



Letter Identification - Upper Case

You're
reading
with...



the hippos!

Getting Ready - A Broad View of the Landscape Before You Begin



Welcome to *Expeditions to Excellence!* You can expect to have tons of fun as you - the Tour Guide - and your special reading student pack your smiles and imaginations and embark on a fun and friendly phonics safari. If you've already read the introductory information, you're ready to roll! If not, take a few moments to review it and get prepared for the experience that will truly last a lifetime! You are about to share the gift of reading!

Your young safari mate may already be familiar with the letters of the alphabet, both upper and lower case. It's important, however, to always begin at the beginning. Don't skip this expedition, even if it seems like a review. Track number 27 of the music features the helpful and informative Audio Guide (you will find this in your backpack). The Audio Guide will introduce the letters of the alphabet in a short, introductory lesson. After listening to the lesson on track 27, turn to track 2, and sing along with *The Alphabet Song*. The familiar lyrics to the song are provided on the next page.

After singing *The Alphabet Song* together, you will want to visit *The Reading Place*.

Pages 1-8 of *The Reading Place* will continue to assist you in teaching the upper case letters of the alphabet. Simply follow the lesson outlined on each page. You will probably want to teach only a portion of the lesson at each learning session. Every child has a unique style of learning! Speed of learning is not as important as truly mastering each concept along the way.

After completing the lessons in *The Reading Place*, cut out the flash cards in Flash Card Set 1. In groups of 5 or 6 letters, one-by-one, identify the upper case letters of the alphabet. After your reader has mastered the letters presented in a small group, shuffle the order of the cards in each group. Make sure he or she knows the letters, even when they appear out of sequence. When each of the small groups of letters has been learned, present all of the letters of the alphabet, first in sequence, then randomly, out of their normal order. If your student consistently has trouble with certain letters, even though he or she may know all of the other ones, set aside those troublesome letters and teach them in a group by themselves. Once any troublesome letters are mastered, they can be shuffled back into the full deck of flash cards and reviewed along with the others.

Taking a Closer Look - Sample Dialogue to Help Direct Your Course

Tour Guide: "We're going to go on a phonics safari! That means that we're going to learn to read together, one expedition at a time. Do you know what an expedition is?"

Reader: "No."

Tour Guide: "An expedition is an adventurous trip. We're going to explore letters and words and new animals, too! Some of the expeditions will introduce us to books and facts about safari animals. Some have fun games to play and things to color. As you learn each expedition, you'll earn a star for your Safari Success Trail. When all of the stars for the trail have been earned, you'll be an excellent reader! Are you ready to begin?"

Reader: "I'm ready!"

Tour Guide: "The very first step in learning to read is to recognize the letters from which all words are created. There are twenty-six letters in all. Together, they make up something we call the alphabet. Can you say the word *alphabet*?"



Reader: "Alphabet."

Tour Guide: "Good! Let's look at the letters of the alphabet (page 5 of *The Reading Place*). These are all of the different letters of the alphabet. There are two different ways of writing the same letter. These are all called upper case (or capital) letters. Some people even call them the "big" letters. We're going to learn 5 or 6 letters at a time until you know them all! Before we begin, let's listen to a lesson together and sing *The Alphabet Song*. We'll point to the letters as we listen, and then we'll sing along. You'll learn these letters in no time at all. When we're finished our lesson for today, we'll take a look at the special animal fact about our hippopotamus!"

More Tips...

for Tour Guides

Sometimes it is helpful to modify the instructions on the funsheets in the expedition folders, especially for a very young learner or for a child with special or different learning needs. You may wish to ask the student to "point to" the correct answers, rather than complete the pages with a pencil.



New Destiny



There's a new place I'm gonna go to;
I was born for wonderful things!
There's so much that I have yet to try, and
I know that I can do anything!

There's a whole world waiting inside me;
There's so much that I want to share!
And I know that I've got wings to try, and
I want to fly with you everywhere!

Chorus:
All I need's a new, new destiny; a new, new
destiny;
A brand new destiny before me!
And with a new, new destiny; a new, new destiny;
I know that you're gonna see
A brand new wonderful me!

Lift me higher. Take my hand.
Give me a chance to try,
And help me understand.
Flying higher, look at me!
There's so much more that I can be!

