

Decodable Texts: All Silent E

"This story includes all the silent E patterns—look for words like 'name,' 'bike,' 'stone,' and 'complete' as Jake and Pete escape the cave!"



Jake's Escape Game

Jake made a game called *The Escape Cave*.

He drew a huge map and gave it a cool name.

The rules were clear: take the bike, ride to the stone gate, then use a flute to wake the gate code.

Pete came to play.

He rode fast, found the rope, and gave the flute a shake.

A note popped up: *Complete the puzzle to escape!*

They raced through each zone with pride.

"This game is supreme!" said Jake.

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

name

bike

stone

flute

supreme



Name: _____

Jake's Escape Game

1. What was Jake's game called?

- A. The Escape Cave
- B. The Race to the Gate
- C. The Magic Rope
- D. The Puzzle of Pete

2. What happened when Pete used the flute?

- A. He went home
- B. The gate opened
- C. A note popped up
- D. He dropped the rope

3. Fill in the blank:

"This game is _____!" said Jake.

4. What steps did the boys take to play the game?

5. How do you know they had fun during the adventure?



Coaching Guide

Target Skill: All Silent E Patterns

Genre: Fiction – Adventure

High-Frequency Words: made, came, then, each, through

Before Reading

1. This story has a mix of silent E patterns: a-e, i-e, o-e, u-e, and e-e. Watch for how these words show up in Jake's game!
 2. Have you ever made up a game with rules and clues?
 3. What would you name your own adventure?
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During Reading

1. **Sounding Out Support:** Pause for mixed silent E words like “bike,” “complete,” and “flute.” Remind your child that the silent E at the end makes the vowel say its name.
 2. Watch for silent E words that describe parts of the adventure
 3. What tools or actions helped Pete win the game?
 4. Read the last line like Jake is super proud of what they created!
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After Reading

1. Retell the steps of Jake's escape game
 2. What made the game exciting and creative?
 3. How could you make your own game using silent E words?
 4. Skill Check: Highlight six silent E pattern words in the story
 5. **Fluency Tip:** Read it again like a game master explaining the rules out loud!
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Activity Idea

Design your own escape game map! Include steps with silent E words like “rope,” “gate,” or “note.” Write one sentence that gives the final rule using at least two silent E words.

Coaching Tip

Let your reader build and imagine while decoding—combining action with phonics gives them more ways to remember what they've learned.

