

Decodable Texts: All Silent E

"This fantasy story is filled with all types of silent E words—look for patterns in words like 'flute,' 'stone,' 'name,' and 'complete' as Gene solves the code!"



The Stone Gate Code

In the middle of the woods stood a stone gate.

A sign said: *Solve the code to step inside.*

A note beside it read, "Use the flute to wake the gate, then ride the bike past the rope and name the scene."

Gene grinned.

"This is part of the quest," they said.

Gene played the flute, found the tape, and saw five clues.

When the task was complete, the gate gave a shake and opened.

Inside, the path was bright with flames and gold.

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

stone

flute

rope

name

code



Name: _____

The Stone Gate Code

1. What was written on the sign?

- A. *Welcome Home*
- B. *Use Rope to Climb*
- C. *Solve the Code to Step Inside*
- D. *Play a Game with Pete*

2. What happened when Gene completed the task?

- A. The gate vanished
- B. The gate opened
- C. The rope flew away
- D. The flute broke

3. Fill in the blank:

Gene saw five _____ to help solve the gate puzzle.

4. What steps did Gene take to open the gate?

5. What clues in the story show that this is a fantasy adventure?



Coaching Guide

Target Skill: All Silent E Patterns

Genre: Fiction – Fantasy

High-Frequency Words: then, to, with, the, inside

Before Reading

1. This adventure is packed with all kinds of silent E words—look closely for how they help move the story forward!
 2. What would you do if you found a mysterious gate in the woods?
 3. Have you ever solved a puzzle or riddle?
-

During Reading

1. **Sounding Out Support:** For each silent E word like “rope,” “flute,” and “name,” guide your reader to stretch the vowel sound and spot the final silent E.
 2. Watch for silent E words that give clues or describe actions
 3. What does Gene do after reading the note?
 4. Read the last line with wonder and excitement!
-

After Reading

1. Retell what Gene had to do to open the gate
 2. Why do you think Gene was excited to complete the quest?
 3. What might happen next if this were the start of a longer story?
 4. Skill Check: Highlight six silent E pattern words in the story
 5. **Fluency Tip:** Try reading it again like a fantasy narrator, adding mystery and magic to your voice!
-

Activity Idea

Make your own “gate puzzle” drawing. Add silent E clues like “note,” “flute,” or “code.” Write one sentence that describes how someone could solve it.

Coaching Tip

Fantasy stories are perfect for mixing phonics and imagination—silent E patterns help unlock adventure!

