

Clapping Syllables



You're
reading
with...



the tigers!

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



Let's put reading "on the shelf" for a while and play a listening game instead. Imagine a place under the big baobab tree to sit together and get ready to clap out the syllables with your safari mate!

Step 1 Listen to *The Syllable Song* on track 20. The lyrics to the song are on the next page, which contain a definition of a syllable, highlighted in red print. Even after your child understands what a syllable is, the best way to convey the essence of a syllable is by playing a clapping game. The *Clap All the Syllables* song, found on track 21, will engage you and your reader in a game of clapping to one, two, three and four syllable words, as the singer guides you along. You may find it helpful to play the song numerous times, until your reader catches on.

Step 2 Turn to pages 195-199 in *The Reading Place*. These pages are filled with one, two, three and four syllable words. **Your reader is not expected to read the words on these lists. You should read them aloud to your reader and both of you should clap out the syllables together.**

Step 3 Repeat the procedure, as in step 2, but encourage the child to repeat the words and clap alone after you read each word from the lists. Begin naming one and two syllable words from the lists, and ask the child to clap the syllables to determine how many syllables are in each word. After the child has a strong grasp with one and two syllable words, progress in this same manner to three and four syllable words. We recommend that you make a fun game of clapping syllables. Look around the room and call out words for items you see. Clap out the syllables. This can be done at the dinner table, in the car on trips (provided the driver doesn't do the clapping!), on a nature walk, or any number of places.

Step 4 The last step in this expedition is to make sure that the reader can determine the number of syllables in a word *without* clapping. Randomly select words from *The Reading Place* list, asking the child, "how many syllables are in this word?". The child will have already mastered this by clapping out the syllables. Now, they need to practice "hearing" the syllables in their head, and if necessary, saying the word out loud to determine the number of syllables.

Step 5 The Funsheets will strengthen your reader's knowledge of syllables. All Funsheets should be completed before moving on to the next expedition.

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

Tour Guide: "Today, we're going to listen to some songs and play some listening games."

Reader: "I'm a good listener. What kind of games will we play?"

Tour Guide: "We're going to play some clapping games, so you'll need to get your hands ready to clap. We'll be clapping out the syllables to words. You won't read the words; you'll listen while I read them. We can get ready to play our games and go on our expedition by learning two songs!"



Tigers have teeth that are longer than the teeth of any other member of the cat family.



Clap All the Syllables



Clap all the syllables you hear.
Clap loud, so you can be heard.
Clap all the syllables you hear.
Now, let's clap one-syllable words.

Let's clap "dog" ("dog") and "bark" ("bark"),
"bite" ("bite") and "shark" ("shark"),
"train" ("train") and "track" ("track"),
"duck" ("duck") and "quack" ("quack").

Clap all the syllables you hear.
Clap loud, so you can be heard.
Clap all the syllables you hear.
Now, let's clap two-syllable words.

Let's clap "tiger" ("tiger") and "roaring" ("roaring"),
"raindrops" ("raindrops") and "pouring" ("pouring"),
"shopping" ("shopping") and "boring" ("boring"),
"sleepy" ("sleepy") and "snoring" ("snoring").

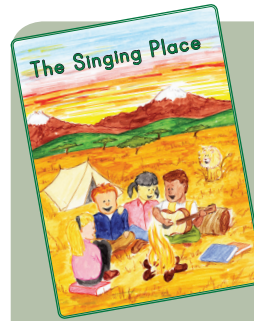
Clap all the syllables you hear.
Clap loud, so you can be heard.
Clap all the syllables you hear.
Now, let's clap three-syllable words.

Clap "tomato" ("tomato"), "potato" ("potato"),
"gorilla" ("gorilla"), "chinchilla" ("chinchilla").

Clap all the syllables you hear.
Clap loud, so you can be heard.
Clap all the syllables you hear.
Now, let's clap four-syllable words.

Clap "caterpillar" ("caterpillar") and "armadillo" ("armadillo"),
"salamander" ("salamander") and "alligator" ("alligator").

Clap all the syllables you hear.
Clap loud, so you can be heard.
Clap all the syllables you hear, and you can clap
One, two, three, four, and more syllable words.



The Syllable Song



Syllable, syllable -
What does it mean to be a
Syllable, syllable?
What does it mean?

**A syllable's a letter (or a group of them)
That only makes a single sound.**

A word can be one syllable or more of them,
And you can count them up and clap along!

Syllable, syllable -
That's what it means to be a
Syllable, syllable.
That's what it means to be a
Syllable!



