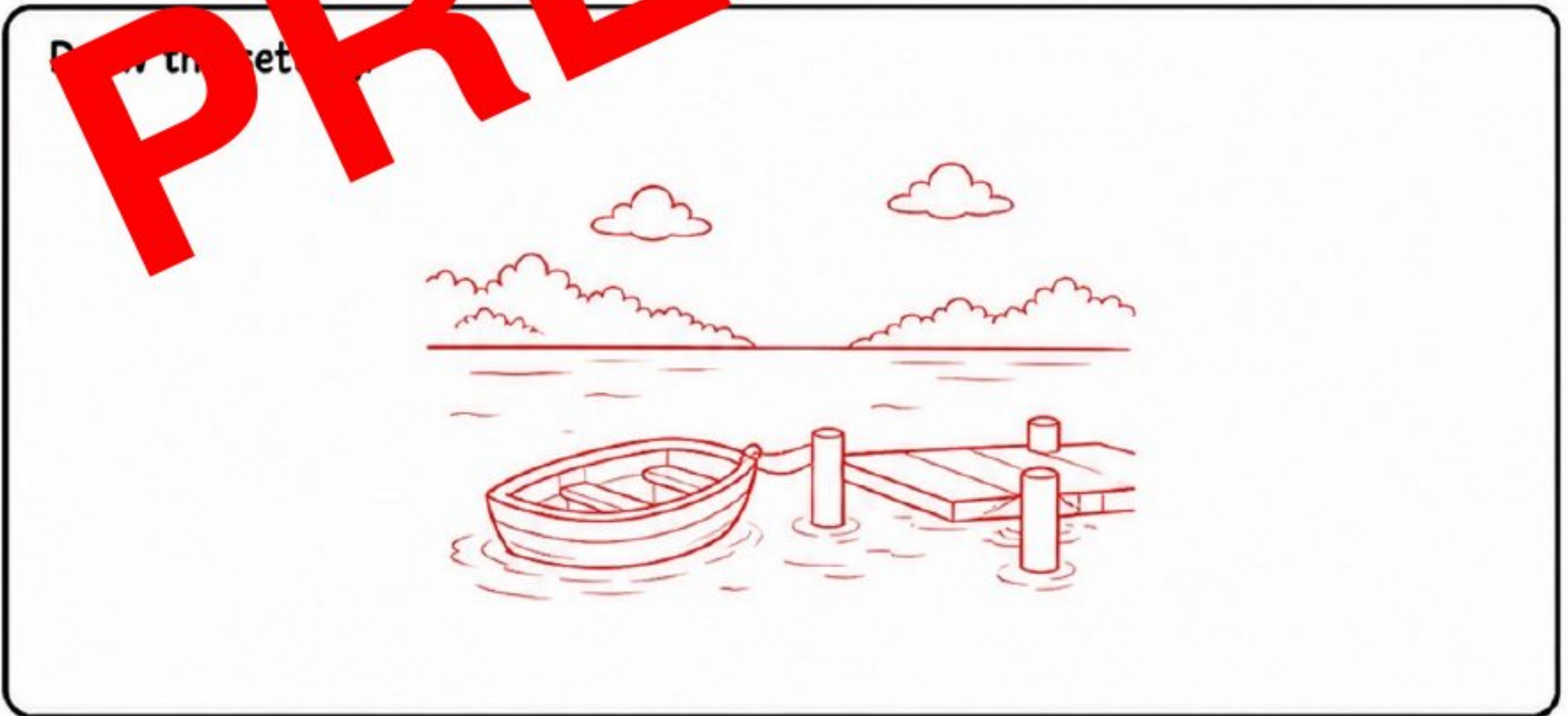
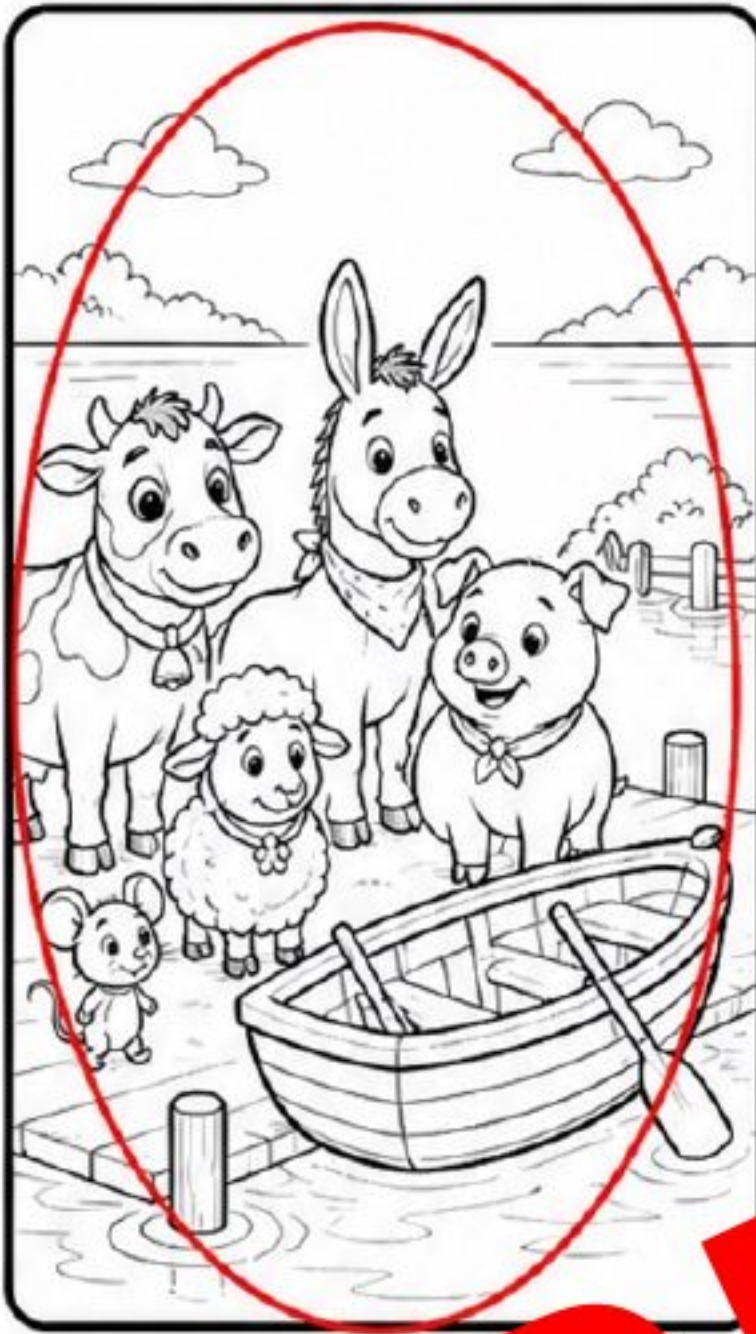


At the beginning, the friends _____.

BEGINNING, MIDDLE AND END: BEGINNING

Name: ANSWERS

Direction: Circle the picture that shows the beginning.



At the beginning, the friends plan a boat ride.

BEGINNING, MIDDLE AND END: MIDDLE

Name: _____

Direction: Write 1, 2, 3, 4 to show the event order.

☐

The boat sits lower as more friends climb in.

In the middle, _____.

BEGINNING, MIDDLE AND END: MIDDLE

Name: ANSWERS

Direction: Write 1, 2, 3, 4 to show the event order.



