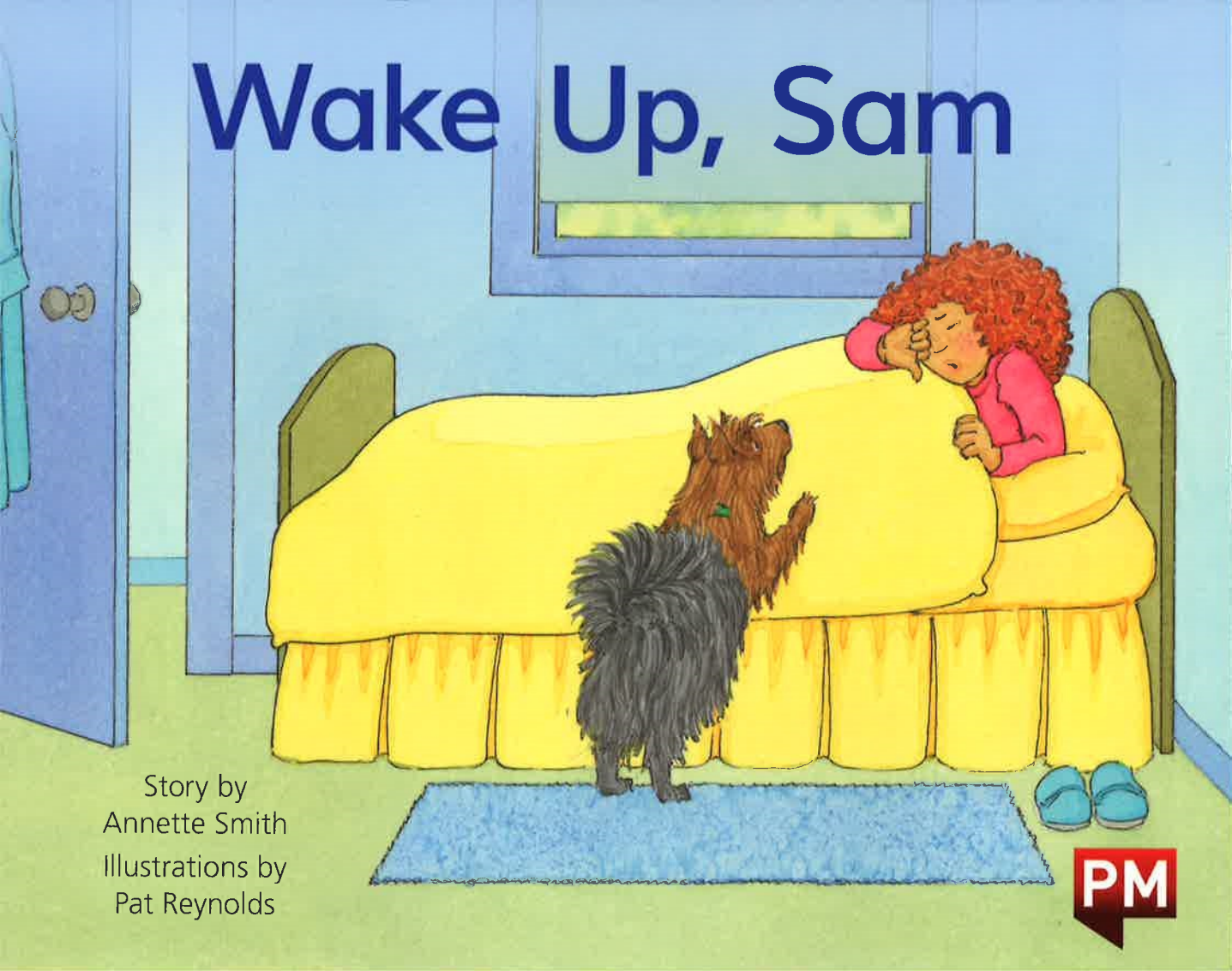
Wake Up, Sam



Story by
Annette Smith
Illustrations by
Pat Reynolds

PM

For teachers' inspection ONLY

Wake Up, Sam

Level 3 **Running words** 53

Key High-frequency Words

a, comes, Here, in, is, little, Look, No, on, The, too, up

Key Teaching Points

Introduce the characters Sam, Mum and Bingo.

Discuss the first sentence. Ensure students understand that the story takes place early in the morning.

Key Questions

Who came into Sam's room first? *(Literal)*

Why did Bingo jump onto Sam's bed? *(Inferential)*

Word Study

Say these words slowly: *comes*, *looks*, *wakes*.

Discuss the letter *s* at the end of each word.

Notice the exclamation marks. Demonstrate how to read with emphasis.

Links with other PM Books

PM Gems	Levels 2/3	*Hello, Bingo!*
PM Guided Reading	Level 3	*Wake up, Dad*

The sun is up.

Sam is in bed.

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Here comes Bingo.

Bingo is a little dog.

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Bingo looks at Sam.

Sam is asleep.

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