



DECODABLE PASSAGES FOR MIDDLE/HIGH SCHOOL

recommended for grades 6-12

Includes:

- 10 Decodable Passages
- Skills covered:
 - beginning consonant blends,
 - ending consonant blends
 - digraph blends
 - trigraphs -tch and -dge
 - suffixes -ed and -ing
- Interesting, relevant content for middle/high school students
- Tips & tricks for reading intervention in secondary classrooms

DECODABLE PASSAGES

These passages help older striving readers practice reading engaging and accessible connected text while supporting their foundational literacy skills!

PRE-READING

- Review **phonics rules** that will help the student decode the passage.
- **Preview** the text for examples of words that follow the rule(s).
- **Pre-teach challenge words.** These are words the student can't yet decode.

WHILE READING

- Have the student read as much as possible, filling in for the challenge words you took note of during pre-reading.
- Encourage the student to **scoop the text into meaningful phrases.**

AFTER READING

- Have the student **summarize** what they read.
- **Discuss** how they felt after reading. Was this a successful reading experience? Why or why not?
- Make a **prediction** for what will happen next.

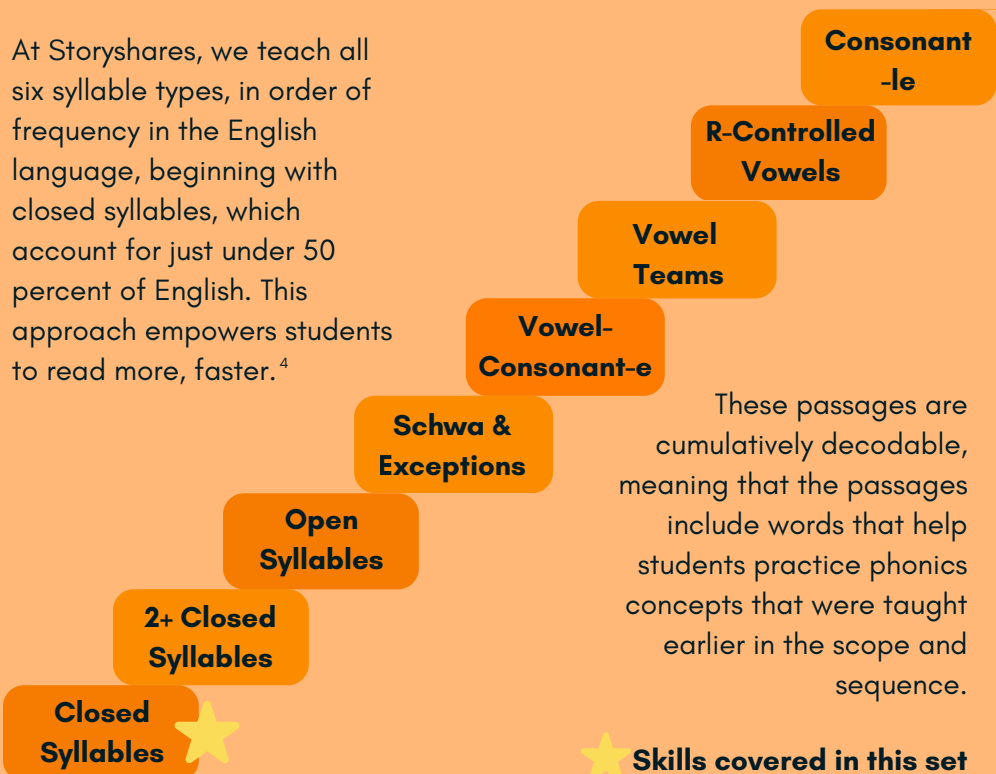
ABOUT STORYSHARES

Storyshares is dedicated to bringing the transformational power of books to students *beyond the 3rd grade* who are still working on foundational reading skills.

These decodable texts are designed to be engaging for older developing readers and are closely aligned with best practices from the science of reading, following a research-based scope and sequence, with each decodable text providing opportunities for scaffolding and spiraling phonics, fluency, vocabulary, and comprehension practice as students strengthen their skills.

SCOPE AND SEQUENCE

At Storyshares, we teach all six syllable types, in order of frequency in the English language, beginning with closed syllables, which account for just under 50 percent of English. This approach empowers students to read more, faster.⁴



These passages are cumulatively decodable, meaning that the passages include words that help students practice phonics concepts that were taught earlier in the scope and sequence.

★ **Skills covered in this set**

Name: _____

PASSAGE 1: MING'S PLAN

Beginning Consonant-L Blends

Ming looked at the clock. He had to get a plan, and quick. He did not want to go to school today. Mom was gone. His pals were all in China. Dad moved to the US to find Mom's clan. Ming did not like Dad's plan. He felt like he was plucked from his home.

