

Decodable Texts: Long Vowel Teams: igh

"This story focuses on the 'igh' sound as in 'night.' Watch for words like 'knight,' 'bright,' and 'light' as you read!"



The Midnight Knight

Late at night, Mason heard a loud clank outside his window. He pulled back the curtain and gasped.

A knight in bright silver armor stood in the yard!

The knight held up a shiny sign that read, "Join me for a midnight quest!"

Mason knew this might be his only chance for a real adventure. He grabbed his flashlight and tiptoed outside.

Under the bright moonlight, the knight smiled and said, "Are you ready for a night of courage and light?"

Mason nodded. The adventure had just begun!

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

night

knight

bright

light

might



Name: _____

The Midnight Knight

1. What did Mason see outside his window?

- A. A tall tree
- B. A knight in silver armor
- C. A falling star
- D. A police officer

2. What did the knight's sign say?

- A. "Come back tomorrow!"
- B. "Join me for a midnight quest!"
- C. "Do not enter!"
- D. "Danger ahead!"

3. Fill in the blank:

Under the bright _____, the knight smiled and spoke to Mason.

4. Why do you think the knight wanted to begin the quest at midnight?

5. What do you think Mason and the knight will do on their adventure?



Coaching Guide

Target Skill: Long Vowel Team 'igh' (as in "night")

Genre: Fiction – Fantasy Adventure

High-Frequency Words: the, he, and, his, are

Before Reading

1. Remind them of the target skill: "We're working on words where 'igh' says the /ɪ/ sound, like in 'night.'"
 2. Have you ever imagined going on a quest or adventure?
 3. What would you take with you on a midnight quest?
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During Reading

1. **Sounding Out Support:** Remind kids that 'igh' says the long /ɪ/ sound. Try that sound first when sounding out tricky words.
 2. Watch for 'igh' words and say them slowly.
 3. What did the knight offer Mason?
 4. Try reading the knight's words with a strong, brave voice!
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After Reading

1. Can you retell how Mason's adventure started?
 2. Would you go outside at night if you saw a knight? Why or why not?
 3. If you were Mason, what would you hope to find on the quest?
 4. Skill mastery prompt: "Find and underline 5 'igh' words in the story!"
 5. **Fluency Tip:** Try reading the story again like you are telling a brave knight's tale!
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Activity Idea

Draw a map of where Mason and the knight might go on their quest. Add labels using at least three 'igh' words to name special places on the map.

Coaching Tip

Help readers act out the dialogue to build fluency and make the story more exciting!

