



Reading Words with Long "a"

You're reading with...



the zebras!

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



Your reader has mastered the rules for reading words with long vowel sounds! He or she has also learned many of the fundamentals of phonics that will lay the foundation for becoming an excellent reader. Continue to listen to the songs that will strengthen the reading skills needed for future reading expeditions. Specifically, these songs are:

The Sounds of the Letters
Long and Short Sounds
Count the Vowels

Vowels and Consonants
The One Vowel Rule
The Two Vowel Rule

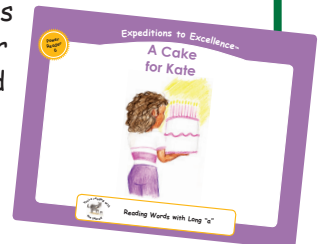
Meet the Vowels
The Plural Song
"e" on the End

As these songs become part of your reader's memory, he or she will be able to recall the important basic rules of reading and phonics with ease when encountering new or unfamiliar words. Music is a powerful and effective teaching tool. Often, we remember songs we learn for an entire lifetime.

When you are ready to start this reading expedition, turn to page 87 in *The Reading Place*. Read the words for long "a" in the order that they appear on the lists provided. When all of the words have been mastered (including the sight words) and your reader has practiced the sentences on the last page of the section, your reader will be prepared to read Power Reader 6.

Always remember to select a time for your safari mate's reading when he or she is alert and not distracted. Some children read best at a table with their feet squarely on the ground. Others work well on a comfortable sofa. Try different settings to see which is best for your reader. Remember, fun and praise are the secret ingredients needed to encourage your reader. If reading the entire book in one sitting seems too overwhelming, set a pace which is more appropriate to your student's ability. It is better to read four pages at a time, really well, than to struggle through more than can be tolerated or mastered in a single teaching session.

After reading Power Reader 6 for this expedition, turn to Conversation Station at the back of the book. We know you will enjoy sharing this special time to talk with your reader. (The discussion section in Power Reader 6, entitled *A Cake for Kate*, asks your student to recite his or her address and telephone number. Track 12 features a song entitled *Where Do You Live?*, that will help you to teach this important information.)



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

Tour Guide: "Now that you are an expert vowel counter and you know how to detect the silent 'e' when it appears, you're ready to depart on our next expedition! We're going to begin reading words with long 'a'. If the words we are going to read all have a long 'a' sound, how many vowels do they have?"

Reader: "Two."

Tour Guide: "That's correct! You're very good at this! Here's the first list of words for this expedition. Remember, these words will all have the long 'a' sound. Can you say the long 'a' sound?"

Reader: "a"

Tour Guide: "Excellent. We'll blend the first few words together!"





Where Do You Live?

Where do you live?
Do you know where you live?
Can you answer all these questions for me?

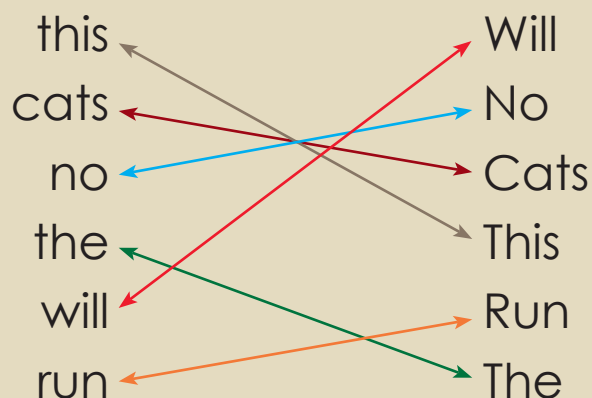
What is your name?
And where is your home?
What's your number and your city and street?

And do you know your telephone number?
You can learn it so easily.

Where do you live?
Do you know where you live?
If you don't, ask someone for me!

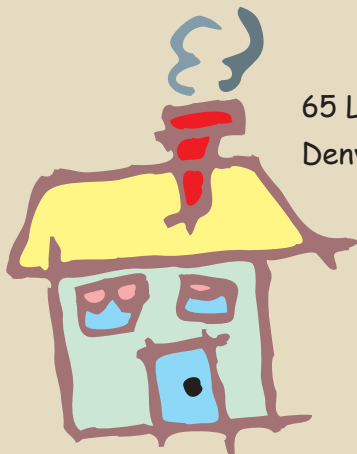
More Tips... for Tour Guides

Here's an idea to try with your safari mate. Using only mastered words (including sight words), write two lists of words that match each other. In the second list, begin the words with a capital letter. Ask your reader to connect the matching words. This exercise makes sure that your reader understands that the words are read exactly the same way, whether they are written with upper case or lower case letters. We've included an example below:



More Fun... for Friends

Ask your reader to draw a picture of his or her house. Then, print the reader's address beside it. You can do the same thing with a picture of a telephone. In addition to the reader's home telephone number, be sure to teach the telephone number in your area to call in the event of an emergency.



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A male zebra is called a stallion.
A female zebra is called a mare.
A baby zebra is called a foal.