"That was Mom's wish," said Dad.

"But that is not my plan," said Ming.

"You will get new friends," said Dad.

Ming wanted to slip away, but his plan to do so was a flop. At school, the kids in his class asked, "Are you good at math?" "Can you kick and chop like Bruce Lee?" "Do you have a black belt?"

Ming felt glum. He was not good at math. He did not know kung fu. He did not want to be the only Chinese student.

"I wish I were still in China," Ming said.

A hand landed on Ming's back. "Don't be glum. Be glad. Play ball with us," a pal from his class said.

Name: _____

PASSAGE 1: MING'S PLAN

Ming wanted to get it in the basket, but the ball missed the rim. Ming could not block. The other team got the ball in.

Then, Ming fell flat on his back. Ming sat to watch the game.

A note fell into his lap. "This will help."

Ming looked up. He saw a man in a black robe. Then the man slipped into the mist.

Name: _____

PASSAGE 2: A TRIP IN TIME

Beginning Consonant-R Blends

Ming read the card.

Enter the Scavenger Hunt: Find an object that is the link to your past and the path to your future.

What could that be? Ming's past was in China. Where was his future? Was this a trick? Ming felt the wind on his back. He looked around for the man.

The man was gone.

Ming looked at the card again. There was that small print...

Put what you find in the box with an X.

The X was bright against the drab card. It gave Ming a fright. Ming shut his eyes. When he opened them, he saw a grave.

Was this a dream? A boy sat in front of the grave.

The grave was for someone named Gong De. Mom's last name was Gong. Could it be Grandpa?

Ming dragged himself forward to get a better look at the boy. The boy had long, black hair. It was criss-crossed into a braid. His clothing was drab. Had Ming gone back in time?

Name: _____

PASSAGE 2: A TRIP IN TIME

Was this dream real?

The boy had a man made out of clay in his hand. It looked like his grandpa.

"Can I see?" asked Ming.

The boy gave Ming the clay. Ming froze. It was a man in armor. It looked like something from a book.

"Did your dad make this?" asked Ming. The boy nodded.

"How?" asked Ming, looking again to the grave.

"He made it before he died," said the boy.

The boy looked grim as he said, "Sometimes the truth can be sad, but we must face it."

Name: _____

PASSAGE 3: A VISIT TO STACKS STREET

Beginning S-Consonant Blends

The X on the card lit up.

When it dimmed, Ming was back to watching his pals play ball. It felt like a dream. But the small card in his hand was real. Ming had to know the truth.

Ming had to chat with Grandpa. Grandpa would know. Ming looked at the letter to Grandpa. Mom had stuck a stamp on it and left it on a stand.

Ming looked at the address. Grandpa lived on Stacks Street. Ming got on the bus. He stared at the sky. A storm was coming.

When Ming got there, he stood outside the door of Grandpa's house for a span of time.

He started to knock, but stopped. What if his grandpa did not open the door? What if he snubbed him? Ming's smile went away. He was scared.

An old man asked, "May I help you?"

Ming turned.

Name: _____

PASSAGE 3: A VISIT TO STACKS STREET

He held out the letter.

"This is for you," Ming said.

The old man scanned and then skimmed it.

"Come in for a snack," he said. It began to rain.

"The storm will last. Come inside."

Ming went inside. He looked at the walls. He saw lots of pictures. One was of the boy from the grave. Another was of his mom with a baby.

"That is me!" yelled Ming.

"That is you," said the old man. "I am your grandpa."

Ming acted like he was looking at a spot on the wall.

"Why did you stay away?"

Name: _____

PASSAGE 4: THE BEST TEST

Final Consonant -mp & -st Blends

Grandpa began to tell a story. The story was about how Mom met Dad. He told it fast.

"I wanted your mom to work with clay, but she did not pass the test."

"What test?" asked Ming.

Grandpa took Ming to the back. He gave Ming a lump of clay.

"Is this a test?" Ming asked. Grandpa walked away.

"What do I make?"

Ming had to think. What could he make out of a clump of clay? Ming dumped the lump of clay on the desk. He made three balls.

One for the head. One for the body. One to make arms and legs. He twisted and yanked. He used a stick to sketch on the clay. He sketched and sketched. He put a sword in the fist.

Name: _____

PASSAGE 4: THE BEST TEST

Then he sketched the face. Ming's face looked back at him. Grandpa walked in.

"You passed the test."

Grandpa gave Ming a big box. Ming looked inside. He took out the clay men. Thirty-five clay men in all. Ming looked at Grandpa.

