



# Reading Consonant Blends - Group 6

You're reading with...



the monkeys!

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



Congratulations! You and your child have achieved mastery of all of the consonant blends. *The Reading Place* awaits your teaching expertise and invites you to turn to page 147 to find the section of words for this expedition. Ask your safari mate to say the consonant blend in the box at the top of each list featured, and blend that same sound in the words beneath it.

After all of the lists have been learned, including the sight words indicated, look for Power Reader 16. It is called *Jack's Wish*. Conversation Station will engage your reader at the end of the story. Sharing these moments is a very worthwhile effort, so try and find some good quality time to go over this section with your student.

One of the best activities you can do with your safari mate is to play the "Consonant Blend Bingo" game featured in this lesson. (The Bingo cards and the master word list are included on Extra Game Gear Cards 8, 9, 10, 11 and 12.) Playing this game will reinforce your reader's knowledge of all the consonant blends learned so far in the Expeditions to Excellence system. This game can be played with up to four players, as four separate Bingo cards have been provided.



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

**Tour Guide:** "This is our last Consonant Blends expedition and it's going to be so much fun."

**Reader:** "What are we going to do?"

**Tour Guide:** "First, we'll learn our word lists. After that, there's a fun new book called *Jack's Wish* and two great games we can play. You'll get to put another sticker on your chart, and you'll graduate to the giraffe level. Look at the Safari Success Trail and see how far you've come since you first began! Don't you feel just great about how well you're doing?"



Monkeys have a special language they use with one another. In the rainforest, they call to each other to keep in contact with their groups, making about 25 different sounds. They also warn one another of danger by making specific calls.



## What You'll Need to Pack for the Safari



You will need *The Reading Place* (pages 147-153), Power Reader 16 entitled, *Jack's Wish*, Extra Game Gear Cards 8, 9, 10, 11 and 12 (to play Consonant Blend Bingo, featured in this lesson).

## Results to Achieve During Your Expedition



The reader will be able to correctly read all of the words beginning and ending with blends "nk", "ng", "ck", "nd", "nt" and "dge" shown in *The Reading Place*, will read Power Reader 16, entitled *Jack's Wish*, and will be able to play the two games featured in this expedition.

# Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader reads "nk" words correctly in <i>The Reading Place</i> , page 148
	Reader reads "ng" words correctly in <i>The Reading Place</i> , pages 148-149
	Reader reads "ck" words correctly in <i>The Reading Place</i> , pages 149-150
	Reader reads "nd" words correctly in <i>The Reading Place</i> , pages 150-151
	Reader reads "nt" words correctly in <i>The Reading Place</i> , pages 151-152
	Reader reads "dge" words correctly in <i>The Reading Place</i> , page 152
	Reader reads sight words for Power Reader 16 correctly in <i>The Reading Place</i> , pages 152-153
	Reader "makes tracks" with practice sentences on page 154 of <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 16
	Reader reads Power Reader 16 entitled, <i>Jack's Wish</i>
	Completes the section entitled "Conversation Station" at the back of Power Reader 16
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 39 (check off Jungle Journal in the backpack to advance)
	Reader reviews the word lists from expeditions 28-39



Come with me and  
play Consonant  
Blend Bingo!

## Directions



This game is most enjoyable when played with 2-4 players. An additional person is needed to randomly call out the Bingo words. If just the child and the Tour Guide wish to play as a fun learning exercise, the child can choose any one of the four game boards (found on the Extra Game Gear Cards 8, 9, 10, 11 and 12), and the Tour Guide can call out the words until the child has covered five spaces in a row on his or her game board.

Here's how to play this simple, fun and educational game.

1. Each player selects a Bingo game board. A pile of pennies or other "markers" should be placed in front of each player. If pennies aren't available, get creative! Macaroni pieces work well, and so do peanuts, buttons, or pieces of cut up construction paper.
2. An additional person assumes the role of the "caller". (If just the Tour Guide and the child are playing, the Tour Guide is the "caller".) Using the list featured on the Master Word List for Consonant Blend Bingo (provided on Extra Game Gear Card 12), the caller randomly reads out words that contain consonant blends at the beginning of words. *The caller reads only one word from each section, and always varies the order of the blends, with each round of play.* The caller may use the summary list (provided in this expedition) to check off each consonant blend called. The summary list is designed for 26 rounds of play. The players must mark the spaces on their game boards which show those consonant blends. When a player has covered five spaces in a row (down, across or diagonally) he or she shouts out "Bingo" and wins the game.

*Remember, when the caller reads the words, he or she should do so in a randomized fashion, so that the outcome of the game is always different.*



# Hodge-Podge



Do you know what the term "hodge-podge" means? It means that something is all jumbled and in no particular order. The name "Hodge-Podge" is created by combining two words that contain the consonant blend "dge". So, it seems fitting that this game is all about words that also have the "dge" blend that the players earn in no particular order. Here's how to play:

Hodge-Podge is a game of luck and reading. It can be played with 2-6 players. You will need 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. The goal of the game is to earn each of the words in any random (or hodge-podge) manner by rolling a 1 or a 6 on one of the dice. The players roll one of the dice to see who will go first. (The highest roll goes first, second highest goes second and so on.) Each player is given 15 game pieces (or "markers") that are different from the other players (cut up construction paper of different colors for each player works well).

To begin the game, the first player rolls one of the dice. If he or she rolls a 1 or a 6, the player may take one of their markers and place it on top of any word on the game board, after reading the word aloud, of course. If the player does NOT roll a 1 or a 6, it is the next player's turn. The game moves very quickly, and the first player to cover all of the words on the board with his or her 15 markers shouts "Hodge-Podge!" and wins the game.

A few things to keep in mind.

1. There can be as many markers on any word as there are players.
2. It is very important that the player reads the word aloud before the word is covered. Remember, this game is to reinforce recognition of words that contain "dge".
3. If this game is played with a very young child, or if a faster game is desired, the "lucky" numbers can be 1, 3 and 6, instead of just 1 and 6.
4. If a player has trouble reading a certain word, help him or her with reading it, but suggest that he or she cover a different word for that turn. That way, a second opportunity to read the difficult word occurs on a subsequent turn.

Have fun!