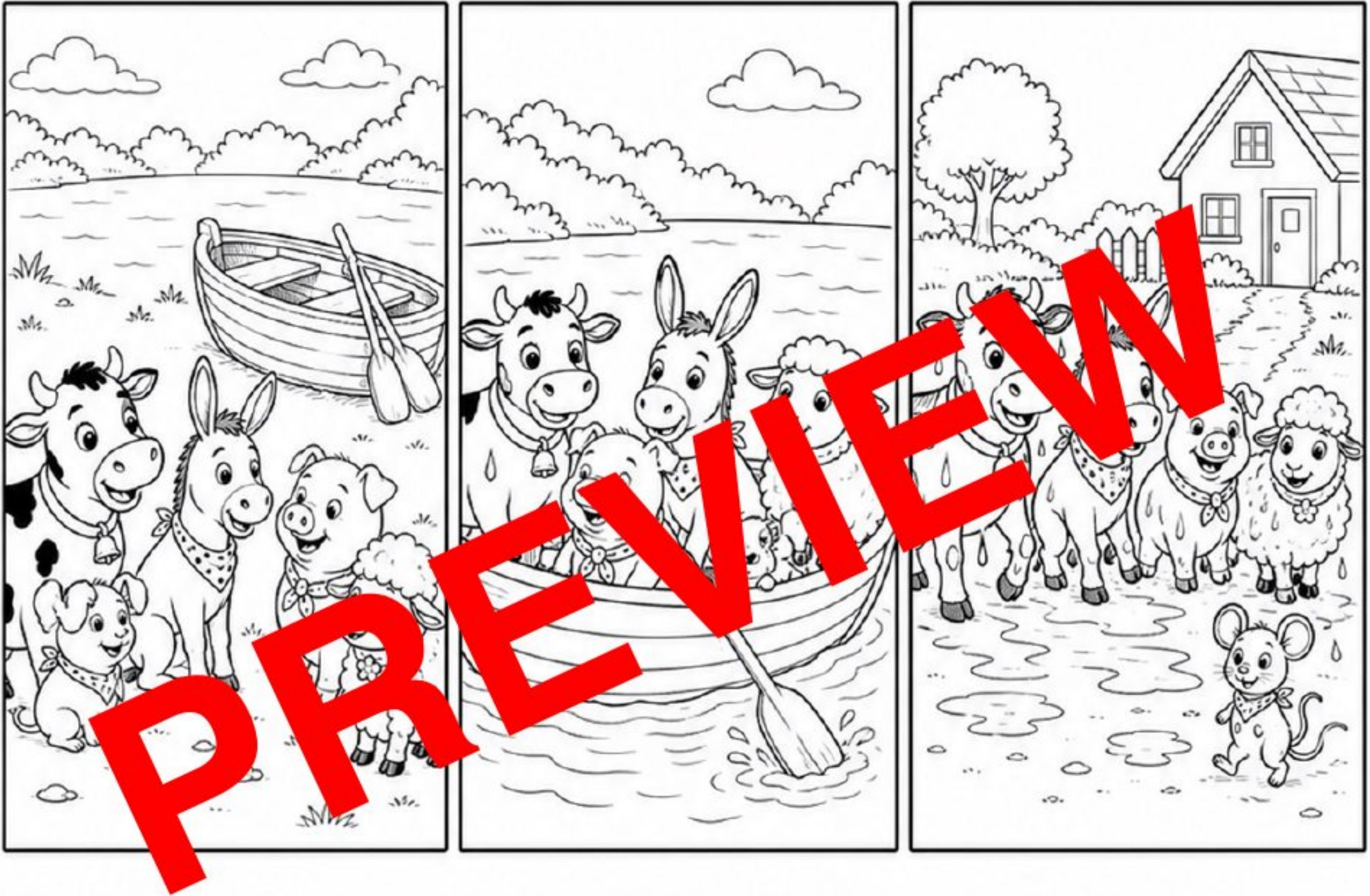
The boat sits lower as more friends climb in.

In the middle, the animals climb into the boat.

BEGINNING, MIDDLE AND END: ENDING

Name: _____

Direction: Circle the picture that shows the ending.



The friends go home to:

- ☐ get dry ☐ find lunch ☐ play a game

Finally, _____.

BEGINNING, MIDDLE AND END: ENDING

Name: ANSWERS

Direction: Circle the picture that shows the ending.



The friends go home to:

☒ get dry

☐ find lunch

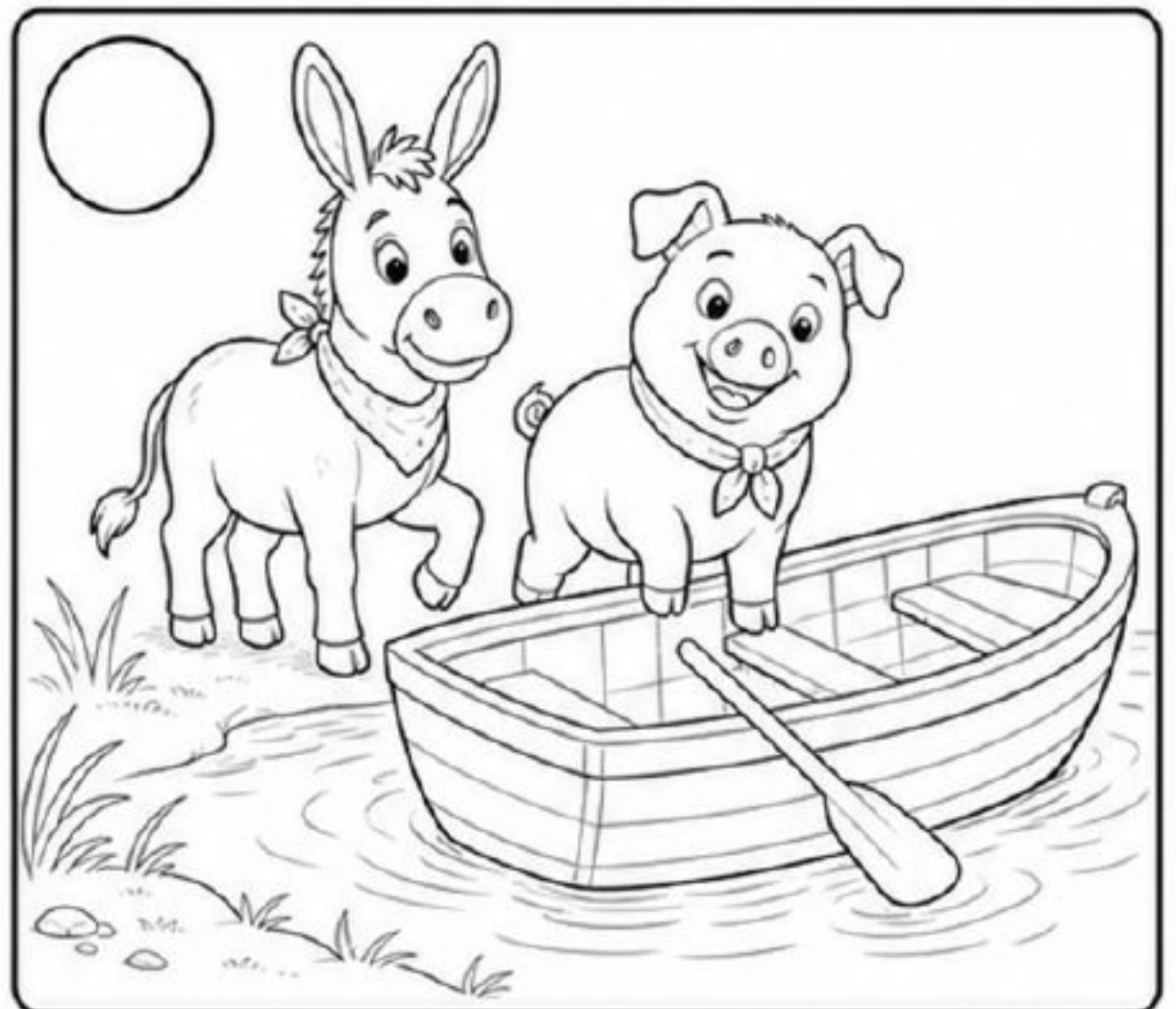
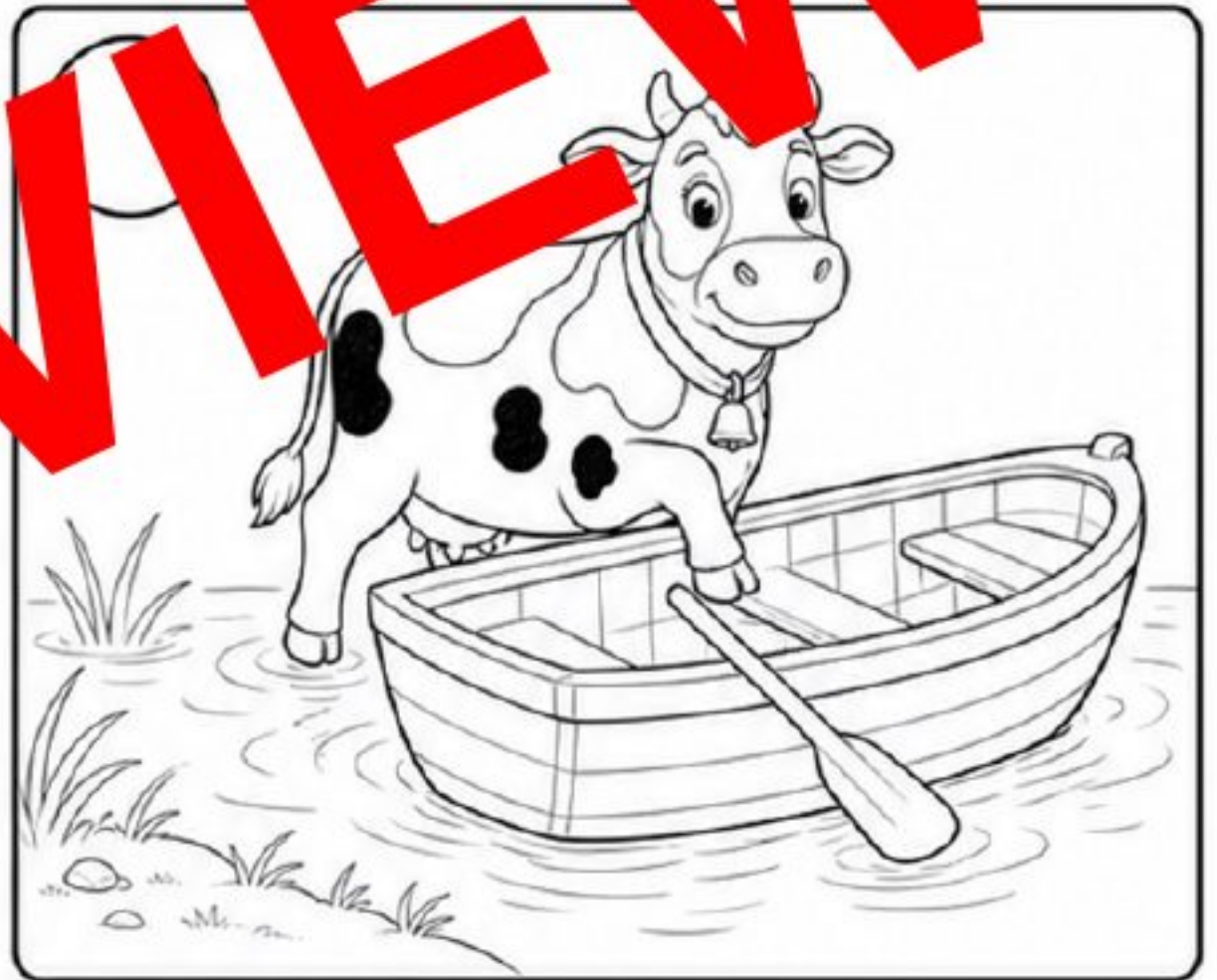
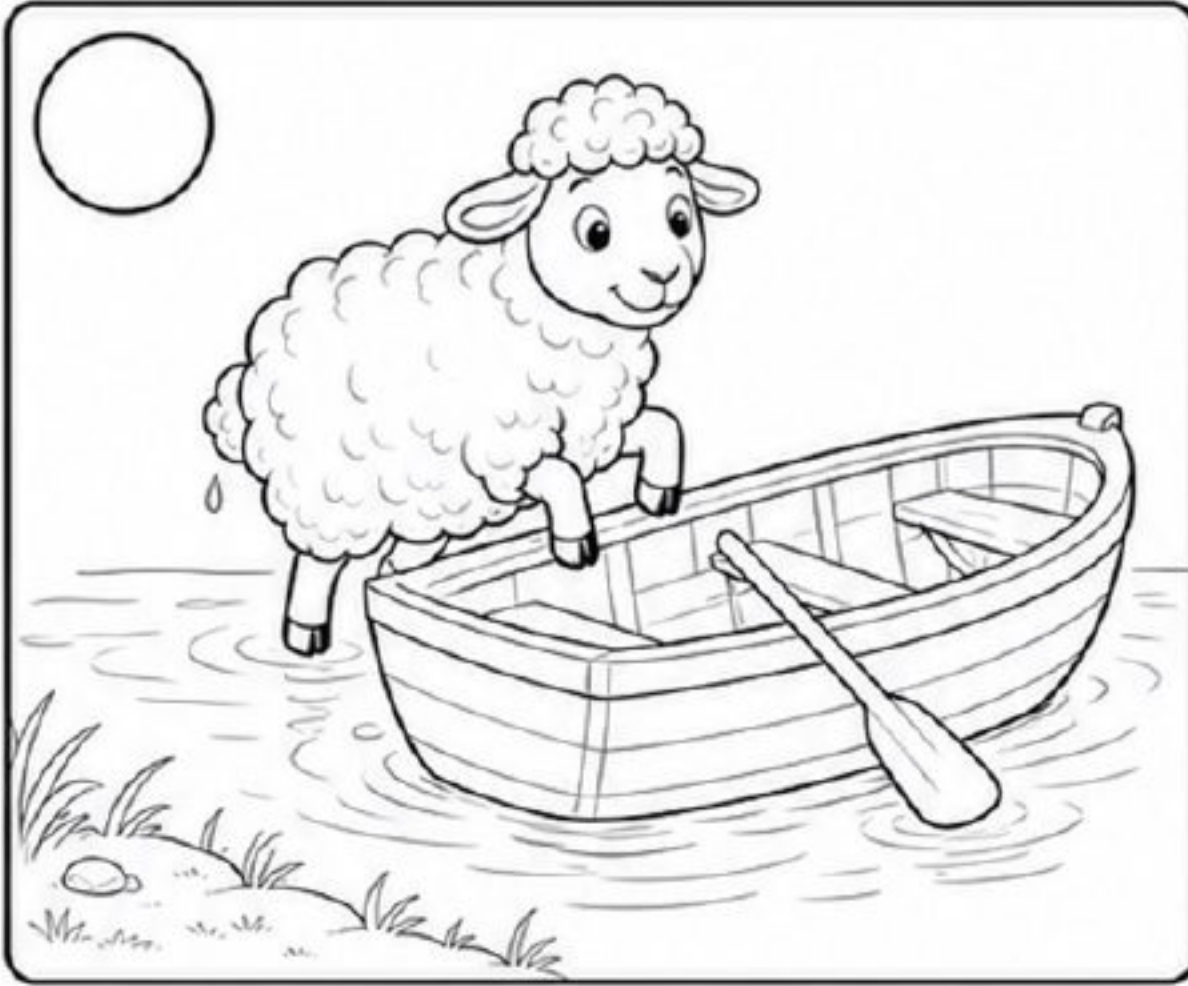
☐ play a game

Finally, the friends go home to get dry.