"Mom did pass the test," said Ming.

Ming took out a clay woman. The woman wore a dress. Ming had her spin and jump. Grandpa looked at the clay woman and grinned.

"Your mom's clay was the best," he said.

"Then why did Mom go?" Ming asked.

"She had her own dream," said Grandpa.

"What do I do now?" asked Ming.

"The clay is yours," said Grandpa.

"I don't want the clay," said Ming.

"The clay is your past," said Grandpa. "No one can dump their past."

Name: _____

PASSAGE 5: SHRINE FROM THE PAST

Digraph Blends: shr-, thr-, -nch

Ming looked at his grandpa.

"The clay is my past?"

Ming picked up the first clay man. It was the same clay man from his dream. Ming had a hunch. Ming looked over the clay inch by inch.

Then he knew his hunch was not just a hunch. The clay read *Gong De*. Another clay man read *Xing Fu*. Ming added his name to his own clay warrior.

Grandpa nodded and showed Ming a shrine. The shrine was for Gong De.

"Who is Gong De?" Ming asked.

"He was your ancestor," Grandpa said. "He worked for the throne."

Ming gave a shrill shriek. What a thrill! "My ancestor made the clay warriors?"

Over lunch, Ming took out the card.

Find an object that is the link to your past and the path to your future.

Name: _____

PASSAGE 5: SHRINE FROM THE PAST

Ming had a link to the past, but no path to the future.

After lunch, Ming walked home with the box. He sat on a bench to think. He looked at a branch that hung over him.

Then, he saw a path through a bunch of shrubs. Ming could see a big X on a house. He went to it. He stepped into the house with the letter X. It was full of old things.

Old things made of glass. Old things made of wood. Old things made of clay.

"What is this house?" Ming asked.

"Welcome to the Den of Xing Fu," someone said.

Name: _____

PASSAGE 6: JUST A HUNCH

Review of Blends

"What is the Den of Xing Fu?" asked Ming.

"We are a clan with a plan," said the man. "Our job is to hold history in our hands, to protect the past."

Ming looked at the bunches of boxes stacked by the wall.

"Are you moving?" asked Ming.

"We must shut down," said the man.

"Why?" Ming asked.

"We are not doing well." Ming saw one box with an X.

"What is that?" he asked.

"That is a wild wish," said the man. "We need some big gifts."

"What kinds of gifts?" Ming asked.

"Gifts to keep the Den of Xing Fu open," the man said.

Ming opened his box. He had a hunch. He plucked one clay man from the box. The clay man with Xing Fu on the clay.

Ming put the clay man in the box with the X. The man took out the clay man.

Name: _____

PASSAGE 6: JUST A HUNCH

He looked at it, inch by inch. He let out a shriek.

"This is the best gift. The Den of Xing Fu will stay open," he said. "People will come just to see this clay man."

"I am glad that I could help," said Ming.

He did not know what was next. Would he get to see the man in the black cloak?

"Do not go," said the man. "Stay and help protect our history."

Ming looked at the room.

He was glad for this quest. He was glad for the Den of Xing Fu. Maybe his new home was not too bad. This was a dream job!

Months later, Ming was resting on the bench when a new card fell in his lap...

Name: _____

PASSAGE 7: A QUEST FULL OF STRESS

3-Letter Blends

Trips for Malik always meant staying with his cousins in Bamako, Mali. But a strange letter changed that. His aunt came into his room after picking up the mail.

“Malik,” she said from the hall. She squinted at the room. It was still full of junk.

His aunt scrunched her nose. She was not strict, but she said, “You must focus long enough to pick up your things.”

Malik’s family got it. He had ADHD. Sometimes, he could focus on one thing for hours. Other times, he could not focus at all. His aunt held a letter. Malik sprang from his bed and sprinted to her.

“Who is it from?” he asked.

His aunt just shrugged before handing him the letter. The letter was printed in script. It told him to go on a quest. The quest was to find a long-lost statue his ancestors had. One that was a strong part of his culture.

After finding it, he must bring it to Timbuktu, an old city in Mali. Malik felt a strong pull to start the quest, but would his aunt let him go? Still... a quest!

Name: _____

PASSAGE 7: A QUEST FULL OF STRESS

He sprang up and went to chat with his aunt. His aunt did not want him to go on the trip, but then she slept on it. He could go, but only if his big cousin went with him. She stressed that they had to call when they got there.

The next day, Malik strutted the blocks of Timbuktu. Malik did not know where to go. He would have to trust his gut. He yanked on the strap of his pack and kept walking. He went into a forest. It felt strange and old. He walked into a split in the forest. In the midst of the gap sat an old man.

