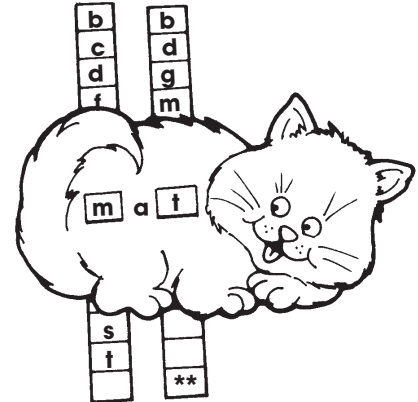


Slip 'n' Spell Animals

Getting Ready: Copy the animals and letter strips on pages 64–68 onto colorful card stock for each student. Also, copy pages 69–71 onto card stock for each group of children. Then, write the missing vowels in the blanks and cut out the cards. Set aside the pictures for the words *nap*, *net*, *zip*, *pot*, and *gum* that cannot be spelled with the Slip 'n' Spell Animals.

Directions:

1. Have students decorate their own sets of animals. Then, have them cut out the animals and letter strips.
2. Help children cut the four slits on each animal into which the letter strips will slide. Make sure they put any letter strip ending with two stars in the final consonant position.
3. To practice using the Slip 'n' Spell Animals, say a word from the list on page 63 and have students slide the strips to create the word. Continue in this manner as time and interest allow.



How to Play: Use the picture cards on pages 69–71 as the word cards and arrange them facedown in a stack. Have students form groups of two or three players. The first player takes a turn drawing and reading a word for the second player to make on a Slip 'n' Spell Animal. If the second player spells the word correctly, she collects the word card. That player now draws a card for the third player. Continue in this manner for a predetermined length of time.

Hoppin' on Vowels

Getting Ready: Make one copy of the game board and two copies of the game cards on pages 69–73 on colorful card stock for each group of two or three children. Cut out one set of the cards along the dashed lines. Using watercolor markers, decorate the game-board pages as desired. Be sure to highlight the path for students. Trim one of the inside edges of the pages before overlapping them to finish the scene. Then, glue the game-board pages to the inside panels of a file folder. To make the answer key, copy pages 69–71 and then write the missing vowel in each blank. Store the answer sheets along with the game cards and game board in a large envelope. Also, provide a small game marker for each player.

How to Play:

1. Shuffle the cards and place them facedown in a stack near the game board.
2. Each player puts a game marker in the GO space.
3. Players take turns drawing a card and turning it faceup. If the player correctly “reads” the word and identifies the missing vowel, he can then move his game marker ahead to the nearest space with that letter on it. The other players must agree that the answer is correct and can check the answer key if needed.
4. The game continues until one player has landed on STOP and is declared the winner.

b

d

f

h

k

l

m

p

r

s

t

w

Slip 'n'
Spell—Pig

b

d

g

m

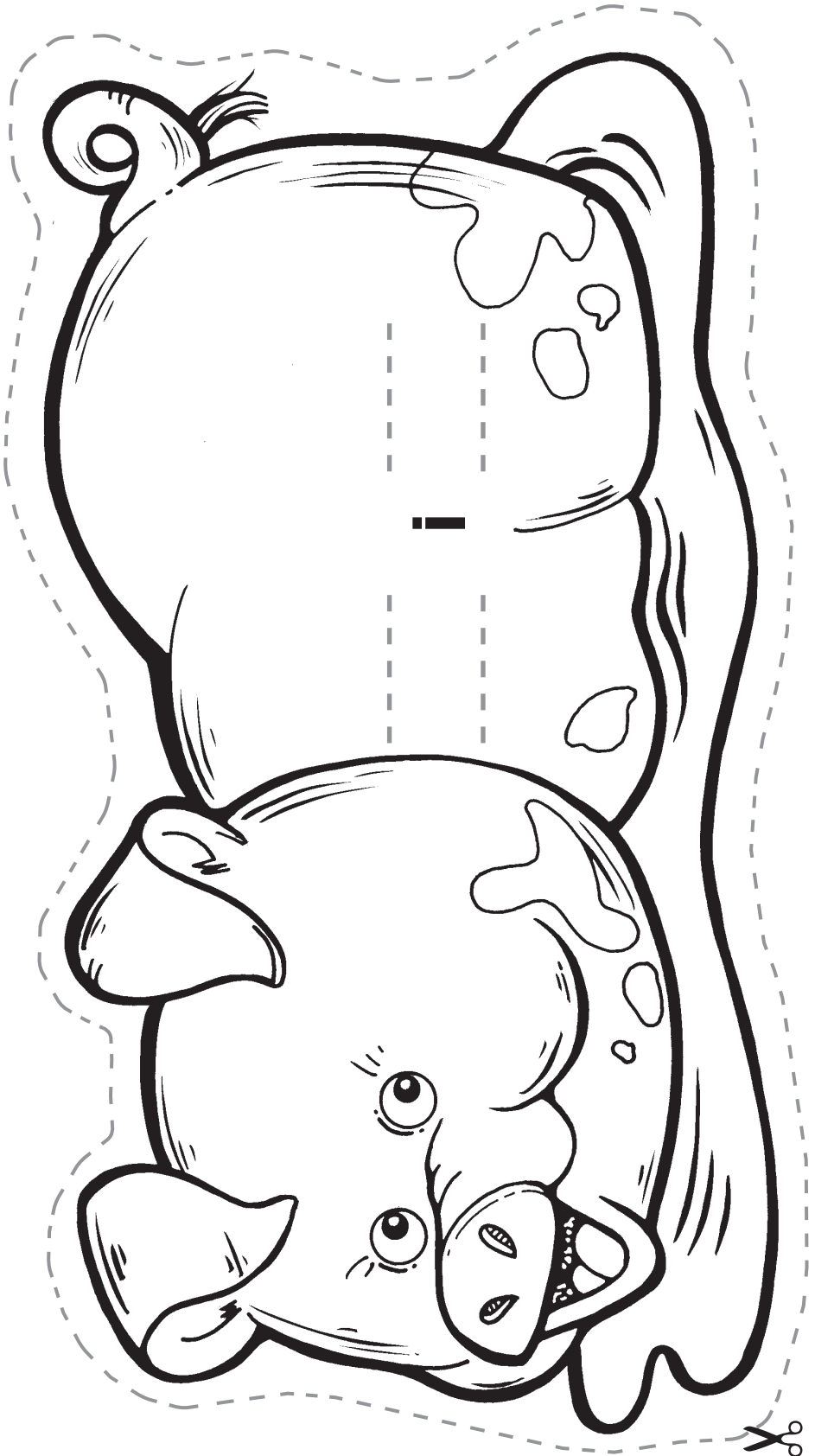
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p

