

Decodable Texts: Digraphs (Ending)

"This silly story is about a duck who finds lunch and trouble! Watch for words that end in -sh, -ch, -ck, and -th."



The Duck That Got Stuck

A duck ran up a path.

It saw a dish of lunch.

Quack! It went to munch.

But—*smack!*—it got stuck.

Its back hit the latch.

The duck shut its eyes.

It did a big kick and a flinch.

Then a boy came.

He got the duck off the mat.

The duck gave a chirp and a dash!

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

duck

dish

smack

back

dash



Name: _____

The Duck That Got Stuck

1. What did the duck see on the path?

- A. a pond
- B. a dish of lunch
- C. a bag of seeds
- D. a boy with a snack

2. How did the duck get free?

- A. it flew away
- B. it gave up
- C. a boy helped it
- D. it stayed stuck

3. Fill in the blank:

The duck gave a chirp and a _____!

4. What caused the duck to get stuck?

5. Would you have helped the duck? Why or why not?



Coaching Guide

Target Skill: Ending Digraphs – -sh, -th, -ch, -ck

Genre: Humorous Fiction

High-Frequency Words: a, it, the, up, got, came

Before Reading

1. Remind them of the target skill: This story is filled with words that end in -sh, -ch, -ck, and -th.
 2. Have you ever seen an animal do something silly?
 3. Why do animals sometimes get stuck?
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During Reading

1. **Sounding Out Support:** Help the reader chunk the word into base and digraph ending—like *du...ck* or *da...sh*.
 2. Watch for target skill endings in fun action words.
 3. What did the duck do when it saw the dish?
 4. Read the sound words like *quack* and *smack* with drama!
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After Reading

1. How did the duck get stuck, and how did it get free?
 2. What made this story funny or surprising?
 3. What could the duck do next time to avoid trouble?
 4. Circle 5 action words that end in -sh, -ch, or -ck.
 5. **Fluency Tip:** Read it again like it's a silly puppet show!
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Activity Idea

Draw the duck on the mat and the boy helping. Label parts of the picture using digraph words like *duck*, *dish*, *back*, *latch*, or *dash*. Then write a sentence about what the duck learned from this mishap.

Coaching Tip

Use silly voices and actions while decoding—this helps kids remember tricky words and love rereading!