RETELL IN ORDER

Name: _____

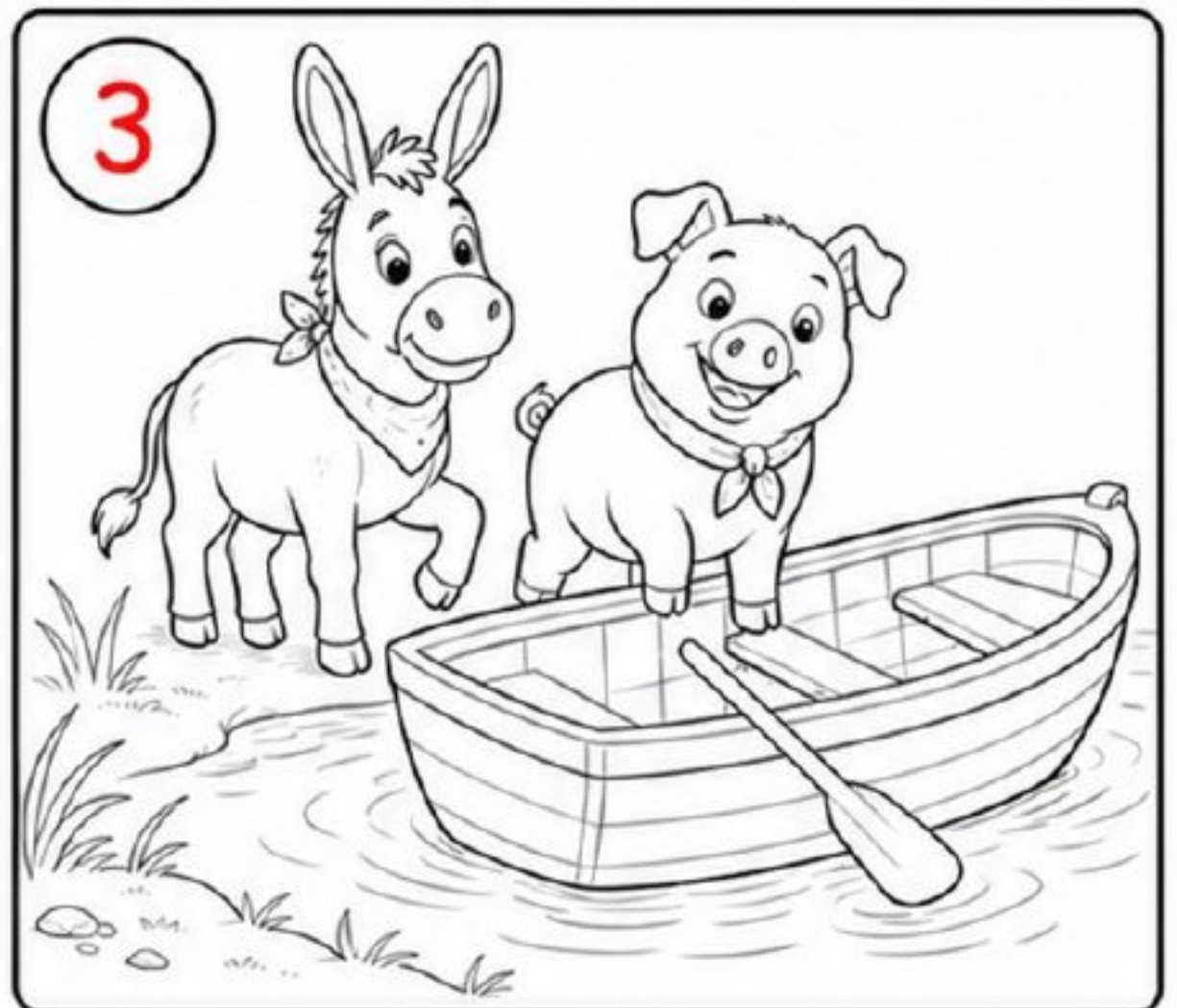
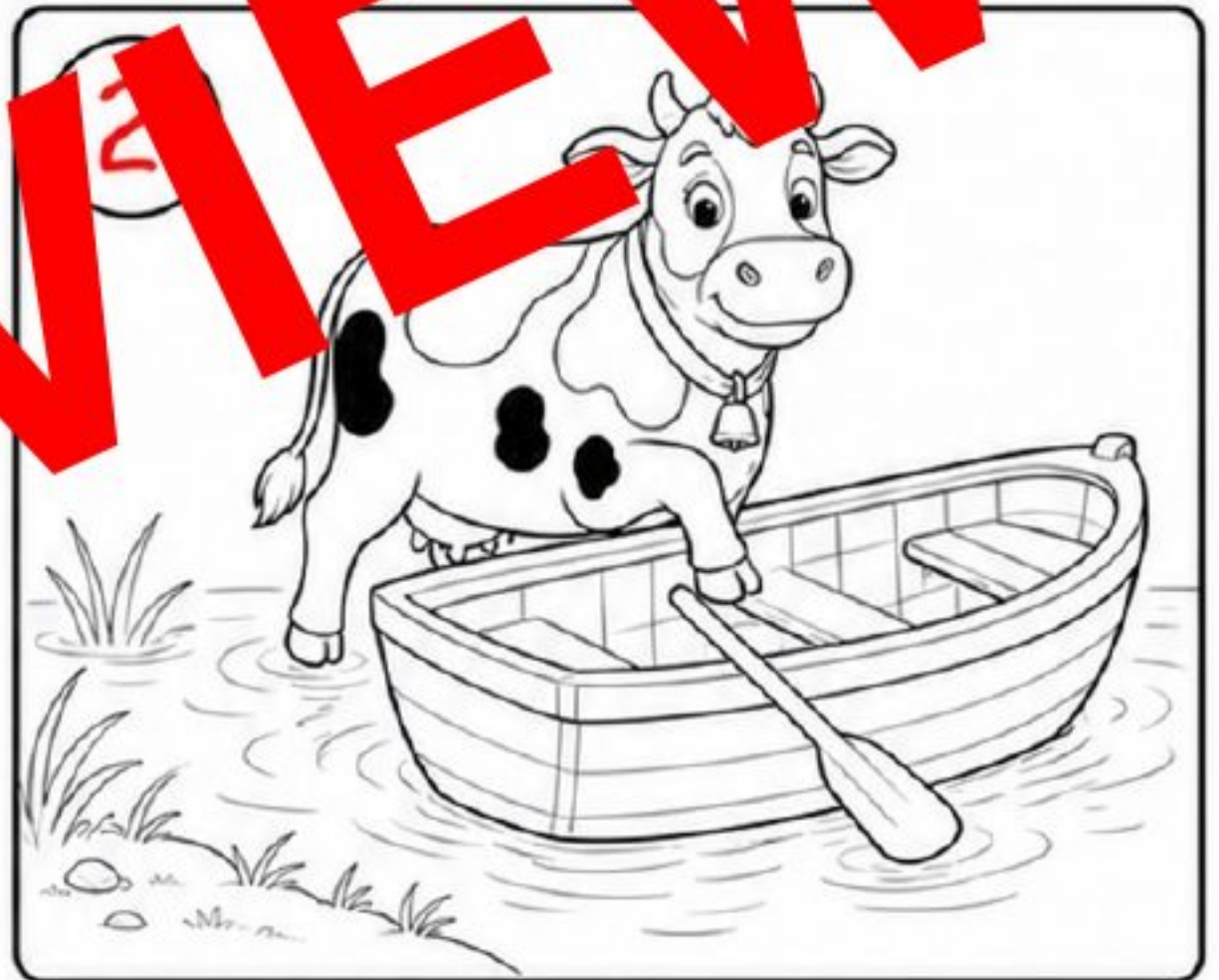
Write 1 to 6. Then tell the story to a partner.