t

x

★★
Slip 'n'
Spell—Pig





Word Sort: A Fun Run!

Getting Ready: Copy the word cards on page 75 onto colorful card stock for each pair of students.

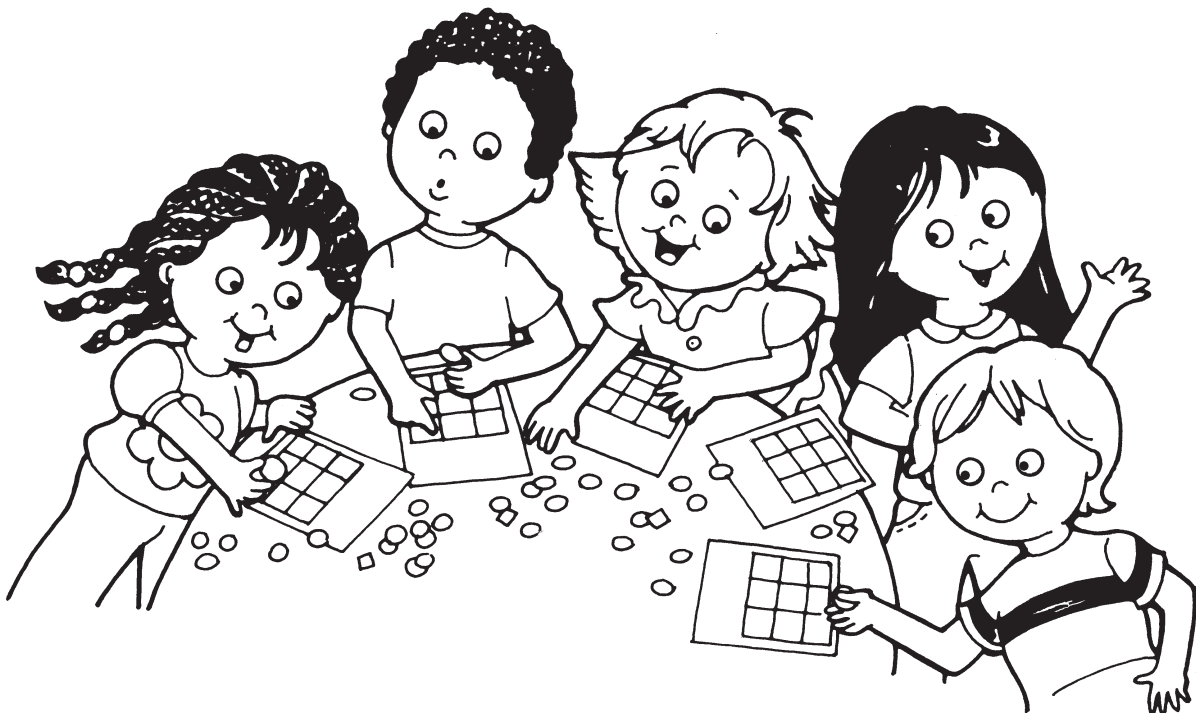
Directions:

1. Students are to cut out the cards along the dashed lines and then practice reading the words aloud with their partners.
2. Have students sort the set of words two different ways. For example, three groups of words can be formed by using the short-vowel sounds as the categories or two groups of words can be formed by using the final consonant as the category (words ending with the letter *n* and words ending with *t*).

Bingo Game: A Fun Run!

Getting Ready: Copy the bingo boards on pages 76–78 onto colorful card stock for each group of six students. Cut apart the boards along the dashed lines. To prepare the calling cards, copy page 75 onto card stock for each group and cut out the word cards. Give each student nine markers to place on the bingo board.

