



# When "y" is at the End of a Word

You're reading with...



the tigers!

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



(This expedition and several of the expeditions which follow, depend on a clear understanding of what syllables are, so if your child has not mastered the "Clapping Syllables" expedition, it is best to review it and master it before proceeding with this concept.)

The goal of this expedition is to teach the sound of "y" when it appears at the very end of a word. Look at the rule below:

**Rule:** When there are no other vowels in a one-syllable word, and "y" comes at the end, it will say the long "i" sound, as in "shy" and "why".

When there are two syllables in a word, and "y" is at the end of the word, the "y" will usually say the long "e" sound, as in "Mommy", "Daddy" and "happy".

Listen to the song entitled "y on the End" with your reader. It is on track 22.

The simple rule to follow states that, when "y" is at the end of a one-syllable word, it says long "i". When "y" is at the end of a two-syllable word, it says long "e".

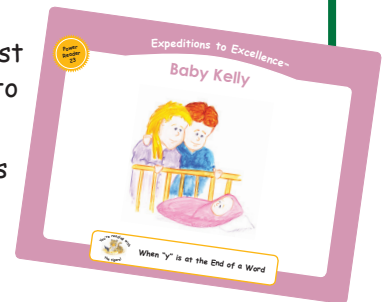
1 syllable = long "i" sound (with no other vowels in the word)

2 syllables = long "e" sound

Read the words that contain "y" at the end in *The Reading Place* on page 201. Focus first on the one-syllable words where "y" says long "i". After they are mastered, progress to the two-or-more-syllable words, which say long "e" at the end.

When all of the lists for this expedition have been mastered, including the sight words and practice sentences, turn to Power Reader 23 entitled, *Baby Kelly*.

Your expedition is complete when all of the items listed on the Jungle Journal have been accomplished, including the Funsheets.



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

**Tour Guide:** "Can you tell me what 'y' says at the beginning of a word?"

**Reader:** "'Y' says 'yuh'." (with "uh" sound de-emphasized)

**Tour Guide:** "That's right. 'Y' says 'yuh' at the beginning of a word. But 'y' says something different if it's at the end of a word. In fact 'y' at the end of a word is like a...yo-yo'. It can't make up its mind, so it goes back and forth saying two different things, depending on whether the word is one syllable or two or more syllables. Here's what it does:



The letter 'y' says long 'i' at the end of a one-syllable word - as in 'cry' (claps once) or 'shy' or 'my'.

The letter 'y' says long 'e' at the end of a word with more than one syllable - as in 'baby' (claps twice) or 'silly' or 'Mommy'.

So, what does 'y' say if it's at the end of a two-syllable word?"

**Reader:** "Long 'e'."

**Tour Guide:** "Great! We'll listen to the "y" on the End" song and then try reading some words. There's a new power reader to enjoy when we're done."

**Reader:** "What's it called?"

**Tour Guide:** "It's called *Baby Kelly*. At the end, you'll earn sticker number 54!"

**More Fun...  
for Friends**

Play..."Eight is Great!"

First, pick any object - a coffee mug, a jacket, a sofa, even the family dog. Next, think of eight ways to describe that single object. For instance,

1. The dog is fluffy.
2. The dog is brown.
3. The dog has big dark eyes.
4. The dog has four legs.
5. The dog has a warm pink tongue.
6. The dog smells stinky.
7. The dog can wag his tail quickly.
8. The dog has a loud bark.

Take turns and be creative. Remember to use as many of the five senses as you can, when describing your objects!

**Animals on the African plain know better than to jump into water to get away from a chasing tiger. Tigers are excellent swimmers, and will charge right into water to go after their prey.**



**"y" on  
the End**



When you have a "y" at the end of a one-syllable word.

The "y" says "i", (oh, my!) or haven't you heard?

As in "cry" or "sky" or "dry" or "fly like a bird",

When you have a "y" at the end of a one-syllable word.

When you have a "y" at the end of a two-or-more-syllable word.

The "y" says "e", (you see?) or haven't you heard?

As in "Mommy" or "Daddy" or "funny" (it's not so absurd).

When you have a "y" at the end of a two-or-more-syllable word!

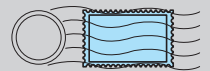
"y" says: "i" at the end of a one-syllable word!

"y" says: "e" at the end of a two-or-more-syllable word!