RETELL IN ORDER

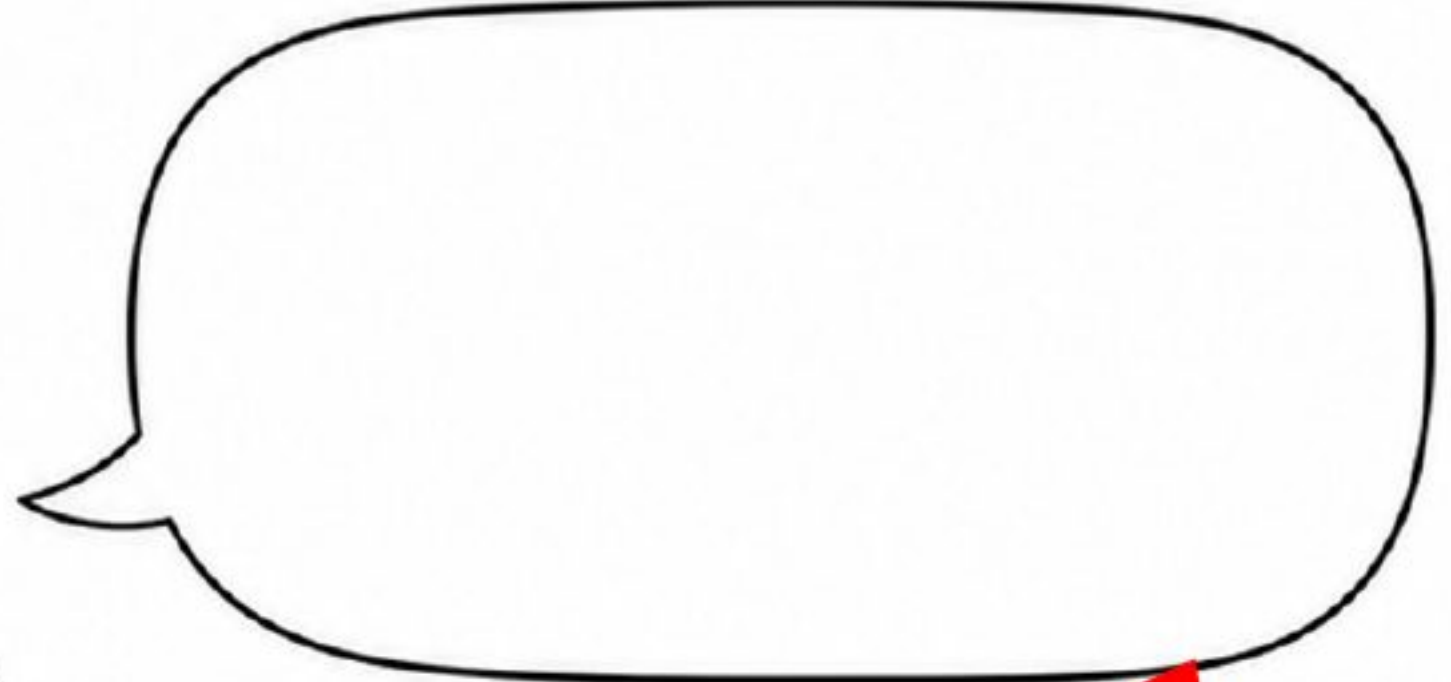
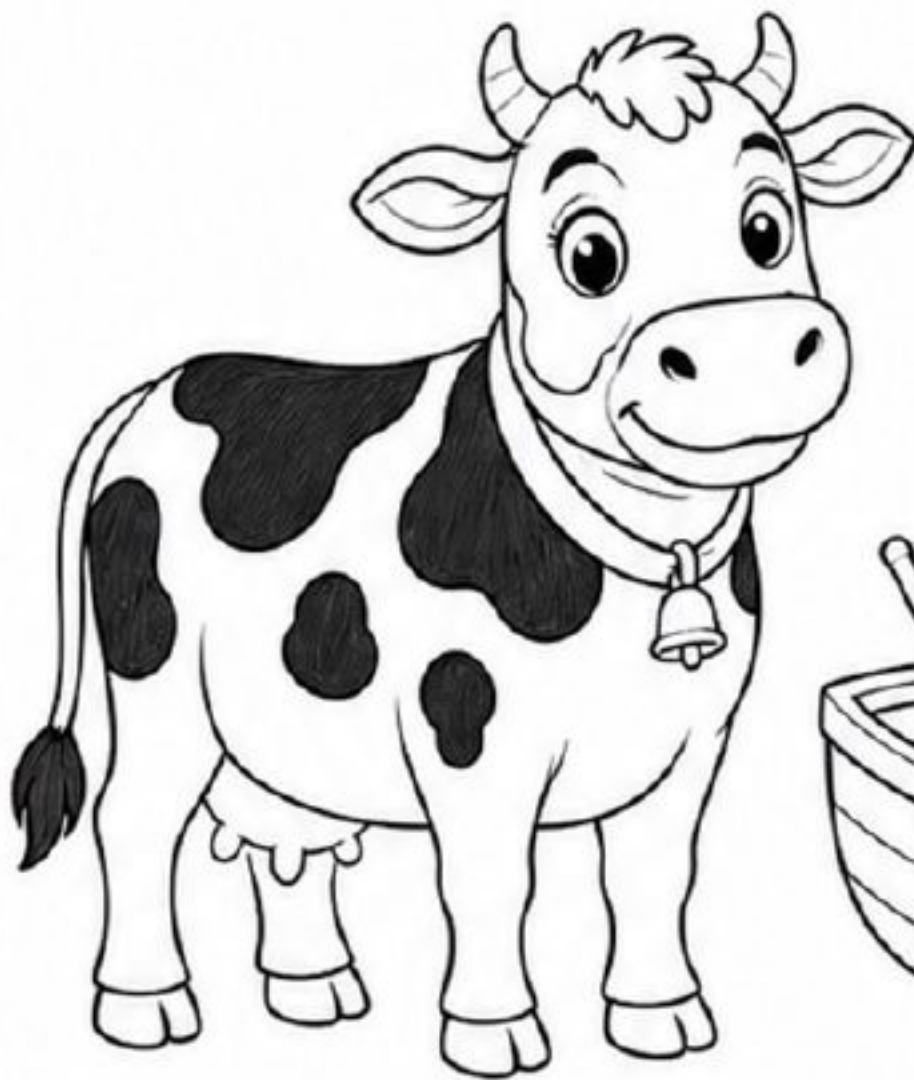
Name: ANSWERS

Write 1 to 6. Then tell the story to a partner.

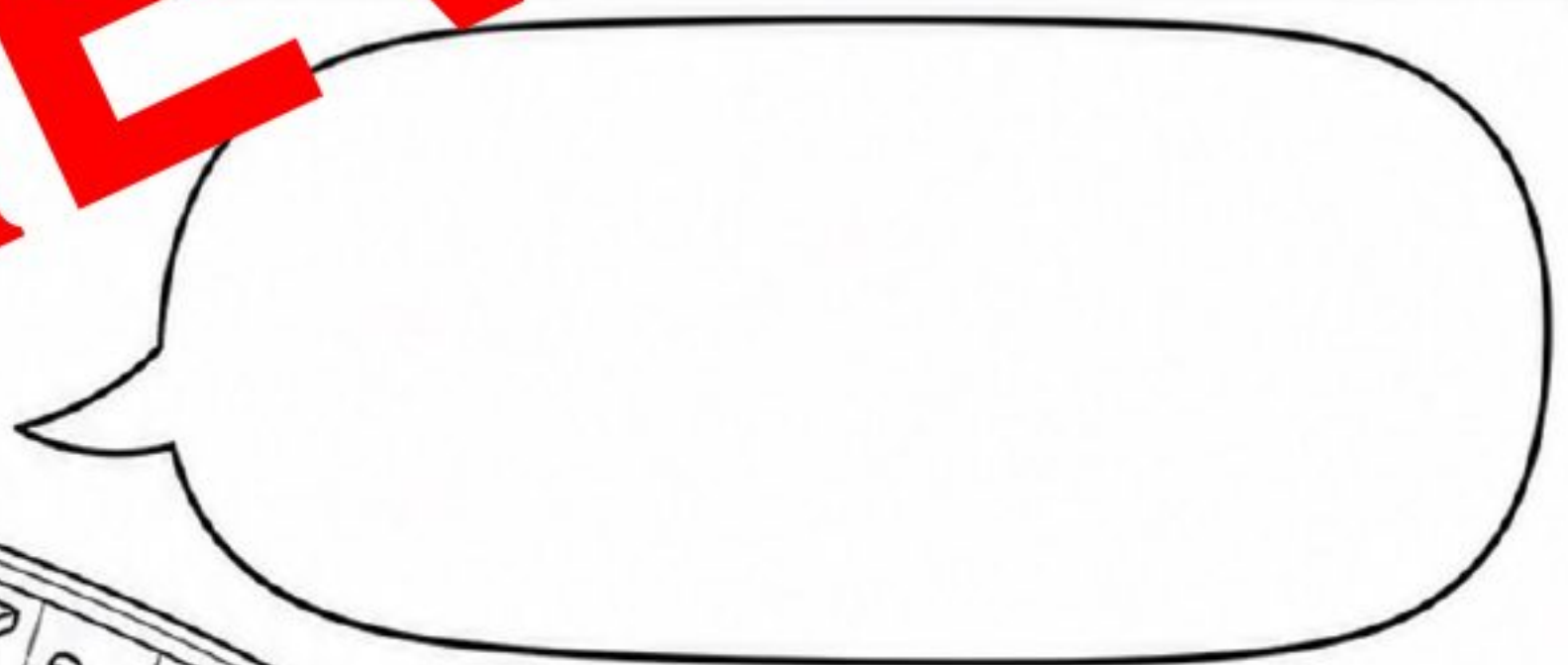


CHARACTER SPEECH AND FEELINGS

Name: _____



What might the cow say before the ride?



What might the mouse say after the splash?



Circle a feeling for each character.

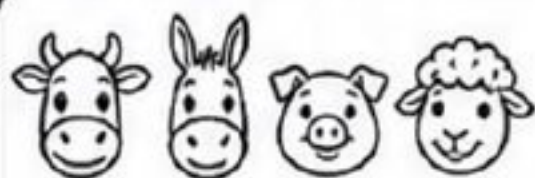


WHO SANK THE BOAT? STORY MAP



Name: _____

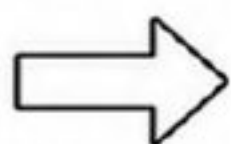
Draw or write the important parts.



