

Reading Words with Long "o"



You're reading with...



the zebras!

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



Your goal in this expedition is to teach reading words with long "o". Teach this in the same way as you have taught reading words with the long sounds of "a", "e" and "i". First, turn to page 103 in *The Reading Place*. Assist your reader in blending all of the words with long "o", one list at a time. As he or she masters each list, mark the accomplishment on the Jungle Journal. When all of the words and sentences for this expedition have been mastered, including the sight words, find Power Reader 9 entitled, *A Home for Joe*.



Power Reader 9 introduces Joe, the goat, who is looking for a place to call his home. Finally, Joe makes friends with a dog and the unlikely pair of animals make a happy home together. You may wish to use the story as a way to talk about how people who are different can become good friends. You'll find some good points for discussion at the end of the story.

Games and educational Funsheets await your safari mate's pleasure in this expedition. Try to choose a good time when you and your reader can sit down together and complete these activities. Each Funsheet is designed to take only five or ten minutes of time to complete. What a small investment for such a worthwhile dividend!

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

Tour Guide: "So far, which of the Power Readers has been your favorite? I've enjoyed listening to you as you have read all of them. Maybe, when we're finished learning all of the long vowels, you can read some of your books to (name of friend or relative). I bet he (or she) would think that was special. You've mastered the long sounds for 'a', 'e' and 'i'. Which two vowels are left?"



Reader: "'O' and 'u'."

Tour Guide: "Right! Here are the words for long 'o'. Let's begin. First, we'll figure them out together. Then, you can read them without my help. Later on, we'll play some games and read the next power reader. It's Power Reader 9! The title is *A Home for Joe*."

Zebras can run quite fast to get away from predators (other animals who want to eat them). They also have such a powerful kick that they can crush or even kill a lion with it. Leopards, lions, crocodiles and hyenas are a few of the animals that prey on, hunt and eat zebras.

Come visit me at the castle and try to cross the moat. My fun game is on the back page.



What You'll Need to Pack for the Safari



You will need *The Reading Place* (pages 103-106), Power Reader 9 entitled, *A Home for Joe*, Extra Game Gear Card 6 (to play Cross the Moat, a board game featured in this folder), cheerfulness and laughter.

Results to Achieve During Your Expedition



When presented with a list of words that contain a long "o" sound, the child will read all of the words and the corresponding Power Reader.

Jungle Journal	
Accomplished with Excellence	Expedition Activities:
	Reader reads "oa" words correctly in <i>The Reading Place</i> , page 104
	Reader reads "oe" words correctly in <i>The Reading Place</i> , page 104
	Reader reads "__o__e" words correctly (silent "e" words) in <i>The Reading Place</i> , pages 104-105
	Reader reads sight words for Power Reader 9 correctly
	Reader "makes tracks" with practice sentences on page 106 in <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 9.
	Reader reads Power Reader 9 entitled, <i>A Home for Joe</i>
	Completes the section entitled Conversation Station at the back of Power Reader 9
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 26 (check off Jungle Journal in the backpack to advance)

woke



This is the bus headed for

jog

oat

O-ville. It carries all of the letter "o"s that will be used for words that have the long and short sounds of "o". Circle all of the words that have a long "o" sound. Underline the words that have a short "o" sound.

pot

hop

zone

mop

moss

joke

on

foam

zone

doll

rot

roam

woe

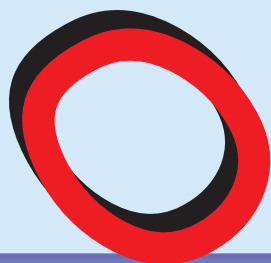
rode

soak

log

top

hot



log

pole

mom

doe

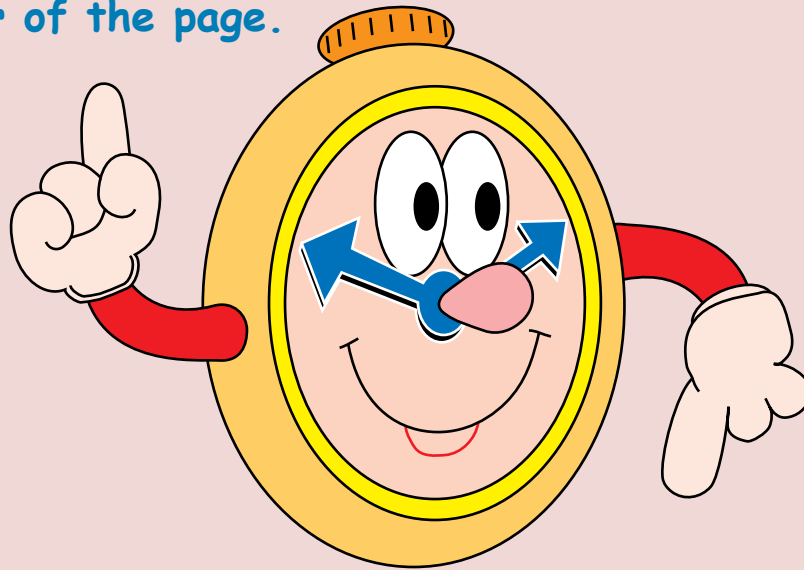
fox

box



How fast you can you read?

