

READ
WRITE
COUNT

with the First Minister

WELCOME TO PRIMARY 3 BOOK BAG GIFTING SESSION

9.15 – 9.45 = Workshop

9.45 – 10.15 = Bag Gifting



PARENTAL INVOLVEMENT

Parental involvement in children's learning is one of the best ways to improve educational outcomes for all children.

Read Write Count with the First Minister is a key part of the Scottish Government's commitment to raise attainment by building parents' confidence and encouraging families to include fun and easy reading, writing and counting activities in their everyday lives.

Lots of supports available for families

With your encouragement and support, your child will find it easier to create positive life-long learning habits and further develop skills as an independent learner.



Useful links

[Giffnock Primary – Languages and Literacy](#)

[Giffnock Primary – Numeracy and Mathematics](#)

[Home Learning at Giffnock Primary School](#)

[Homework at Giffnock Primary](#)

[Literacy Library](#)

[Story time at Giffnock Primary](#)



LITERACY DEVELOPMENT

Talking & Listening

- Developed through planned activities and play in all curricular areas
- Encouraged to use and develop listening skills in many different ways
- Giffnock communication code

Giffnock's Communication Code

I agree	Thumbs up (on chest)	
I disagree	Arms across chest (in X)	
May I speak?	Hand up (by face)	
I'm listening	Clasped hands (on chest)	
Please explain/clarify	Hands out to the side	

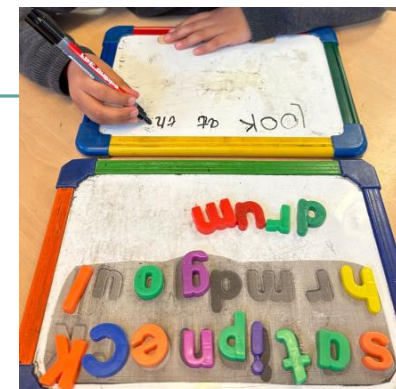
Reading

- Children benefit from a literacy rich environment – reading, saying rhymes, playing games with letter sounds
- Use a range of different reading schemes – variety of genres, text and develop confidence and fluency



Writing

- Encouraged to 'mark make' or 'have a go' at writing
- Develop fine motor skills
- Teachers model the writing process
- Formal handwriting lessons



BOOK RECOMMENDATIONS



85 books to read before you're 12



Christmas gifts for 2025: Books for 9 to 12-year-olds



The best poetry books for children



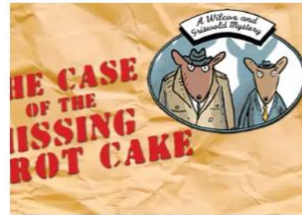
11 sleepy audiobooks to help little ones nod off

AUDIO BOOKS

Listening to a book being read helps your child learn punctuation, enunciation and emphasis, all of which bring out the meaning of the text and improve speaking and writing skills. Audio books are great for times when you are not available to spend that time with them or when reading a book isn't suitable for example, in the car or in the bath.

NOVEMBER FEATURED VIDEOS

[Storyline Online – Home](#)



[BBC IPlayer – Cbeebies Bedtime Stories](#)



[Borrowbox through East Renfrewshire Culture and Leisure](#)

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**Read Online eBooks and
eAudiobooks**

READING AT HOME

Before

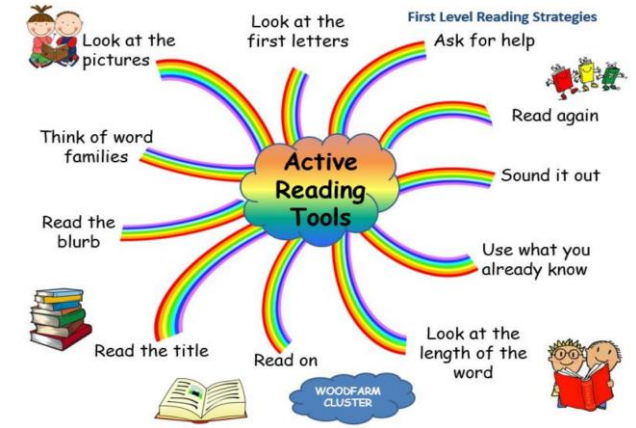
- Find a comfortable spot where you can both enjoy the book
- Discuss the title, read the blurb and make a prediction based on this information as well as using the image on the front cover
- Is it fiction or non-fiction?
- Have a look through the book with your child, introduce them to character names and any unfamiliar vocabulary or phrases. Let them look at these words or phrases and try rehearsing them out loud. This helps build confidence, helps your child get ready to read and understand what they are reading.