CHARACTERS



SETTING



BEGINNING



MIDDLE



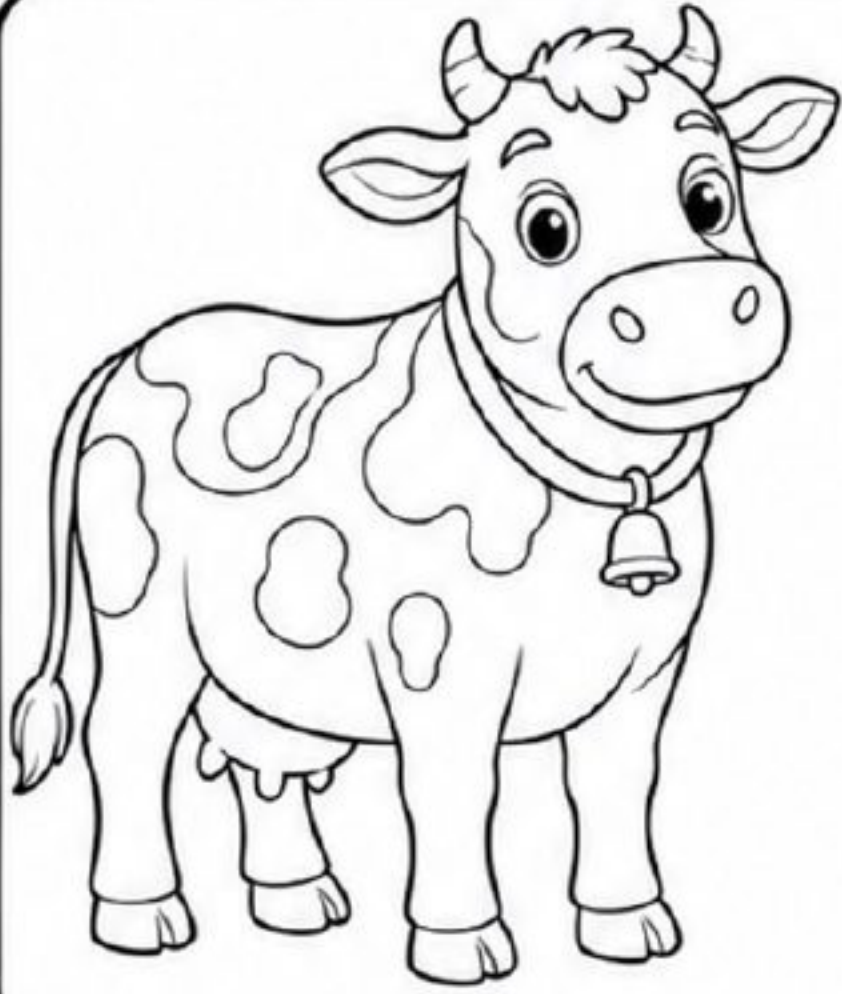
ENDING



MY FAVOURITE PART

READ AND TRACE - PAGE 1

Name: _____



The cow climbs into the boat.

The cow climbs
into the boat.



The pig climbs into the boat.

The pig climbs
into the boat.

Draw the boat.

READ AND TRACE - PAGE 2

Name: _____



The sheep climbs into the boat.

The sheep climbs
into the boat.



The mouse steps onto the boat.

The mouse steps
onto the boat.

Draw the splash.

BUILD A SENTENCE

Name: _____

Put the words in order. Write each sentence.

1



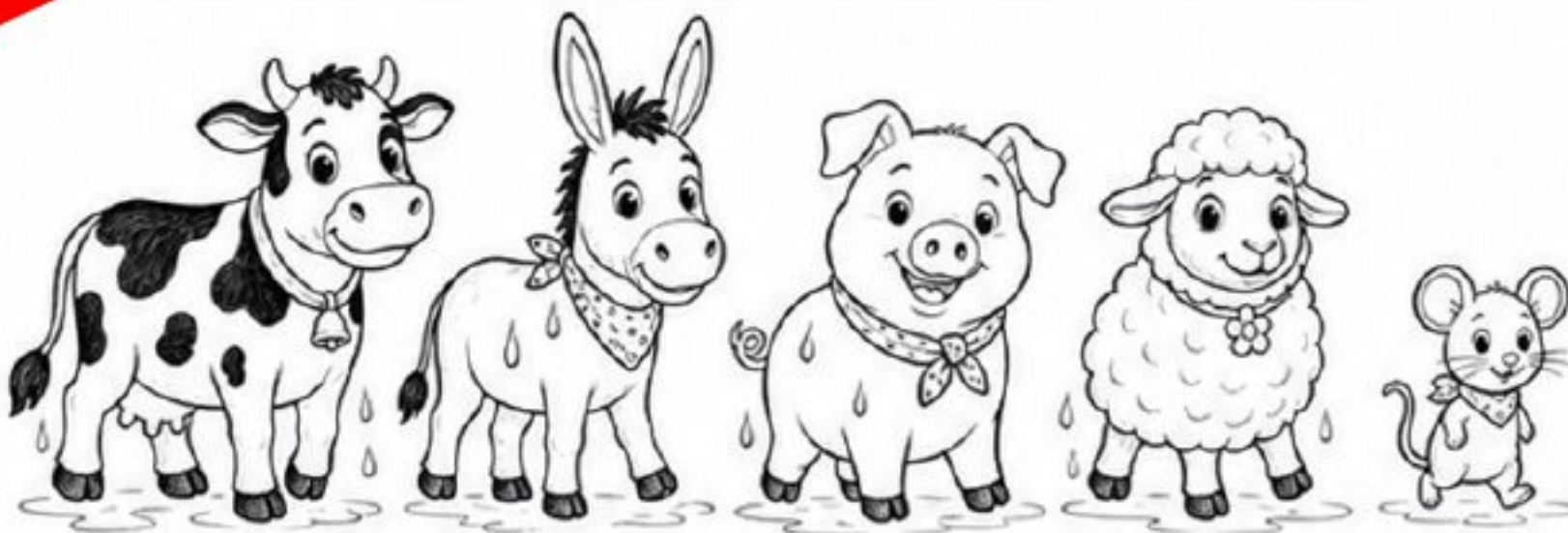
cow	The	climbs	into	the	boat	.
-----	-----	--------	------	-----	------	---

2



mouse	The	steps	onto	the	boat	.
-------	-----	-------	------	-----	------	---

3



friends	The	walk	home	.
---------	-----	------	------	---

BUILD A SENTENCE

Name: ANSWERS

Put the words in order. Write each sentence.

1



cow	The	climbs	into	the	boat	.
-----	-----	--------	------	-----	------	---

The cow climbs into the boat.