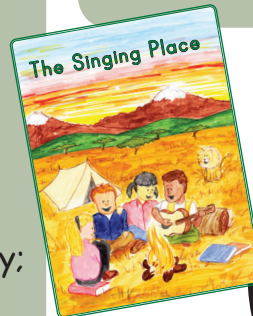
There's a dream I've got to believe in;
There's a song I'm destined to sing.
And I know that I need help to fly but
You and I can do anything, anything ANYTHING!

Chorus

The Alphabet Song

A, B, C, D, E, F, G,
H, I, J, K, L, M, N, O, P,
Q, R, S, T, U, V,
W, X, Y, Z

Now I know my A, B, C's
Won't you sing along with me?



Do
you like to
eat vegetables?
The hippopotamus
does. In fact, our hippo
friend won't eat anything
except for vegetables!
Its diet consists mostly
of grasses, which the
hippos find close to
the water.



What You'll Need to Pack for the Safari



New Destiny (on track 1 of the CD), Flash Card Set 1, The Audio Guide Lesson (on track 27 of the CD), *The Alphabet Song* (on track 2 of the CD), *The Reading Place* (pages 1-10). The music to all of the songs on the CD can be found in *The Singing Place* and are provided to you in your backpack.

Results to Achieve During Your Expedition



The reader will identify each upper case letter, when in sequence or when out of sequence, and will be able to identify the group of the letters in this expedition as "upper case" letters.

