



Student 'Echo Stories'

Trigraph

tch

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Match

A match can be lots of things.

- We can go to the match and catch a game. In that game, one side is no match for the next!
- We can strike a match to make a flame on a batch of logs.
- A match can be made when two things match up.



Itch

Nan has a home next to a ditch and a big pond.

At dusk, a buzz drifts on the wind. It is the buzz of bugs - bugs that make us itch and scratch!

Nan must stretch up to flick a switch. A white thing shines and hums. Bugs hit the white bit and... ZAP!

The bugs twitch and glitch. Those bugs will not make us itch.



A Thatch Home

Anne had a home, made of thatch. A man came to stitch lots of sticks on top to patch the drips. The thatch is thick on Anne's home.

At lunch, Anne went to pick a batch of plants and to catch the sun. She hung the plants up to make the home smell like zest.

Anne had a big brass latch on her home to lock it at sunset, when she went to bed. Such a safe thatch home.



Fetch It, Blotch!

Blotch is a posh pug. Blotch is not a quick pug, and he grunts a lot. Blotch hates grass as it makes him itch. He hates to swim, as he just sinks.

Blotch likes to fetch.

The ball drifts and Blotch trots off to catch it. Then, his ball lands in a patch of mud. Yuck.

Blotch has no wish to go in and fetch it.

But Ketch the Dane can! Ketch runs past Blotch to nick the ball. Blotch the posh pug stands so close that he just gets a big splash of mud up his nose.



Catch

The sun is up, so at the end of lunch, Mitch runs off to be in a game of catch with his mate, Will. Mitch and Will stand on the pitch to chuck and catch.

Then, Liv runs up. She has a bat in her hand. Liv stands on the pitch with the bat. She swings from a big patch of red dust. “Pitch the ball!” she yells.

So, Mitch chucks the ball. Liv swings and smacks it. Crack!

“Catch it!” yells Mitch.

Will dives to clutch at the ball. He lands in a big patch of sand.

In his hand, he has the ball. Will did catch it!



In the Sunshine

“Go and hang in the sun! Run, jump! Make fun!” yells Dad from the kitchen.

With a huff, the twins, Cal and Taj, go off into the sunshine.

But Cal likes to game on his Switch while Taj likes to sketch in his sketchpad. The twins run but it is so hot in the sun, and it makes them twitch. The grass makes them itch and sniff. This is not fun. This is a problem.

With a nod, the twins concoct a plan. Taj slips back into the kitchen. He hopes Dad will not catch him as he ducks in to snatch stuff!

In no time, Taj sprints back to Cal, who kept watch. Taj has the stuff in his hands. He did it! He did fetch the Switch and the sketch stuff.

The twins hang in the sun. Cal games on the Switch and Taj sits to sketch. No problems. Just do not tell Dad.



Witch Hunt

When the sun has long set and it is pitch black, an evil witch slinks off on the hunt for things to use in her spells. She gets a big stick to scratch at stuff.

Next to the path, she spots a slug. She stuns it with her stick and pops it in her bag.

Then she detects a frog in a ditch. She jumps to latch onto it. The witch stuns it with her stick and adds the frog to her bag, alongside the slug.

Then, in a patch of grass, the witch detects a fox. She runs to catch it, but the fox is too quick!

The fox makes a twitch and runs like a rocket at the witch. She is no match for the fox. The witch trips and spills the contents of her bag.

The slug and the frog stretch and slide off to hide. The fox just trots off.

In the end, the evil witch did not catch one thing on her hunt.