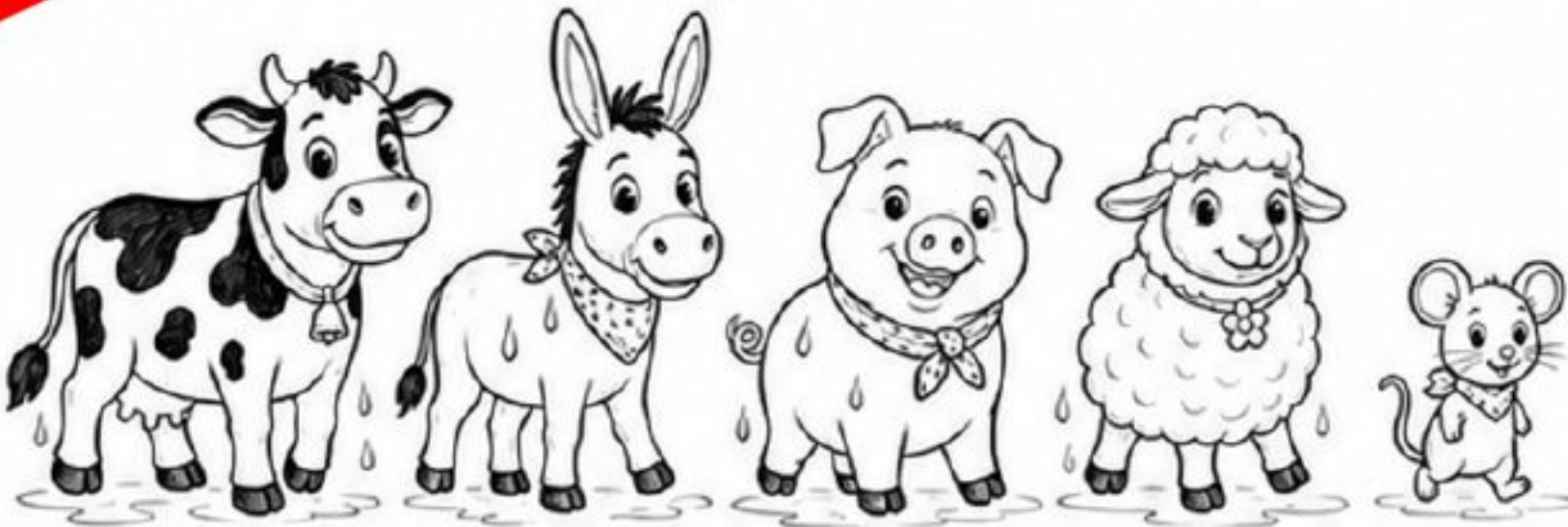
2



mouse	The	steps	onto	the	boat	.
-------	-----	-------	------	-----	------	---

The mouse steps onto the boat.

3



friends	The	walk	home	.
---------	-----	------	------	---

The friends walk home.

BOAT STORY WORD HUNT

Name: _____

Circle the eight boat-story words.

cow

moon 

donkey

sock

cake

pig 

bus 

sheep

mouse

frog

boat

kite

tree

lake 

fish

splash

BOAT STORY WORD HUNT

Name: ANSWERS

Circle the eight boat-story words.

cow

moon 

donkey

sock

cake

pig 

bus 

sheep

mouse

frog

boat

kite

tree

lake 

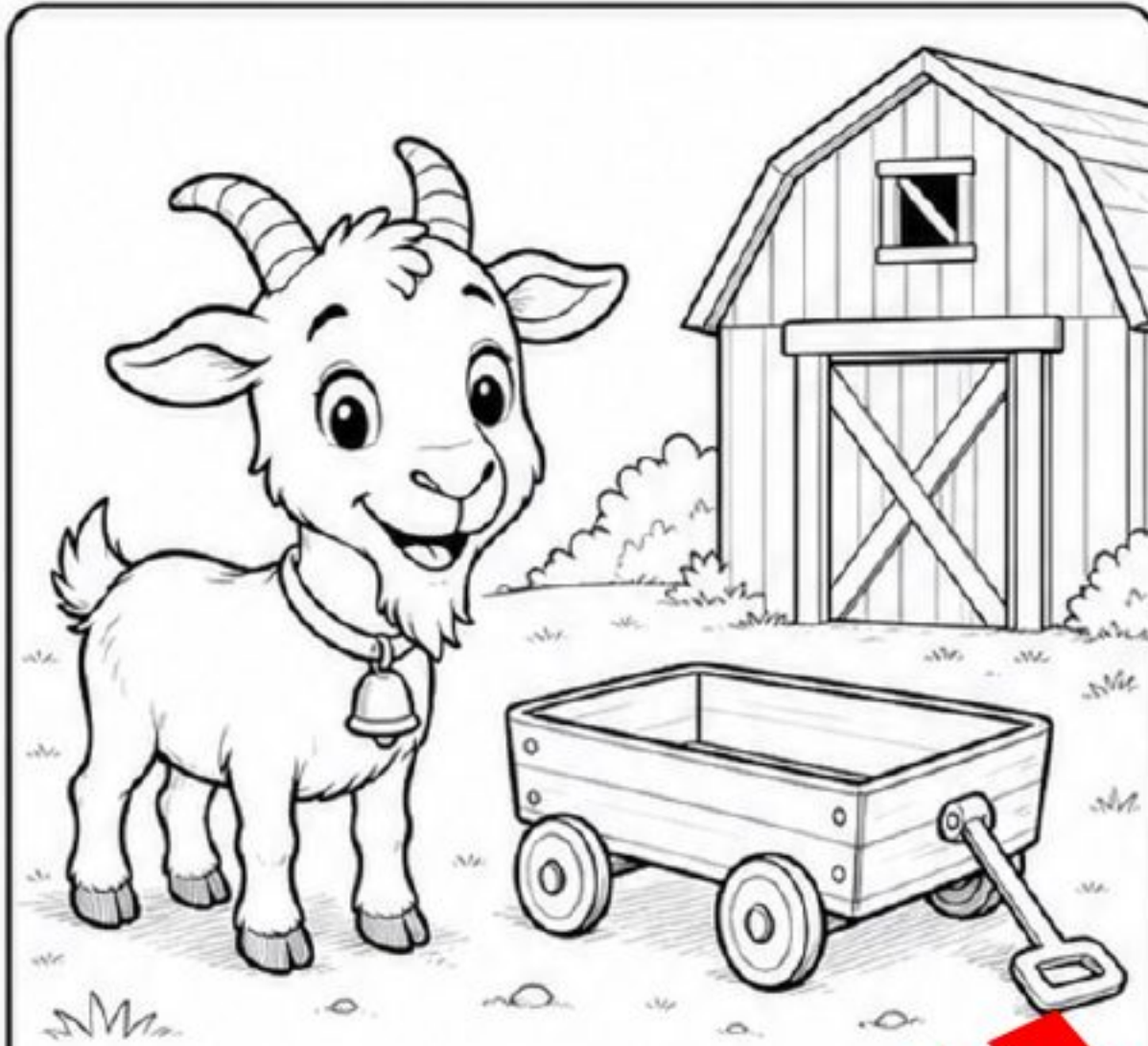
fish

splash

ASSESSMENT: THE WOBBLY WAGON - PAGE 1

Name: _____

Your teacher can read the story aloud.



1. A goat found a little wagon beside the barn.



2. A dog, a duck and a chick climbed in.



3. The wagon rolled faster and one wheel wobbled.



4. The friends tumbled safely into a soft pile of hay.

Listen, look and remember the characters and events.

