

# Hard and Soft "c" - Part 2



You're reading with...



the ostriches!

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



**Rule:** When "c" is followed by an "a", "o", or "u", it usually will have a "hard" sound, like "k".

In this expedition, you will compare the "soft" sound of "c", to the "hard" sound of "c". Words containing the "hard" sound of "c" are outlined in *The Reading Place* on pages 206-207. Read these words aloud with your reader and then ask him or her to read them independently.

Conclude this expedition by doing the Funsheets in this folder and by reviewing all of the words for both "soft" and "hard" "c". Point to them randomly from the lists, so that the child learns to quickly distinguish when to use the soft sound and when to use the hard sound. That is why we have included both sounds together in *The Reading Place*.

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

**Tour Guide:** "Do you think you can be a sound detective?"

**Reader:** "What's that?"

**Tour Guide:** "A sound detective hunts for the soft and hard sounds of the letter 'c'. For each word you can read correctly, you will get a (penny, jelly bean, sticker, popcorn, chip, etc.) in this bowl. Remember, if an 'e', 'i' or 'y' follows the 'c', you say, 'soft sound'. If it's followed by an 'a', 'o' or 'u', you say 'hard sound'."



## More Tips...

### for Tour Guides

You're probably aware of the importance of healthy food, nutritious snacks and proper nutrition on a growing child's body. Likewise, you probably recognize the role that exercise plays in good physical development. Clearly, love and attention are vital components in a young child's image of himself or herself and the world he or she "sees". Have you ever thought about books in the context of nourishment?

Books are nourishment for the mind and the soul - even from a very, very young preschool age. Children whose minds are nourished from infancy with books, dialogue, pictures, vocabulary and reading enter school prepared to learn. They perform better in school and other learning environments, from the very beginning, and have the capacity to continue to excel from that point forward. So, nourish those little bodies...but don't neglect to nourish those little minds as well!



Ostriches can't fly at all! They can, however, run quite swiftly.



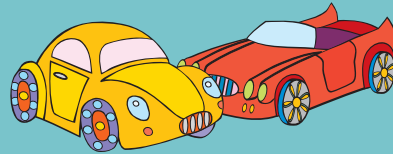


# The Hard "c" Poem

Cathy likes cupcakes,  
Cathy plays with cars,  
Cathy eats the candy,  
That Cathy keeps in jars.  
Things that have a hard "c" sound  
Sweet Cathy likes the best,  
Things like cards and cuddly cats,  
All pass her hard "c" test!



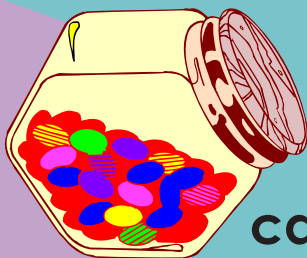
cupcakes



cars



cat



candy



cards



(For 2-4 players)

This game is easy to play. For this game, you will need 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. Each player gets two game pieces and places them on start. The youngest player goes first. The player rolls one of the dice and moves clockwise around the outer circle. He or she reads the soft "c" word in the space on which he or she lands. The other players roll, in turn. The goal is to move both game pieces first clockwise around the outer circle, then clockwise around the inner circle (see arrows) until both pieces reach the city in the center. A player must enter the city on an exact roll. A player may not move onto a space already occupied by another player. If a player can not move either of his or her pieces because both potential spaces are occupied, the turn must be forfeited. The player who has both game pieces in the center first, wins. Remember - the players read the words on which they land!



# "C" You Later Alligator!

(for 2 players)



You will need to cut out the word tiles for this game before you begin. They can be found on Extra Game Gear Card 14. There are a total of 54 word tiles. Half of them are words with the soft sound of "c" and half of them are words with the hard sound of "c". After you have cut them out, place them in a non-transparent box or other container. (Each of the players will need to hold the box above eye level for the other player to take a word tile. Players should not be able to see into the box or container when picking out tiles.)

Here's how to start the game.

One player selects the soft "c" side of the board and the other player selects the hard "c" side of the board. Whoever gets the first choice of sides on the game board goes second at choosing words.

The player to go first picks a word tile out of the box. (It is very important that the players not be able to see which tile is being selected as they pick one.)

The player:

1. reads the word on the tile and
2. says whether it is a hard "c" word or a soft "c" word

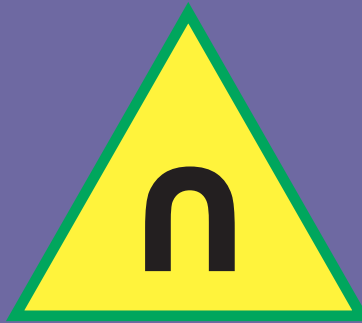
If the player selects a word that is a soft "c" word and that same player has the soft "c" side of the game board, he or she keeps the word and places it on the triangle that shows the vowel that comes after the letter "c" in the word. If, instead, that player picks a hard "c" word, he or she must still read it and identify it as a hard "c", but places the tile in the center circle and says "c you later, alligator!". It then becomes the other player's turn to select a word tile. The same rule applies to the other player.

This continues until all of the tiles have been selected. The player with the most tiles on his or her side of the game board wins.

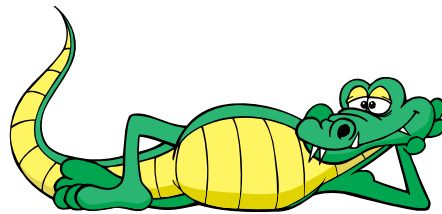
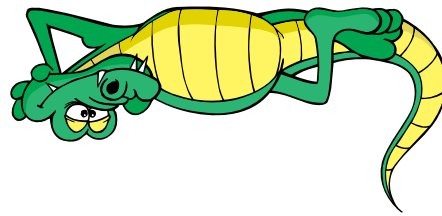
Note - If the player who is reading the tile does not properly identify the word as having a hard "c" or soft "c" sound, the tile must be forfeited to the center circle, even if it would have otherwise belonged on that player's side of the game board.

## Good luck!

Player 2 - Hard "c" (sounds like "k")



"C" You Later Alligator!



"C" You Later Alligator!



Player 1 - Soft "c" (sounds like "s")