

Decodable Texts: R-Controlled (er)

"This story uses the 'er' pattern in words like 'helper,' 'ladder,' and 'brother.' Let's see how Harper uses her smarts to help at home!"



Harper the Helper

Harper heard her brother whimper.

His hamster had slipped under the dresser!

Harper ran to get a paper and marker.

She drew a tiny ladder and taped it to the floor.

Then, she offered the hamster a cracker and sang a soft number song.

The hamster crept out with a little purr.

"You're a super helper," her brother said.

Harper gave a small smile. "Helpers think fast!"

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

Harper

helper

brother

marker

number



Name: _____

Harper the Helper

1. What problem did Harper help solve?

- A. A math quiz
- B. A lost book
- C. A hamster stuck under the dresser
- D. A flat tire

2. How did Harper get the hamster to come out?

- A. She made a map
- B. She used a broom
- C. She offered a cracker and sang
- D. She left the door open

3. Fill in the blank:

"You're a super _____," her brother said.

4. What does Harper's plan show about the way she solves problems?

5. How do the "er" words in this story show action and roles?



Coaching Guide

Target Skill: er R-Controlled Vowel

Genre: Fiction – Realistic Fiction

High-Frequency Words: her, to, the, out, said

Before Reading

1. This story features “er” words like *helper*, *ladder*, *marker*, and *brother*.
 2. Have you ever helped a pet or someone at home with a problem?
 3. What do you think makes someone a great helper?
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During Reading

1. **Sounding Out Support:** Blend and stretch “er” words like *Harper*, *purr*, *marker*, and *number*.
 2. Watch for er words that describe actions and people
 3. How did Harper act when the problem happened?
 4. Read the brother’s line with a thankful and cheerful tone
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After Reading

1. Retell how Harper solved the problem with the hamster
 2. What does this story teach about using quick thinking to help?
 3. Who would you want on your team if something went wrong?
 4. Skill Check: Highlight six “er” words in the story
 5. **Fluency Tip:** Read it again like you're acting out a problem-solving moment at home
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Activity Idea

Draw Harper near the dresser helping the hamster come out with a cracker. Label parts using er words like *ladder*, *marker*, *helper*, or *number*. Write one sentence about what made her a great helper.

Coaching Tip

Problem-solving stories boost confidence—let kids see that decoding leads to action and creative thinking!