How to Play: Shuffle the word cards. Choose someone to be the “caller.” One at a time, the caller announces the word. Each time a student hears a word that is shown on his board, he covers that space with a marker. The first player to cover all squares on her board calls out “I had a fun run!” and is declared the winner.



A Fun Run!

Bingo Board #6



rat van sit

tin cut pin

mat fun but



A Fun Run!

Bingo Board #5



ran cut win

fin sat fun

pit run fat

Flip-Flop Bingo

Getting Ready: Make copies of the bingo boards on pages 112–114 onto colorful card stock for each group of six students. Cut apart the boards along the dashed lines. To prepare the calling cards, copy page 115 onto card stock for each group and cut out the word cards. Give each student nine markers to place on the bingo board.

How to Play: Shuffle the picture cards. Choose someone to be the “caller.” One at a time, the caller announces the name of the animal in the picture. When a student hears the blend sound for a letter cluster that is shown on her board, she covers that space with a marker. The first player to cover all squares on his board calls out “Flip-Flop Bingo” and is declared the winner.

Who Is Holding . . . ?

Getting Ready: Copy the word cards on pages 89–93 onto card stock. Cut out the cards along the dashed lines. Select words that are familiar to students.

How to Play: For this activity, give each student two or three cards. Have four students each bring one of their word cards to the front of the class and display them for others to see. Give a clue about one of the words. Have a student answer the clue and then identify who is holding the card. For example: Ask, “What is the name for a banner that is displayed on a tall pole?” The first student to answer correctly (e.g., *flag*) chooses a word card and comes to the front of the group to exchange places with the person who held the mystery word (e.g., *flag*).

Spin for Cargo

Getting Ready: Copy the spinner card on page 116 and three copies of the game board on page 117 for each group of three players. Also, make a copy of the word cards on pages 89–93 at 90% reduction onto card stock. Cut out the cards along the dashed lines. Select 30 words for each group of players to decode. Provide a paper clip and pencil for the spinner dial as shown below.

How to Play: Shuffle the word cards and place them facedown near the game board. First, determine which player begins the game. Have players take turns spinning the paper clip, drawing the corresponding number of word cards, and reading the words aloud. Each time a word is read correctly, the player can place that card on one of the shipping cartons on her game board. The first player to collect eight cards is declared the winner.



Flip-Flop Bingo

Board #2



st sk bl

tw cl sw

sl sn fl



Flip-Flop Bingo

Board #1

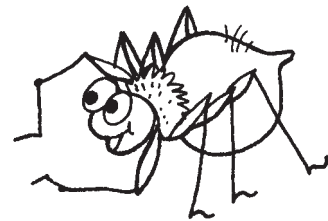
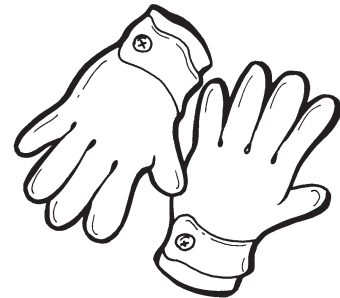
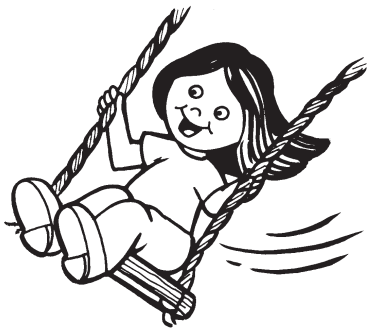
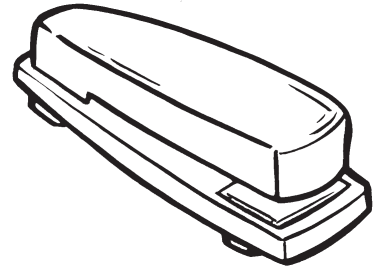
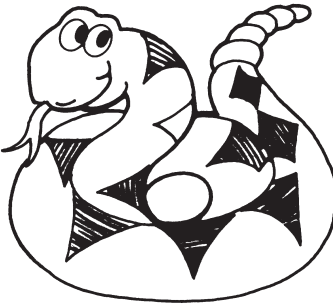
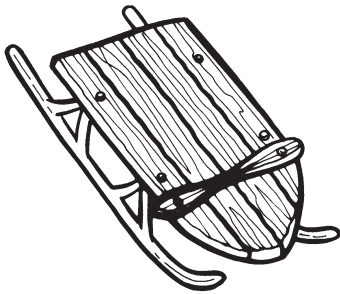
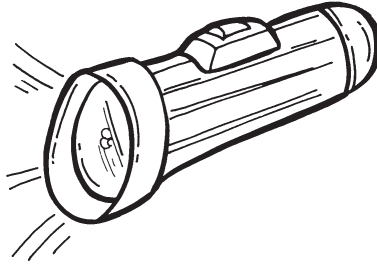


bl sp sk

sw sl sn

fl gl cl





Pictures: clock, flashlight, skunk, sled, snake, stapler, swing, blouse, gloves, plant, twins, spider