READING AT HOME

During

- Identify various grammar and punctuation to help support fluency and expression
- Look at the illustrations and discuss as often these provide much more information about the story
- If your child makes a mistake or is unsure of a word, give them some time to problem solve (about four seconds). If they can't work it out, tell them the word and encourage them to repeat the word back to you. Avoid asking your child to 'sound it out' as that isn't always helpful. Instead 'work it out' will encourage your child to problem solve.



Prompts for Problem Solving

- 'Look at the first letter'
- 'Does it look right?'
- 'Look for a little word e.g *inside*'
- 'Does it sound right?'
- 'Does that make sense?'
- 'Use the picture to help'
- 'Try that again'
- 'Get your mouth ready for the first sound'

READING AT HOME



After

- Ask your child some questions about the text. Keep questions open to avoid yes or no answers e.g 'who', 'what', 'where'. Give your child specific praise so they know what they have done well e.g 'I like the way that you used the picture to help you work out that word'
- Retell the story in their own words using only the pictures from the text
- Hunt for the spelling rule of the week in the text
- Relate the story to real-life experiences your child may have had
- Share opinions of the text



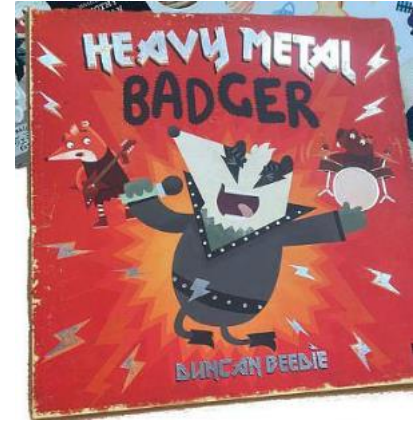
Contents

This year's P3 bag contains:

- *Heavy Metal Badger* by Duncan Beedie
- *The Book of Blast Off* by Timothy Knapman and Nik Henderson
- A tri-fold board game with counters, dice and a dry wipe pen
- A deck of cards with Galactic Fantastic card game, story prompts and mindfulness cards
- An activity booklet and pencil



HEAVY METAL BADGER



The children will have read the story in class so are familiar with it but you are welcome to re-read it together.

Some activities to complete together:

- ☐ Talk about the story, find unusual phrases/words (try saying them in different ways)
- ☐ Design your own ticket for the concert, remember to include all the relevant information e.g. cost, start/finish time, who is performing
- ☐ Design a rock n roll outfit for badger
- ☐ Create a music poster advertising the concert, remember to include all the important information

THE BOOK OF BLAST OFF!



The children haven't read this story yet so start off by reading it.

- ❑ Complete a number hunt while reading it, you can record the numbers on a whiteboard. Some of the numbers are digits and some are written in words. When you are finished sort the numbers in to the correct order.

Resources

- ❑ Play Guess Who with a partner using two sets of cards. Each of you choose an alien and the other person asks yes or no questions like “Do they weigh more than 5kg?” Whoever guesses correctly first is the winner!
- ❑ Board game: Meteors and rockets. Have a go at playing the game. It is similar to Snakes and Ladders, but you travel up a rocket and down a meteor— each player starts at zero (earth) and the first one to reach 99 (the moon) wins.



CONTINUE THE FUN AT HOME!

There are lots more fun ideas available. They can be found here:

[Read, Write, Count 2025](#)