

Decodable Texts: All Silent E

"This story mixes all silent E patterns—watch for words like 'note,' 'flute,' 'bike,' and 'complete' as June and Rose play their game!"



A Note from June

June wrote a note and placed it on the stone gate.

It said, "Meet me by the lake after the flute game."

She taped a name tag under the message—*To: Rose.*

June took her bike and rode to the hill.

There, she set up the rules and gave each player a role.

When Rose came, she gave a wave and a smile.

Together, they made the best game of the day.

"Let's complete this and play again!" June said.

After reading the story, have your child point to and slowly sound out each practice word.

note

flute

name

bike

stone



Name: _____

A Note from June

1. Where did June leave the note?

- A. On a bench
- B. In a book
- C. On the stone gate
- D. In the lake

2. What did the girls do after Rose arrived?

- A. Played flute music
- B. Made a game
- C. Went home
- D. Took a nap

3. Fill in the blank:

"Let's _____ this and play again!" June said.

4. How did June prepare for the game?

5. What shows that June and Rose are good friends?



Coaching Guide

Target Skill: All Silent E Patterns

Genre: Fiction – Realistic Fiction

High-Frequency Words: said, to, the, when, play

Before Reading

1. This story has lots of mixed silent E words—see if you can spot patterns like a-e, i-e, o-e, u-e, and e-e as you read!
 2. Have you ever planned a surprise or fun activity for a friend?
 3. How do you show someone you want to play with them?
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During Reading

1. **Sounding Out Support:** Help your reader slow down and stretch words like “note,” “flute,” and “complete.” Remind them the silent E helps the vowel say its name.
 2. Watch for silent E words that describe the plan and game
 3. What does June write in her note to Rose?
 4. Read the last line with excitement, like the girls are ready to play again
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After Reading

1. Retell how June and Rose ended up playing together
 2. What made their game feel like a special moment?
 3. What would you add if you created your own friend game?
 4. Skill Check: Circle six silent E words in the story
 5. **Fluency Tip:** Read the story again like you’re inviting someone to join your game!
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Activity Idea

Write a note to a friend that invites them to a game or activity. Use at least two silent E words like “note,” “name,” or “complete.” Then draw a small picture of what the game might look like.

Coaching Tip

Use meaningful connections—when kids write and read about friendship, the learning becomes more personal and powerful.