The strange man strummed the strings of his kora and sang. The music felt like it was part of the forest. When the song ended, the man grinned.

"Tell me why you are here," the old man said.

Malik told the old man about his quest.

"I will help you," the old man said with a nod. Malik felt a thrill. But then the old man just sat. He did not talk. He scratched the scruff on his chin. The old man said, "Look for the first of Mansa Musa's holy gifts. The walls are a path to the things of the ancestors."

Name: _____

PASSAGE 8: FINDING THE PROMPT

Words Ending in a 3-Sound Blend

Malik thanked the old man for his help. He knew Mansa Musa was the ninth emperor of Mali, but he did not know about the holy gifts of Mansa Musa.

He looked at the old man. Maybe he knew about the holy gifts and how Malik could answer this prompt. When he went to ask, the old man was fast asleep.

To get back, Malik walked the length of the forest. When he looked back there was fog, but no old man.

Malik walked back to the center of Timbuktu. He found his cousin in the midst of lunch with a girl they met when they checked in at the hotel.

"Hey!" His cousin grinned at him. "Eat with us."

The girl—Ash—grinned at him.

"Hello, Malik! Your cousin has told me about you. He says he plays ball better, but you are smarter."

Malik looked at his cousin. He said that?

Name: _____

PASSAGE 8: FINDING THE PROMPT

"Hello, Malik! Your cousin has told me about you. He says he plays ball better, but you are smarter."

Malik looked at his cousin. He said that?

"I am not smarter," Malik said.

His cousin cut in. "Why do you say that? Just because you have ADHD? Of course you are smart. You were picked for the quest!"

"Yes!" Ash said. "Your cousin told me. Do you know how to find the statue?"

Malik started to say something, but stopped. What was he about to say? It was like his brain switched off.

Name: _____

PASSAGE 9: THE BRIDGE TO SELF

Trigraphs -tch and -dge

Malik clenched up. He felt sick. His cousin jumped in. "Is it that glitch again?"

Malik focused on his cousin. Everyone in his family knew about the glitch in his mind that could switch on and off at will.

"What's up?" Ash asked.

"I can't remember how to find the statue," Malik said.

His cousin's eyes were kind. They did not judge him.

"Sometimes I wish I did not have this challenge," Malik said.

"You shouldn't judge yourself for having ADHD," Ash said.

"No one should judge you for it," his cousin added.

Ash said, "Every challenge is a bridge to a strength within us. We just need to nudge your mind a bit."

Malik felt something switch in him as Ash said that. He looked at his cousin, who nodded.

Name: _____

PASSAGE 9: THE BRIDGE TO SELF

"If you could sketch the clue in your mind, what would it be? Just shut your eyes and watch it come into your mind."

"I see tall walls," Malik said as he trudged through his mind. "The old man also said something... something about... the walls of King Musa..."

He stopped, thought again, and then said, "I got it! I must look for the walls made by Mansa Musa!"

"You see?" His cousin grinned at Ash. "I told you he was smart."

Name: _____

PASSAGE 10: WALLS THAT STRETCHED

Suffixes -ed and -ing

"The walls of King Musa..." Malik said. He scratched his head. "I just latched on to something else."

He went on, "The old man told me to seek the first of King Musa's holy gifts."

"Great," Ash said.

"Now, I know King Musa was Muslim. So what could he mean by 'holy gifts?' I'm tempted to say a mosque," Malik said. His face was scrunched up in thought.

"I think you guessed right," his cousin said. "Now, the question is: What was the first mosque made by Kanku Musa?"

"Made by who?" Malik asked, his eye twitching again. "Kanku Musa... It means Musa, son of Kanku. It's the same person," Ash said, grinning at Malik's cousin. Malik grinned, too.

"What is it, Malik?" Ash asked.

"When I first saw him, the old man was singing. Now I remember he was singing about the life of Kanku Musa," Malik said.

Name: _____

PASSAGE 10: WALLS THAT STRETCHED

He thought for a bit. "Yeah, that is it. It's got to be it!"

"What's it?" his cousin asked.

"The first mosque. It was in the old man's song! It's Jin-something."

"You mean Djingareyber (D-Jing-Ger-Ber)?" Ash almost sang.

"Yes, Djingareyber (D-Jing-Ger-Ber)!" Malik said. "It's called the great mosque, but I did not know Kanku Musa made it. Well done!"

The three of them sat on their bench and planned what to do next. Malik thought they should go together. He would not have gotten far without their help. But his cousin scrapped that idea.

"You were the one called to the quest, Malik," his cousin said. "You are the one who should finish it."

Malik blushed but agreed. With a wave, he skipped down the block and hitched a ride to the Djingareyber mosque.

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