*Dear Safari Friends,*

*Take a deep breath and hold on to your seats! You've mastered vowels controlled by the letter "r", irregular vowels with "ough", clapping out syllables, and using the letter "y" at the end of a word. Don't take that next leap with the ostriches until you know for sure that you're ready. Review the words from Reading Expeditions 50-54 in The Reading Place.*

*Your friend, The Safari Planner*



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



You will need The "y" on the End song (track 22), *The Reading Place* (pages 201-204), and Power Reader 23 entitled, *Baby Kelly*.

## Results to Achieve During Your Expedition



The reader will be able to determine whether a "y", appearing at the end of a word, will sound like an "i" or an "e", because he or she can determine how many syllables the word has. The reader will also read words provided in *The Reading Place* that have both pronunciations of final "y".

# Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader listens to the 'y' on the End song on track 22
	Reader reads one-syllable words ("y" says long "i") in <i>The Reading Place</i> , page 202
	Reader reads two-syllable words ("y" says long "e") in <i>The Reading Place</i> , pages 202-203
	Reader reads sight words for Power Reader 23 correctly in <i>The Reading Place</i> , page 203
	Reader "makes tracks" with practice sentences on page 204 of <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 23
	Reader reads Power Reader 23 entitled, <i>Baby Kelly</i>
	Completes the section entitled Conversation Station at the back of Power Reader 23
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 54 (check off Jungle Journal in the backpack to advance)
	Reader reviews Reading Expeditions 50-54 in <i>The Reading Place</i> pages 183-204

Look at the picture and complete the sentence. Put a circle around the word that best describes what you see in the picture.



The girl will \_\_\_\_\_ to hit the ball.  
sky try dry

A cloud is in the \_\_\_\_\_.  
sly sky spy



The girl was very \_\_\_\_\_.  
silly sleepy sunny

The fish was \_\_\_\_\_, so it put on a coat!  
chilly sleepy hungry





Look at the picture and complete the sentence. Put a circle around the word that best describes what you see in the picture.



A \_\_\_\_\_ day is not good for camping.  
sunny rainy snowy

This man is in a \_\_\_\_\_ .  
happy hurry hungry



The boy will \_\_\_\_\_ hard for the test.  
study sturdy soapy

This boy must be \_\_\_\_\_ .  
dirty thirsty funny







Start



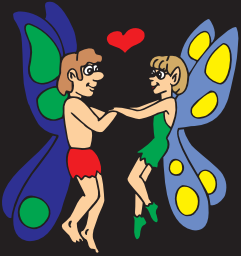
noisy

dizzy



frilly

happy



play...

Fairy Tales



Once upon a time, there lived a few readers who loved to hear a good story. Don't you just love fairy tales? This is a game of real fairy tales...stories that you and your safari mate create about the fairies on the game board. (It's also a game of reading two-syllable words that end in "y", where the "y" makes the long "e" sound.) Get two game pieces and put them on "Start". You will also need 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 players roll one of the dice and the player with the highest roll goes first. The players move around the board, in turn, landing on the special fairies. Each of the fairies has a word that describes him or her. The player's job is to read the word and use it in a sentence or a "tale" said out loud about the fairy. The sentence should be structured like this:

creepy



silly



lovely

sparky



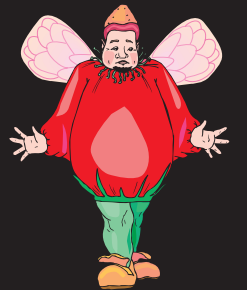
Once upon a time, a \_\_\_\_\_ fairy \_\_\_\_\_.  
 (the word in the game board space) (action - what did it do?)

For example,

Once upon a time, a *sleepy* fairy took a long nap in the afternoon.

Players get 1 point for each game board word they can read and use in a sentence. The Tour Guide keeps score on paper or with tokens. (Players will probably have to go around the board more than once). If a player lands on the same space twice, he or she must skip the turn. The first player to use 10 fairy words in a sentence, wins. Be crazy, be creative and be silly. Just have fun!

lovely

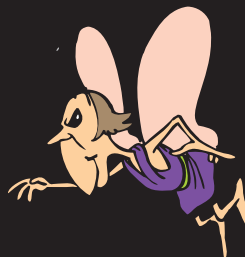


chubby

sleepy



classy



grouchy

lonely

