

Reading Words with Long "e"



You're reading with...



the zebras!

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



In the last expedition, you reviewed all of the songs presented so far in The Expeditions to Excellence reading system. Of course, structured review is always a good idea, but Expeditions to Excellence is designed so that emerging readers will want to listen to the music even when it's not "reading" time. So, play the songs and lessons in the car or at play time, and be sure to leave mastered power readers in a convenient location, just in case your safari mate wants to read them to a friend.

Reading words with long "e" is taught in the same way as reading words with long "a" was taught. You will find the words for this expedition on page 93 of *The Reading Place*. Review the sound of long "e". It sounds just like its name - "e". Point out that all of the long "e" words listed have two vowels, with "e" being the first vowel. It sings its name out, and the second vowel listens to the first vowel sing and says nothing at all. Model one list at a time and then ask the reader to read the words independently. When you are completely finished teaching all of the lists, ask your reader to read the practice sentences and review all of the words from the beginning of the expedition.



Power Reader 7 entitled, *Eve and the Bee*, is about a bothersome little bee that intrudes on a summer picnic. After reading the power reader, turn to the discussion section at the back of the book. Talk about bees with your child. Explain where bees live and how they make honey. "Conversation Station" will help facilitate your discussion, providing prompts to these answers.

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

Tour Guide: "You did a wonderful job reading *A Cake for Kate*. At first, I thought reading long sounds would be a little tricky. With a little bit of practice, I think you can read just about anything! Are you ready to read words with long 'e'?"

Reader: "Yes".

Tour Guide: "Can you remind me how long 'e' sounds?"

Reader: "It sounds just like 'e'!"

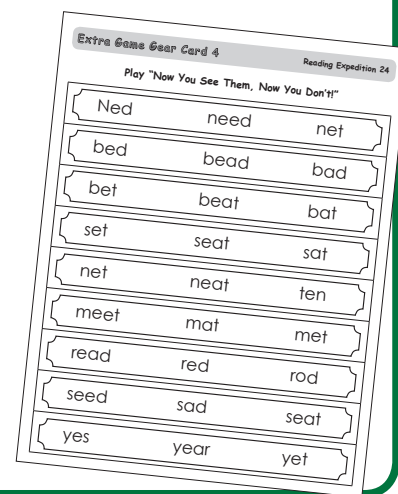
Tour Guide: "Good! Let's find the words in *The Reading Place* and figure out those long 'e' words as a team. We'll go on a long 'e' safari today!"



Zebras are herbivores, which means that zebras don't eat meat. They graze on plants and grasses.



Don't forget to play the game in the back of this lesson, after you've mastered all of the long "e" words.



What You'll Need to Pack for the Safari



You will need *The Reading Place* (pages 93-97), Power Reader 7 entitled, *Eve and the Bee*, Extra Game Gear Card 4 (to play the game in this folder).

Results to Achieve During Your Expedition



When presented with a list of words that contain a long "e" sound, the reader will master all of the words and practice sentences. The reader will also be able to read the corresponding power reader entitled, *Eve and the Bee*.

Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader reads "ee" words correctly in <i>The Reading Place</i> , page 94
	Reader reads "ea" words correctly in <i>The Reading Place</i> , pages 95-96
	Reader reads "_e _e" words correctly (silent "e" words) in <i>The Reading Place</i> , page 96
	Reader reads sight words for Power Reader 7 correctly in <i>The Reading Place</i> , page 96
	Reader "makes tracks" with practice sentences on page 97 of <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 7
	Reads Power Reader 7 entitled, <i>Eve and the Bee</i> .
	Completes the section entitled Conversation Station at the back of Power Reader 7
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail poster, in space number 24 (check off Jungle Journal in the backpack to advance)



play

"Now You See Them,
Now You Don't!"

Locate Extra Game Gear Card 4. Cut the card along the lines. You will have nine strips of words. Place the words face down on a table. Sit across from your safari mate and pick up one of the word strips from the pile. Show it to him or her for 10 seconds, then, place it face down again. Ask the child to tell what words were on the strip. For each word the child gets correct, he or she gets a penny, jelly bean, sticker, star, etc. (whatever token that is meaningful for your reader). With practice, try to shorten the initial time span that the child sees the strip. This game can be so much fun as the reader tries to read and remember. Shout out "Now you see them!", as you show the words and "Now you don't!", as you place the words face down again!



Pete, the bee, does not like words that have the short "e" sound. He stings all of the short "e" words he sees. Cross out all of the short "e" words before they get stung!

heat

week

egg

bean

hem

jet

deal

hen

ear

leg

red

yes

teen

bell

wet





"e -
gads!"

The Game of the Long "e" Sounds

Have you ever heard the expression "e-gads!?" It means "oh no!" or "yikes!". In this game, each player represents a team of knights who are on their way to deliver an important message to the king of the castle. There is only one path to take, and it is a very rocky and dangerous road indeed. Here's how to play, if you dare...



The game can be played with 2-4 players.

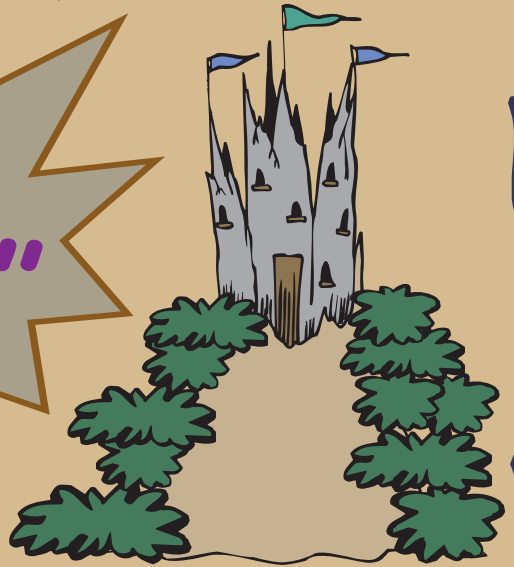
1. Each player selects two matching game pieces that are different from the game pieces that the other players select, and puts his or her pieces on "Start". The shortest player goes first, second shortest player goes second, and so on.
2. Using one of the dice, each player rolls, in turn, and moves his or her piece the number of spaces shown. The player must read the words shown on the space where he or she lands. The only way to make it all the way to the castle is to stay on the path marked with long "e" words.
3. Four of the stones on the path do NOT contain a long "e" word. If a knight happens to land on a stone that does NOT contain a long "e" word, he shouts "e-gads!" and must begin his journey all over again from "Start".
4. The first player to get both of his or her knights (the pieces) all the way to the castle to deliver the message to the king, wins. A player does not need to get into the castle on an exact roll.

Note: A shorter version of the game can be played with one game piece per player instead of two.



Start Here

"e -
gads!"



- bean
- feed
- seek
- team
- seen
- keep
- bee
- e-gads!
- deep
- e-gads!
- bee
- e-gads!
- beak
- eve
- seal
- e-gads!
- meat
- feet
- heat
- deal
- peak
- leaf
- read
- sea