



## Reading Words with Vowels Controlled by the Letter "r"

You're reading with...



the tigers!

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



Having mastered the sounds of vowels controlled by "r", your reader will now be able to blend these same sounds with other letters to form words. Turn to *The Reading Place*, page 183. Because "ir", "er" and "ur" sound alike, we've introduced all of the words that include these combinations, first. The words containing "or" and "ar" are the last ones to be mastered.

These words have been incorporated into Power Reader 21 entitled, *Clark's Birthday*. Clark is a three-year-old boy who celebrates a birthday in the park with his mom and dad. Your safari mate will enjoy reading the story and sharing Conversation Station with you at the conclusion of the story.



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

**Tour Guide:** "Here are the 'r' words we talked about in the last expedition. The words with 'ir', 'er' and 'ur' are first, and 'or' and 'ar' are last. Now, let's blend the words together, shall we? I'll do the first few, and then it will be your turn."

**Reader:** "Okay."

**Tour Guide:** "There's a new power reader at the end of this lesson about a boy named Clark and how he celebrates his birthday. When we're finished reading it, we can talk about your next birthday and how you would like to celebrate."

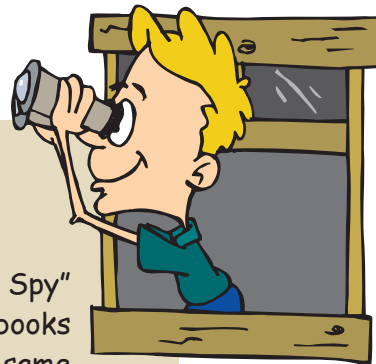


### More Fun... for Friends

## "I Spy..."

Certainly, you've played the traditional version of "I Spy" with children on long car rides or in the popular books by the same name. Here's a different twist on the same theme. It'll prepare your reader with some skills that will come in handy when they begin to do creative writing.

Ask your little safari mate to close his or her eyes. Then, think of a place you've recently been. Perhaps a gymnasium, the post office or a local restaurant. What does your reader "spy" from memory? What are on the walls? What sounds does he or she hear? You'll be surprised how aware of their surroundings some children are!



Tigers don't hunt in groups. They hunt all alone for their food.



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



You will need *The Reading Place* (pages 183-189), Power Reader 21 entitled, *Clark's Birthday*, Extra Game Gear Card 13 (to play "Be a Star!", a game featured in this folder).

## Results to Achieve During Your Expedition



Your reader will master words which contain the vowels ("a", "e", "i", "o" and "u") controlled by the letter "r", will be able to read Power Reader 21, entitled *Clark's Birthday* and will play the board game in this expedition.

Jungle Journal	
Accomplished with Excellence	Expedition Activities:
	Reader reads "ur" words (as in "turn") correctly in <i>The Reading Place</i> , page 184
	Reader reads "er" words (as in "her") correctly in <i>The Reading Place</i> , pages 184-185
	Reader reads "ir" words (as in "girl") correctly in <i>The Reading Place</i> , pages 185-186
	Reader reads "or" words (as in "for") correctly in <i>The Reading Place</i> , pages 186-187
	Reader reads "ar" words (as in "part") correctly in <i>The Reading Place</i> , pages 187-188
	Reader read sight words for Power Reader 21 correctly in <i>The Reading Place</i> , page 188
	Reader "makes tracks" with practice sentences on page 189 of <i>The Reading Place</i>
	When all items are mastered, it is time to read Power Reader 21
	Reader reads Power Reader 21 entitled, <i>Clark's Birthday</i>
	Completes the section entitled Conversation Station at the back of Power Reader 21
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 51 (check off Jungle Journal in the backpack to advance)



Read the sentences. Circle the word that best completes each one.

The girl fell on her arm and got \_\_\_\_\_ .  
butter hurt river

I like to ride in the \_\_\_\_\_ .  
sir car march

Put the lid on top of the \_\_\_\_\_ .  
skirt jar tar

Readers are \_\_\_\_\_ .  
sort smart fern

The bird flew in to the \_\_\_\_\_ .  
third yard blur

The horse was born on the \_\_\_\_\_ .  
form firm farm

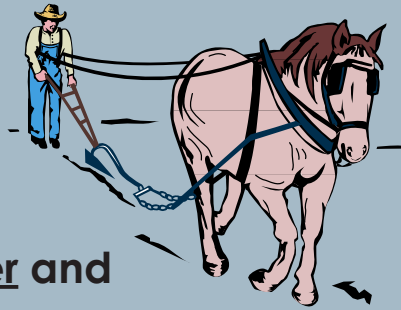
The shark was not far from the \_\_\_\_\_ .  
shirt shore curb

Mother will spread butter on her \_\_\_\_\_ .  
star corn fur

Stars shone in the \_\_\_\_\_ .  
start dark cart

Clark got a horn for his \_\_\_\_\_ .  
enter birthday park

Farmer Mark has many things on his farm that contain "er", "ir", "ur", "or" and "ar" in their names. Find them below and read each word.



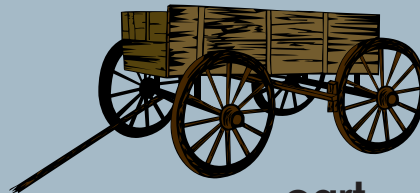
farmer and  
horse



spur



barn



cart



corn



dirt



# Be a Star!

Here's how to play...(for 2-4 players)

(You will need to find the score sheet for this game on Extra Game Gear Card 13.) You will also need a pair of dice for this game. 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 object of the game is to "collect" 3 words from each of the five groups of words featured on the game board. All of the words contain vowels controlled by the letter "r". The players roll the dice to determine who has the highest roll (and will go first). The number 6 is considered a "wild" number and can become any number, 1-5, that the player so desires. Each player selects a different game piece.

1. The players put their game pieces on START.
2. The first player rolls *one* of the dice, and moves to the circle with that number on it. For instance, if the player rolls a three, he or she moves to the circle with the number three. If a player rolls a six, he or she may choose to *any* number circle on the star, as sixes are "wild".
3. Once on a number, the player reads and "collects" one of the words in that numbered group. (The five groups are "ar", "ur", "er", "ir" and "or".) By reading the word, the player can "collect" it. The word is written down by the Tour Guide on the score sheet (Extra Game Gear Card 13).
4. The next player takes a turn and does the same thing. Different players can collect the same words. The object of the game is to collect at least three words from each of the five groups. The first player to have three words collected in each row of the score sheet wins the game!
5. Remember, a player may collect more than three words from certain groups, if he or she happens to roll a particular number frequently. However, if the player has collected all six words from a group and he or she rolls that number again, the player does not collect a word and just waits until his or her next roll to try again.



# Be a Star!

er

surf

hurt

blur

fur

turn

curb

river

enter

butter

her

never

were

ur

art

farm

starch

bar

shark

park

shirt

firm

dirt

third

skirt

birth

shore

cork

fork

ar

more

sort

store