ASSESSMENT: THE WOBBLY WAGON - PAGE 2

Name: _____

1. Circle the text type.

story

/

recipe

/

map

2. Write or draw two characters.

3. Number the events 1 to 4.



4. At the ending, _____.

5. Draw a new vehicle or a new ending.

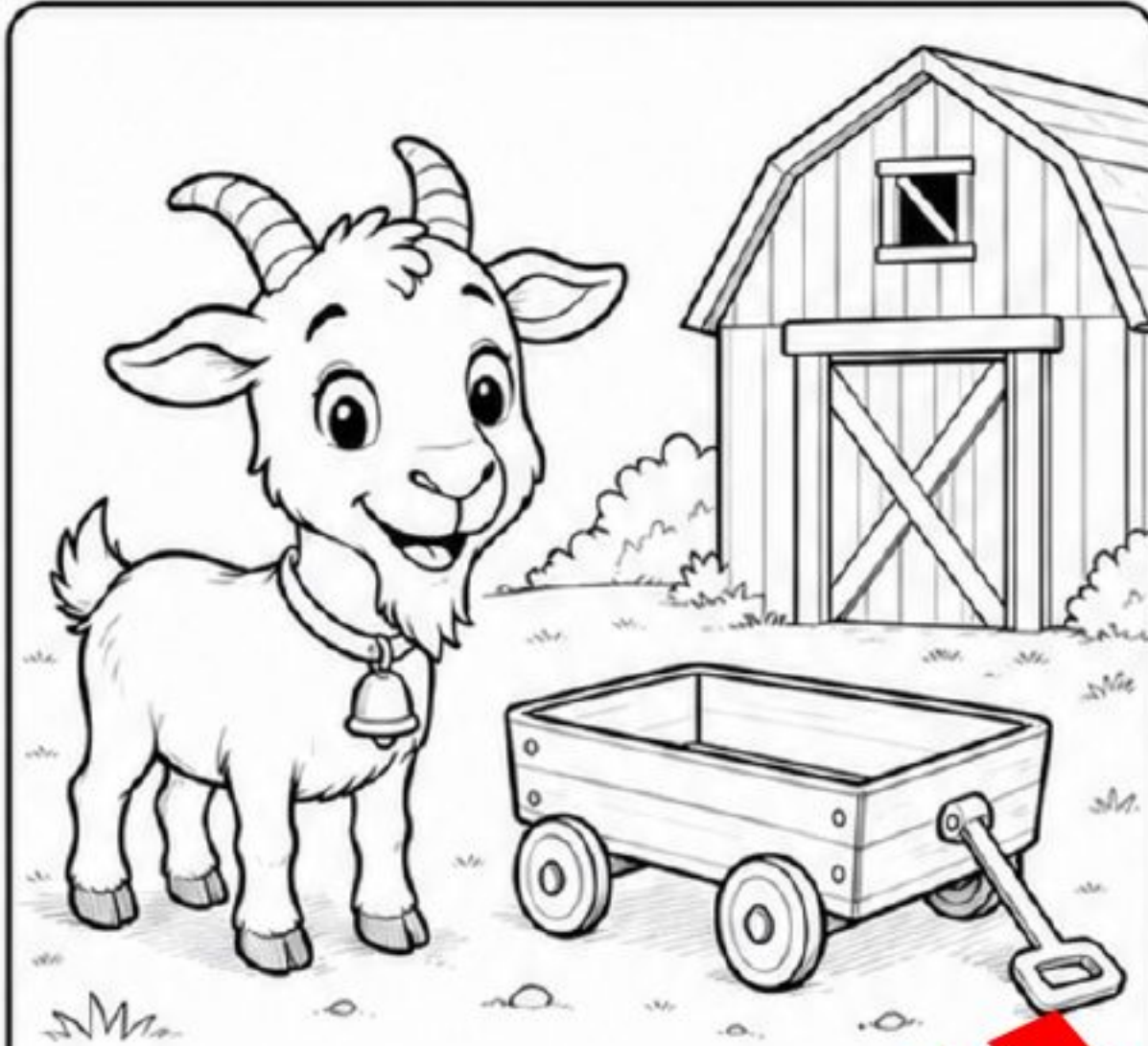
Retell the story to your teacher with First, Next, Then and Finally.

Teacher check: ☐ Identifies story features ☐ Sequences key events ☐ Retells or adapts an idea

ASSESSMENT: THE WOBBLY WAGON - PAGE 1

Name: ANSWERS

Your teacher can read the story aloud.



1. A goat found a little wagon beside the barn.



2. A dog, a duck and a chick climbed in.



3. The wagon rolled faster and one wheel wobbled.



4. The friends tumbled safely into a soft pile of hay.

Listen, look and remember the characters and events.

ASSESSMENT: THE WOBBLY WAGON - PAGE 2

Name: ANSWERS

1. Circle the text type.

story

/

recipe

/

map

2. Write or draw two characters.

goat

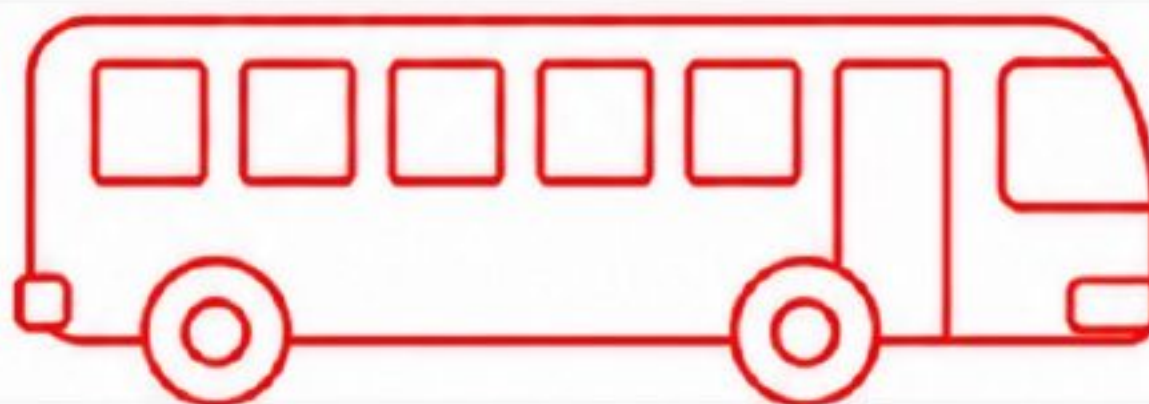
dog

3. Number the events 1 to 4.



4. At the ending, the friends land safely in the hay.

5. Draw a new vehicle or a new ending.



Retell the story to your teacher with First, Next, Then and Finally.

Teacher check: ☒ Identifies story features ☒ Sequences key events ☒ Retells or adapts an idea

WHO SANK THE BOAT FOUNDATION UNIT RUBRIC

CRITERION	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Identifies a literary story and its features	Needs help to identify a story.	Identifies a story with prompt.	Identifies a story and one feature.	Explains several story features.	Explains and compares story features.
Names characters and key events	Names one character with help.	Names some characters and events.	Names key characters and events.	Describes characters and key events.	Explains links between characters and events.
Sequences beginning, middle and ending	Orders events with help.	Orders some events correctly.	Sequences beginning, middle and ending.	Sequences and explains key events.	Sequences, explains and justifies.
Retells and adapts through talk, play, images or writing	Retells one idea with help.	Retells parts using talk or images.	Retells a familiar story.	Retells clearly and adds a new idea.	Creates a detailed, coherent adaptation.

Who sank the
Boat?



This is a literary story



A literary story has characters and events.
It has a beginning, a middle and an ending.



PREVIEW

Meet the characters

Cow, Donkey, Pig, Sheep and Puss are friends.

Each character helps the story move forward.



Where does it happen?



The story happens near the lake and a little red boat.

The place is the setting.



Beginning



The friends see the boat and decide to take a ride.

This introduces the characters, setting and plan.



Middle

Cow climbs in. Donkey, pig and Sheep follow.

The boat sinks and everyone is in the water.



Ending

Mouse jumps in last. The boat tips and everyone splashes.

The friends go home to get dry.



Use sequence words



Say first, next, then and finally.

Sequence words help in events following the event order.



Retell the important parts



Name the characters and setting.

Tell what happens at the beginning, middle and ending.



What caused the splash?



More and more animals jumped into the boat.
The crowded boat tipped and the water splashed.



Adapt the story

Keep some familiar ideas and change one part.

Try a new ending, character, place or setting.



Let's retell together



First, friends see the book. Next, they climb in.

Then Mouse tips it. Finally, everyone comes home to get dry.





PREVIEW

Ready to relearn
and adapt!



Who Sank the Boat? Quiz



Question 1



TRUE OR FALSE

This picture book is a true story with real characters and events.



Answer 1



TRUE

It is a literary story with characters and events.



Question 2

Which list names story characters?

A — cow, donkey, pig, sheep, mouse; B — lion, king, boat, sky

C — first, next, then, finally, D — title, page, cover, author



Answer 2

A – cow, donkey, pig, sheep, mouse

These are the five story characters.



Question 3



SHORT ANSWER

Name two characters from the story.



Answer 3



Answers can include copy, do, key, rig, sleep, mouse.



Question 4

Which event belongs near the beginning?

A — Friends go home to get dry. B — The boat tips.

C — Friends decide to use the boat. D — Everyone splashes.



Answer 4

C – Friends decide to use the boat.

His starts the plot



Question 5



TRUE OR FALSE

A retell should put events in chronological order.



Answer 5



TRUE

A clear well follows the story of a.



Question 6

Which word best starts a sentence?

A — Really. — First

— Yesterday — Maybe



Answer 6



B – First

First tell us the retail is beginning.



Question 7



SHORT ANSWER

Complete: Put the friends ____.



Answer 7



Answers may vary.

Example: First, the friends decide to ride in the boat.



Question 8

Which event belongs to the end of the story?

A — Characters are introduced. B — Friends go on a ride.

C — Animals climb in. D — Friends go home to get dry.



Answer 8



D — Friends go home and get busy.

The film ends the story.



Question a



TRUE OR FALSE

An adaptation can change a character, vehicle or ending.



Answer q



TRUE

An adaptation changes part of a familiar story.





Question 10

Which is the clearest adaptation?

- A – Copy every part. B – Change the boat to a wagon and make
a new engine.
C – Write the title again. D – Name only one animal.



Answer 10



B – Change the boat to a wagon and make a new ending.

It changes important story ideas.





PREVIEW

Well Done!

