


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

There are two types of letters in almost every word - vowels and consonants. This expedition will introduce the reader to the vowels and will explain the difference between vowels and consonants. To begin, find and cut out Flash Card Set 3 and Flash Card Set 4. These two sets of cards contain upper and lower case vowels. Place one set of the vowels, face up, in front of your reader. Explain that these special letters are called the vowels. You should point out that a, e, $\mathrm{i}, 0, \mathrm{u}$ are always vowels, whether they appear as lower case letters or upper case letters. All of the other letters in the alphabet are called consonants. The Reading Place features an alphabet chart. The vowels are all printed in red and the consonants are printed in blue. This can be used as a handy teaching tool.
Next, listen to the Audio Guide lesson on track 29 of the CD. This lesson will provide an excellent introduction to the vowels. You will also want to listen to the Vowels and Consonants song found on track 4 of the CD. The lyrics have been printed in this expedition to make it easy for you to sing along and teach your reader the song. Singing the songs that teach these reading concepts when you are in the car, in the classroom or around the house, makes the process of learning to read fun, yet extremely effective. Another learning activity is to hide the flash cards from Flash Card Sets 1, 2, 3 and 4 around the room, as you would do on a treasure hunt. Say that you are going to go on a vowel hunt! Every time your reader finds a letter, he or she must identify it as a vowel or a consonant. If he or she finds all of the vowels, your reader earns a surprise! One more fun suggestion is to use your Flash Card Sets in a similar game to the old card game of Slap Jack. Shuffle the flash cards from sets 1,2,3 and 4. Deal the cards out in two or more equal piles, (depending on how many players there are). Each player tosses a card face up on a pile. When a vowel appears, everyone slaps the pile. The person that has their hand on the pile first, takes the cards in the pile. The player with the most cards at the end of the game wins. When your reader has mastered the items outlined in the Jungle Journal for this expedition, he or she is ready to move on to the next expedition. Have a wonderful safari - hunt for lots of vowels!

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

Tour Guide: "Which vowel is this letter?"
Reader: "It's an 'e'!"
Tour Guide: "That's right! Now, I'm going to see if you're listening really carefully. What kind of letter is a 'b'?"

Reader: "I don't know."


Tour Guide: "A, e, i, o and uare all vowels. All of the other letters are called consonants. So 'b' is a consonant. Okay, what are the vowels?"
Reader: "A, e, i, o and u."
Tour Guide: "What are all of the other letters called?"
Reader: "Consonants!"
Tour Guide: "Good going! Now, let's go on a vowel hunt..."


## for Tour Guides

Children who are good readers are better students overall! They are more confident, get better grades, and are more likely to become leaders among their peers!


The vowels are easy; there are only five -A- E-I-O-U.
The consonants are everything else you find In the alphabet.
It's true!

There are two types of letters in every word: Vowels and Consonants.
There are two types of letters in every word: Vowels and Consonants.

Dear Safari Friends You're doing a great job 80 far! It's time to review what you've learned in expeditions 1-5. Identify each of the letters (upper and lower case) and recite the sounds of the letters, too. Practice will make your reading perfect!
see you soon!

Flash Card Sets 1, 2, 3 and 4, the Audio Guide Lesson 3 (on track 29 of the CD), the Vowels and Consonants song (on track 4 of the CD), The Reading Place (alphabet chart provided).

## Results to Achieve During Your Expedition

The reader will be able to identify each of the vowels on flash cards (upper and lower case), recall the names of all five vowels if asked, and will know the difference between vowels and consonants.

## Jungle Journal

Accomplished
with Excellence

Reader listens to Audio Guide Lesson 3 on track 29
Reader reviews The Sounds of the Letters song on track 3
Reader sings along with the Vowels and Consonants song on track 4
Reader can answer the question, "Which vowel is this letter?"
("a" and "A")
("i" and "I")
("O" and "O") "Which vowel is this letter?"
("u" and "U")
Reader can answer the question, "What are these letters called?"
"vowels"
Reader can answer the question, "What are the rest of the letters in
the alphabet called?" "consonants"
Reader can name all of the vowels ("a, e, i, o, u")
Reader can find all of the vowels when Flash Card Sets 1,2,3 and 4
are shuffled together
Reader completes Funsheets (instructions to be read by Tour Guide)
Reader draws a star on the Safari Success Trail, in space number 6
(check off in Jungle Journal in the backpack to advance)

Cowgirl Kelly wants to lasso some vowels! Help her rope an the vowels by putting a circle around all the vowels you see. There are ten vowels in all. Thanks, partner!


## Play Rodeo Roundup, Partner!

(This game can be played with 2 players or 2 teams of players)

Here's How:

1. You will need a blank piece of paper to use as a score sheet. If you are playing with 2 teams, use a blackboard to keep score. You will also need two different game pieces, which should be placed on "start" on the board.
2. Find Flash Card Set 13. The cards are all marked with a 1, 2 or 3. They should be cut out, shuffled, and placed face down in a pile between the players. (Keep these cards in an envelope or plastic bag for future use.)
3. One player (or team) is "The Consonants" and one player (or team) is "The Vowels".
4. "The Vowels" get to go first. The player picks a card from the pile and moves the number of spaces indicated, saying the letters out loud as he or she advances on the board. When the player reaches his or her space, the letter on the space must be identified as either a vowel or consonant. If it is a vowel, a point is placed on the score sheet under "Vowels". If it is a consonant, a point is placed on the score sheet under "Consonants". If the player can not identify it correctly as a vowel or consonant, the opposing team gets an extra point in their column, plus a point for the letter (if it belonged in their category).

| Team 1 <br> Vowels | Team 2 <br> Consonants |
| :--- | :--- |
| MX MH | MXX MH |
|  |  |

5. There are six "bucking" blue stars on the board. If a player lands on one of the blue stars, he or she should go back three spaces. No points are awarded for the turn, however, the player should still identify the space on which his or her piece eventually lands as a vowel or a consonant.
6. Both players (or teams) play until each reaches the end. When both pieces have reached "The End", the points are tallied and one side wins - either "The Vowels" or "The Consonants".
(Players do not need to reach "The End" on an exact number.)

Note: If you are playing this game with teams, the teams each line up in two lines, and the person in front of the line steps up to draw a card for the team and takes the turn. When the turn is complete, he or she moves to the back of the line. The letters should be shouted out as the game piece moves on the board and the final landing space should be identified loudly as a vowel or consonant, so that everyone can hear.