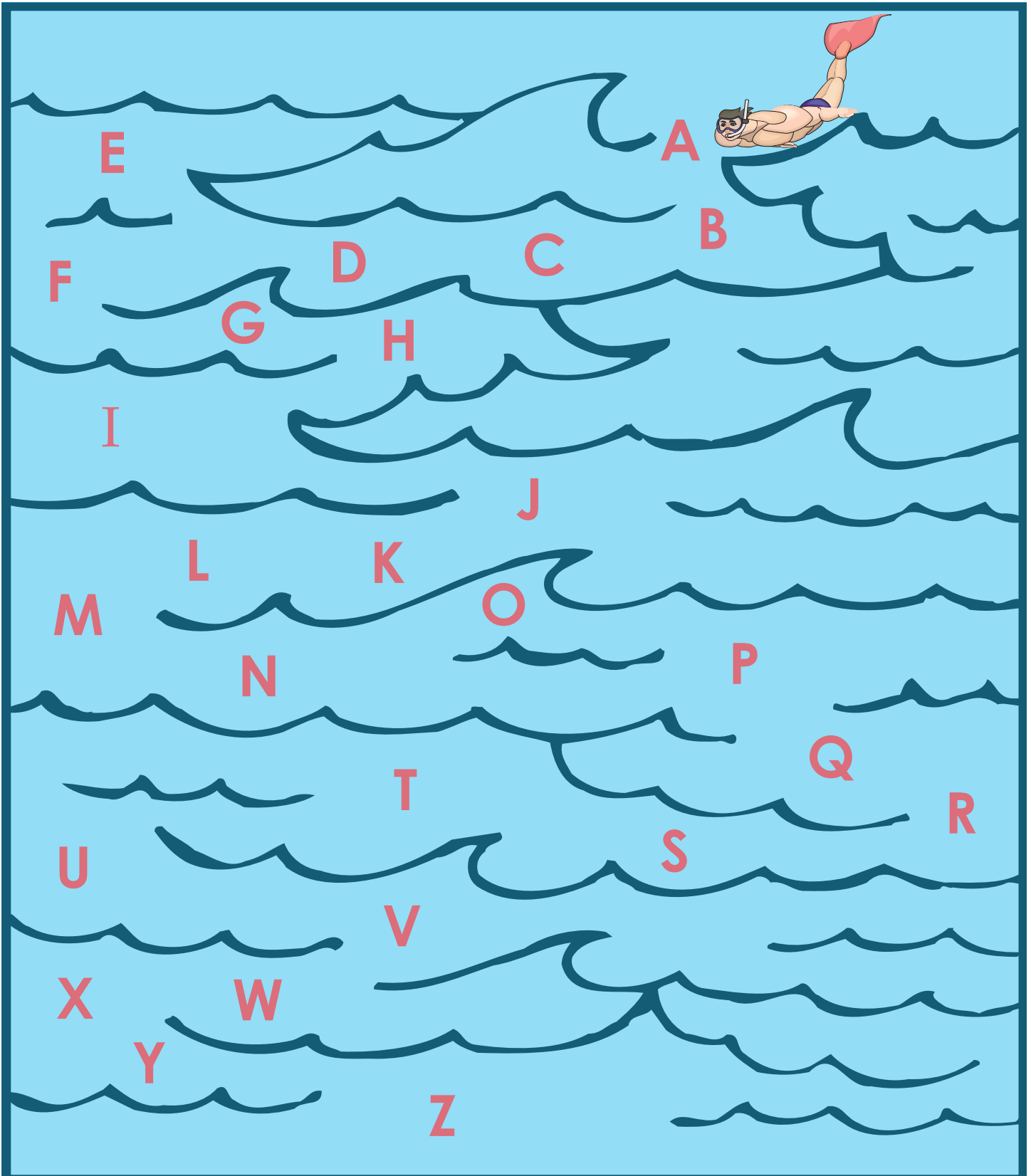
Jungle Journal

Accomplished with Excellence!	Expedition Activities:
	Reader listens to lesson on Track 27 of CD
	Reader completes <i>The Reading Place</i> lesson, pages 1-10
	Reader sings <i>New Destiny</i> (Track 1) and <i>The Alphabet Song</i> (Track 2)
	Reader identifies the upper case letters "A" and "B" on flash cards
	Reader identifies the upper case letters "C" and "D" on flash cards
	Reader identifies the upper case letters "E" and "F" on flash cards
	Reader identifies the upper case letters "G" and "H" on flash cards
	Reader identifies the upper case letters "I" and "J" on flash cards
	Reader identifies the upper case letters "K" and "L" on flash cards
	Reader identifies the upper case letters "M" and "N" on flash cards
	Reader identifies the upper case letters "O" and "P" on flash cards
	Reader identifies the upper case letters "Q" and "R" on flash cards
	Reader identifies the upper case letters "S" and "T" on flash cards
	Reader identifies the upper case letters "U" and "V" on flash cards
	Reader identifies the upper case letters "W" and "X" on flash cards
	Reader identifies the upper case letters "Y" and "Z" on flash cards
	Reader prints and completes Funsheets in this lesson (instructions read by Tour Guide)
	Reader plays "The Alphabet Game" with Tour Guide.
	Reader prints and draws a star on the Safari Success Trail, in space number 1 (check off Jungle Journal in backpack to advance)

Can you swim through the alphabet ocean?