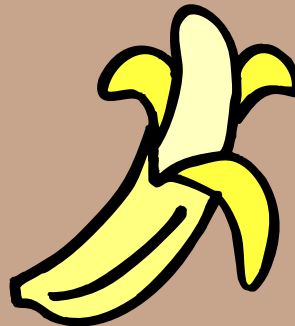
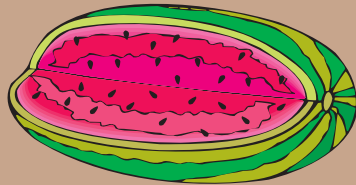
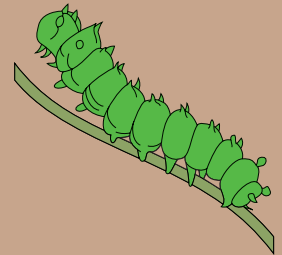
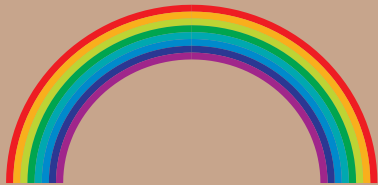
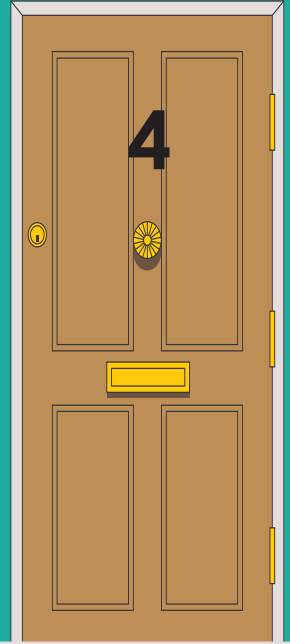
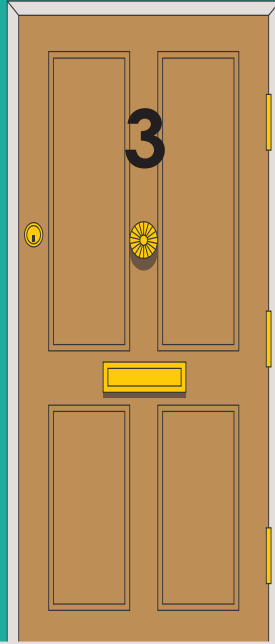
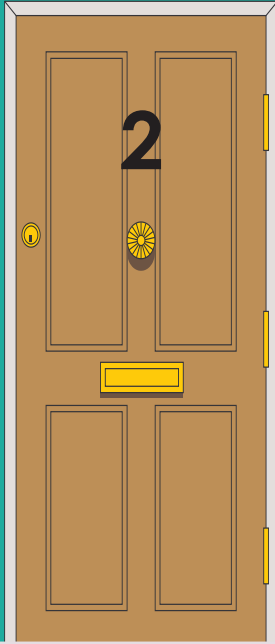
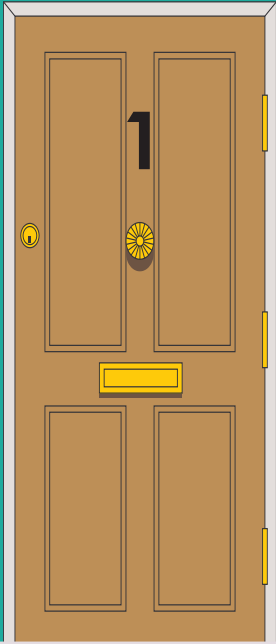
More Fun...
for Friends

Ready for Shakespeare?

Try this! Read a favorite tale out loud, and ask your safari mate to act out the story as you read. At first, choosing well-known stories is a good idea (*Little Red Riding Hood*, *Goldilocks and the Three Bears*, etc.). Later on, branch out to other stories, or even the power readers in this reading system. These kinds of activities will help to establish a fun relationship with books and reading.



Put these objects in the correct room. Draw a line from the objects to the door that has the same number of syllables as the name of the object.





Clap Your Way Home!

(A game for 2-4 players)

This is a game in which you will strengthen your ability to clap out the syllables in a word, while having fun advancing along the game board to "home".



Here's how to play this simple game.


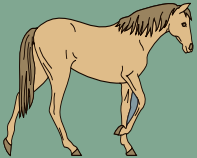




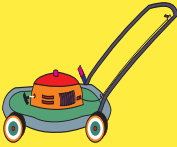

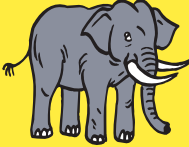


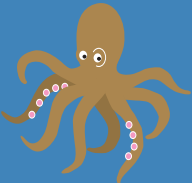

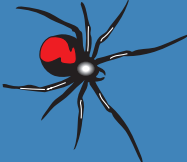
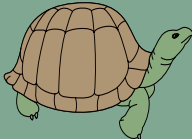
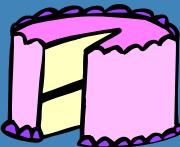
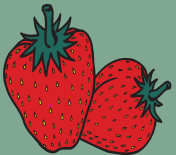



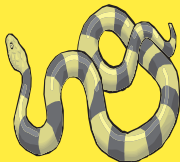


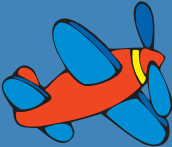




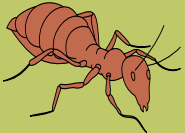

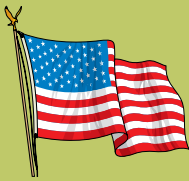


1. Find Flash Card Set 13. This set has cards each numbered with a 1, 2 or 3. The players shuffle the deck and each player draws a card to determine who has the highest number and will go first. Each player should select a game piece. Be creative; use coins, buttons or any other small items as your game pieces.
2. The deck is placed face down between the players. The first player draws a card from the deck. The card is numbered with a one, two or three. The player must move his or her game piece to the next picture on the board whose name has the number of syllables shown on the card. For instance, if the player draws a "2", he or she should clap out the syllables for each picture's name until a picture whose name has 2 syllables is found. That is where the player "lands". The game continues in this manner with each of the players taking turns clapping the words out along the path of the board until someone reaches the last square with the picture of the "home". Obviously, this means that in order to reach the final destination of "home", the player will need to draw a card with a "1" on it, as "home", has one syllable.

The game is designed to be easy, fun, and educational. (Don't forget to play the "Clap All the Syllables" song before you play the game to "warm up" those clapping skills!)





Clap Your Way Home!

					
					
					
					
					
					<p>Start here</p> 