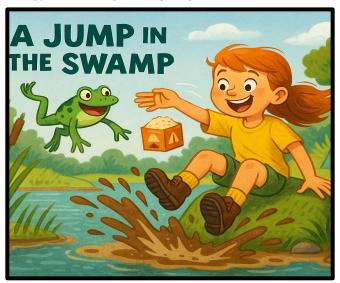# Decodable Texts: Ending Blends (N-Blends)

"This story is about a big jump and a splash in a swamp! Remind your reader to listen for -mp words and read with energy when the jumping begins."

A Jump in the Swamp

Quinn went to the swamp.

She saw a frog on a lump.

The frog gave a big jump!

It went *splash!*

Quinn gave a jump too.

She went *plop!* in the mud.

The frog and Quinn sat on the lump.

"Best camp day yet!" said Quinn.

After reading the story, have your child point to and slowly sound out each practice word.				
jump	swamp	lump	plop	camp

Name: _____

A Jump in the Swamp

1. Where did Quinn go?

A. The park

B. The pond

C. The swamp

D. The zoo

2. What made Quinn jump?

A. A frog

B. A splash

C. A dog

D. A noise

3. Fill in the blank:

Quinn and the frog sat on the _____.

4. What happened when Quinn jumped into the mud?

_____

_____

_____

5. Why do you think Quinn said it was the best camp day yet?

_____

_____

_____

Coaching Guide

Target Skill: -mp Ending Blends
Genre: Adventure Fiction
High-Frequency Words: said, the, she, on, best, too

Before Reading

1. We'll look for -mp words like *jump*, *swamp*, and *camp*.
2. Have you ever jumped into something messy or fun?
3. What kind of animals might live in a swamp?

During Reading

1. **Sounding Out Support:** Emphasize final blends—say the short vowel then blend /m/ /p/ at the end: *ju...mp → jump*
2. Watch for -mp words like *swamp*, *lump*, and *camp*
3. What does the frog do first?
4. Use an excited voice when Quinn says, "Best camp day yet!"

After Reading

1. Can you retell the story from start to finish?
2. Why do you think Quinn didn't mind the mud?
3. What would you do if you landed in the swamp?
4. Skill Mastery: Highlight 5 words in the story that end in -mp
5. **Fluency Tip:** Try reading the story again with big motion—jumping, splashing, and all!

Activity Idea

Create a "Swamp Jump Map." Draw the scene with the lump, the frog, Quinn, and the splash. Use -mp words to label parts: *swamp*, *jump*, *lump*, *camp*. Add speech bubbles to show character voices.

Coaching Tip

When your reader connects words to actions or feelings, it makes decoding stick. Act out the story together!