What You'll Need to Pack for the Safari



You will need the "Where Do You Live" song (on track 12 of the CD), *The Reading Place* (pages 87-91), Power Reader 6, entitled *A Cake for Kate*, Extra Game Gear Card 3 (to play the Long "A" Game, featured in this folder), good eye contact and a reassuring spirit.

Results to Achieve During Your Expedition



When presented with the list of words that contain a long "a" sound, the student will master all of the words, will understand the rules for decoding long "a" sounds (the Two Vowel Rule, Silent "e" Rule) and will be able to read the corresponding Power Reader 6, entitled *A Cake for Kate*.

Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader reviews the songs listed on the front page of this folder
	Reader reads "ai" words correctly in <i>The Reading Place</i> , page 88
	Reader reads "__a __e" words (silent "e" words) correctly in <i>The Reading Place</i> , pages 88-90
	Reader reads sight words for Power Reader 6 correctly
	Reader "makes tracks" with practice sentences on page 91 of <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 6.
	Reader reads Power Reader 6, entitled <i>A Cake for Kate</i>
	Completes the section entitled "Conversation Station" at the back of Power Reader 6
	Reader listens to "Where Do You Live" song on track 12 of the CD and sings along
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader places a sticker or draws a star on the Safari Success Trail poster, in space number 23



Let it Rain!

Circle the words below that have a long "a" sound.

Cross out the words that have a short "a" sound.

ape tax

fail

wail

safe

game

lap

date

wail

jab

bat

late

pain

lap

date

wax

ate

bad

jade

tan

hail

made

cave

sag

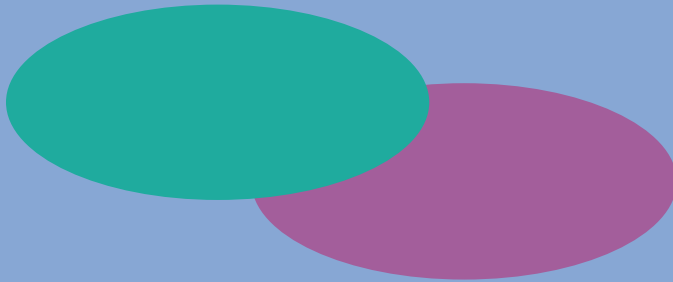
rap

aim

wade

bass

THE LONG "A" GAME



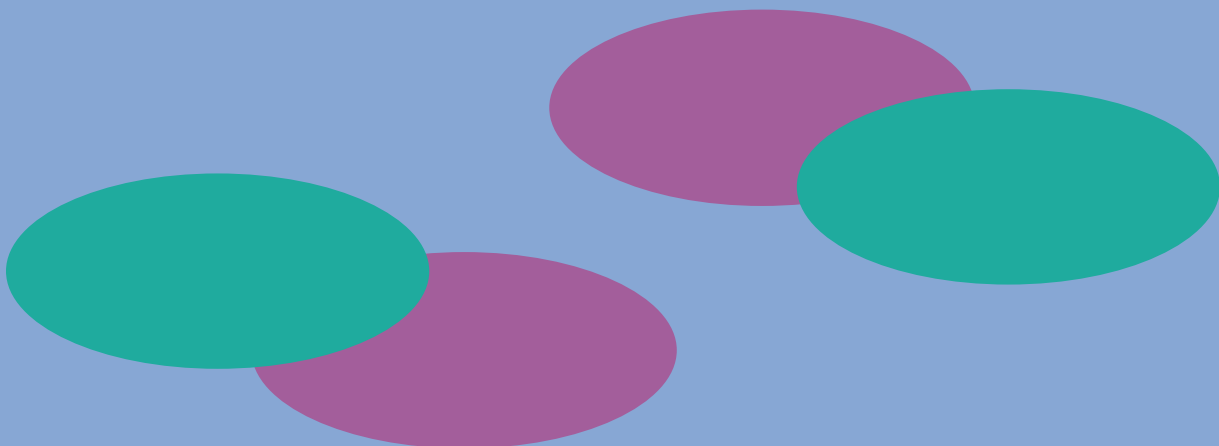
Directions:

Cut out the game tiles pictured on The Long "A" Game Card on Extra Game Gear Card 3. All of the tiles should be shuffled and placed face down in random order on a table or on the floor. (After these are cut out, you may wish to store them in an envelope for future use.)



Each player, in turn, flips over two of the tiles, trying to find a match of the words that go with the words on his or her side of the game board. If the player gets a match, he or she places a penny over the word on the game board and goes again. If a match is not made, it is the other player's turn. As in "memory" games, the tiles are picked up when a match is made. If a match is not made, the tiles are flipped over again. The players read the words as they are chosen and matched.

The object of the game is for each player to find the matches shown on their side of the "A". A player does not want to find a match featured on the other player's side. If a player does make a match featured on his or her opponent's side, a penny is put on the opponent's word. When a player has all of his or her words covered, he or she wins the game.



THE LONG "A" GAME

Player
1

Player
2

wave

gain

mail

name

maid

sale

rake

save

cape

wait

nail

bake

rain

pail

lake

cake

jail

cane

gate

tape