Have a grown-up calculate how fast you can read the words below. Try it three times. Your times should be written in the yellow boxes at the top corner of the page.



soak

pass

hem

tire

leg

pole

wet

foam

rim

mile

hit

kit

pin

fog

hop

size

bus

dog

jam

map

seed

heat

tail

mud

top

seal

cane

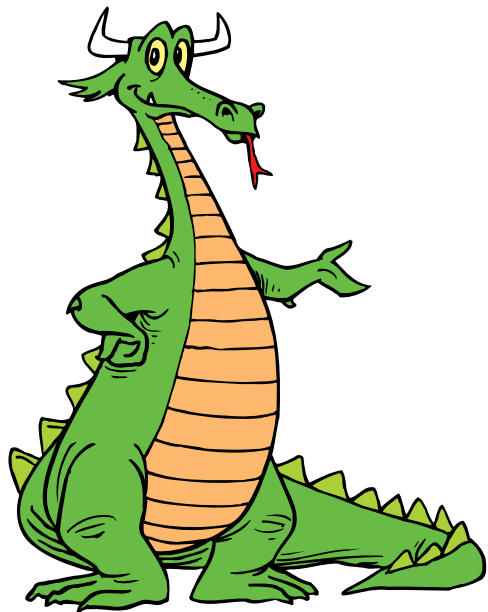
beat

wade

late

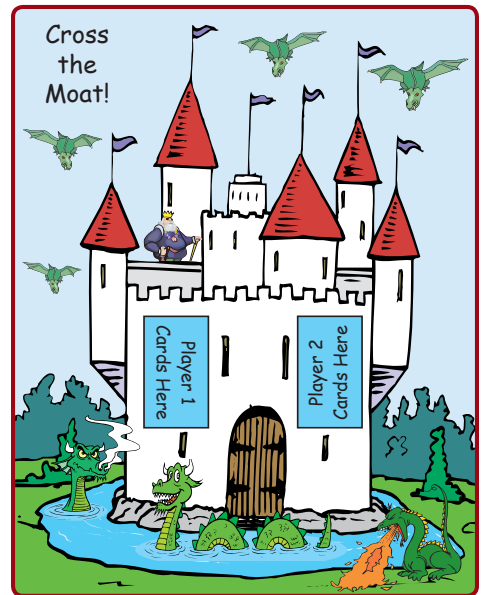
huff

yells



Cross the Moat!

(for two players)



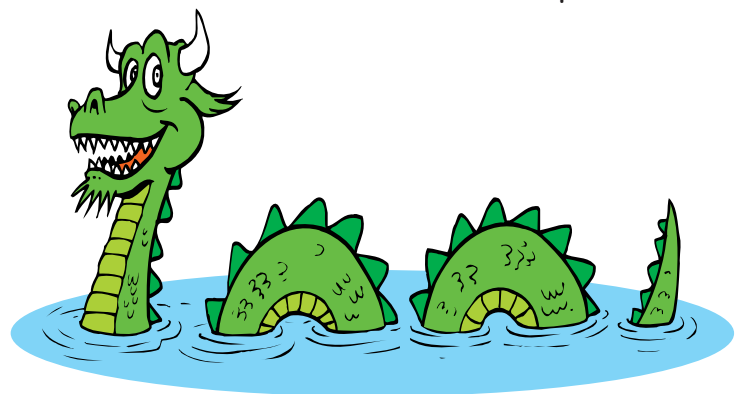
The king has requested that sixteen different items (all of which include a long "o" word) be brought to him in his castle. These items can be found on Extra Game Gear Card 6. Cut out the cards featured. Shuffle the cards and deal out eight cards for each player. You will also need one of a pair of dice. 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. The player with the highest roll (on only one of the dice) goes first.



The first player decides which item featured on his or her pile of cards he or she will attempt to take to the king in the castle. (For example, the player might say, "I wish to take Ted's robe to the king". The purpose of the game is for the reader to practice reading the words on the cards.) The player then rolls one of the dice. If the player rolls a 2, 4 or 6, the attempt is successful and the player places his or her card on the players space in the castle. If the player rolls a 1, 3 or 5, the turn is unsuccessful. The dragons in the moat have prevented the item from being delivered to the king on that turn. The card is placed face down in the moat. The item now becomes dragon food. It is then the second player's turn to do the same thing. When all the cards are gone, each player counts the number of their cards that have reached the king. The player who has the most cards in the castle wins.

Teaching Note

Explain to your reader what the purpose of a moat once was. A moat was a deep ditch, dug around castles and filled with water. A drawbridge was let down or lifted up to allow persons to come and go from the castle, over the moat. The reason the moat was put around the castle was to help protect the castle (and the people inside it) from attackers. The dragons in our game are, of course, just pretend.



Cross the Moat!