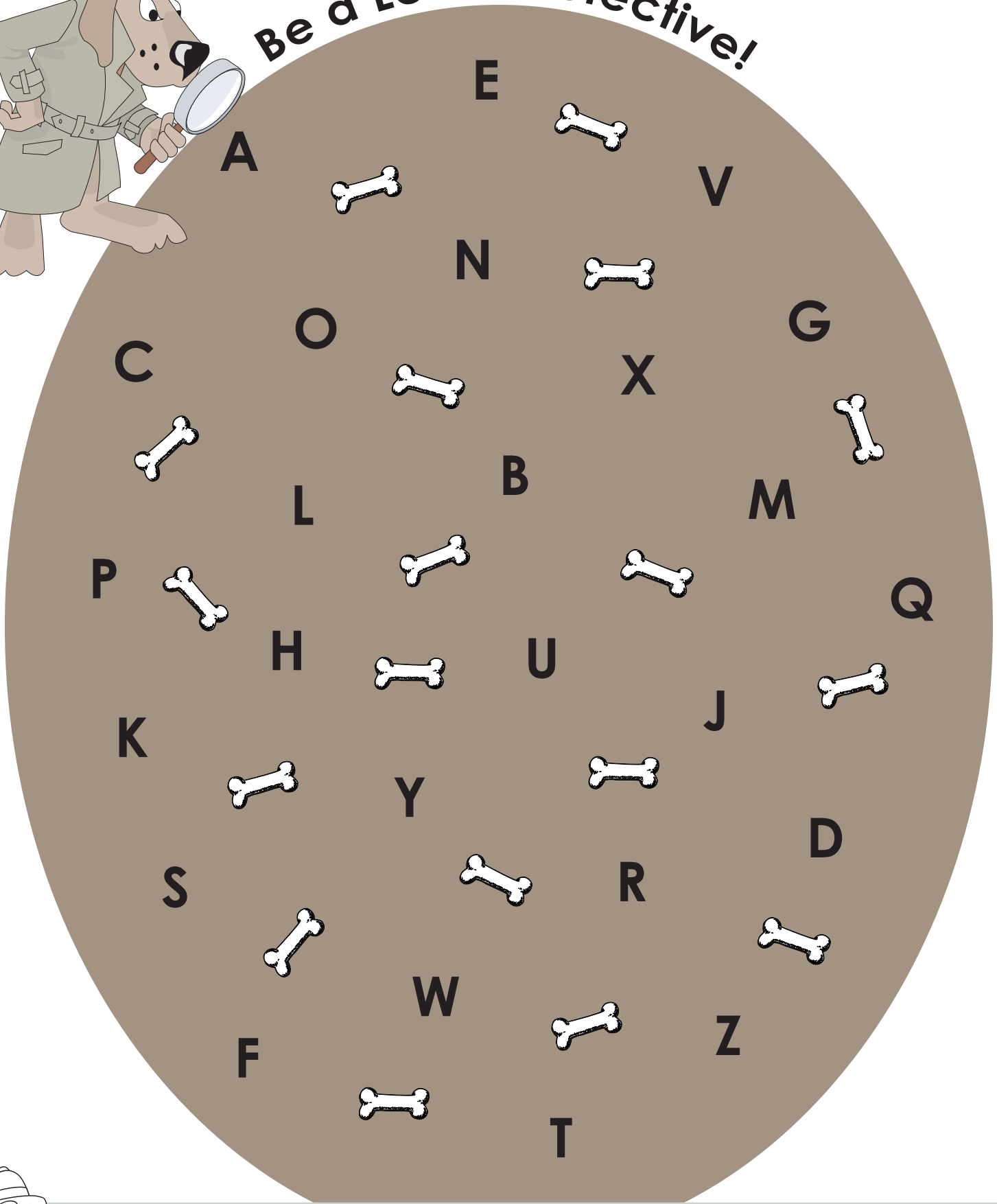


Start at upper case A and let your pencil or your finger swim all the way to upper case Z, connecting and saying all of the letters, in order, as you go.





Be a Letter Detective!



Place a circle around each of these upper case letters. Say each letter as you circle it. One of the letters is missing. Can you uncover what the missing letter is?



The Alphabet Game



For this game, you will need one die from a set of dice. If you do not have dice, you can use the set of "dice cards" instead. Just cut them out, shuffle them and place them face-down to select from a pile. 1) Players put their game pieces on start. (Pennies, nickels or paper cut-outs make good game pieces.) 2) Each player rolls one of the dice to see who goes first. 3) To begin the game, each player, in turn, will roll the die and move the appropriate number of spaces. When the player lands on a space, the player must call out the letter upon which he or she lands, as well as all of the letters he or she has passed. If a player lands on a space other than a "letter" space, the player must follow the directions on that space. The first player to reach "Finish" wins. 4) When a player reaches "Finish", all players can join in together to sing *The Alphabet Song*.

The board features a central path of letters arranged in a spiral pattern: Start Here, P, S, O, W, L, Y, R, G, Z, M, X, A, E, C, J, H, I, U, D, T, K, F, I, B, N, Q, K, V, and Finish. Action cards are placed at various points along the path:

- Start Here:** A starburst shape indicating the beginning of the game.
- Make a Funny Face!**: A card with a clown illustration, located near the letter W.
- Go Back to G**: A card with a clown illustration, located near the letter L.
- Move Ahead to L**: A card with a clown illustration, located near the letter R.
- Take a Bow**: A card with a clown illustration, located near the letter E.
- Jump Three Times**: A card with a clown illustration, located near the letter U.
- Sing Any Song**: A card with a clown illustration, located near the letter I.
- Do Any Dance**: A card with a clown illustration, located near the letter F.
- Move Ahead to K**: A card with a clown illustration, located near the letter N.
- Finish**: A card with a clown illustration and the text "Let's all sing 'The Alphabet Song!'".