



# Hard and Soft "g" - Part 1

You're  
reading  
with...



the ostriches!

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



Listen to the song again entitled *Soft "c" and "g"* that is found on track 23.

**Rule:** When "g" is followed by an "e", "i", or "y", it usually will have a "soft" sound, like "j".

The objective of this expedition is to identify that the consonant letter "g" has a "hard" sound and a soft sound. The soft sound, which sounds like the sound of the letter "j", is heard when the "g" is followed by an "e", an "i" or a "y". This holds true when the "g" is at the beginning of a word or somewhere in the middle of a word such as in the word "huge".

Turn to page 209 in *The Reading Place*. Read the cover page poem and then read the words listed with the soft "g" sound aloud. Kindly ask your reader to read them independently, after you have modeled the words, list by list. Read only the first two lists for this expedition - only words with soft "g" sound.

\*Please note the lesson on page 211 of *The Reading Place* about the few words in the English language that use "y" as a vowel.

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

**Tour Guide:** "The same rule that we learned for the letter 'c', works with the letter 'g', as well. When 'g' is followed by an 'e', 'i' or 'y' in a word, it makes its 'soft' sound. It sounds like the 'j' sound. (Tour Guide turns to *The Reading Place*, page 210.) First, I'm going to read these words aloud to you, and after that, without looking at the words, tell me what sound they have." (Tour Guide reads the words.)



**Reader:** "They have a sound like 'j'." (a soft sound)

**Tour Guide:** "Right! Now, let's read them together and you can learn how to read the 'soft' sound of 'g' yourself, in the words that are listed."

## More Fun... for Friends

Lights, camera, action! Everyone knows how much kids today love videos. They love seeing *themselves* on television even more, so why not make them a star? As your safari mate is becoming more and more proficient at reading, be sure to make home videos of his or her progress. Afterward, sit down and watch the videos together. It won't take long for a big smile to appear. Recording your student reading the power readers in this reading system is also a fun way to document success at every reading level. You'll enjoy looking back one day and realizing just how valuable your time and teaching were, in the years gone by.

The  
baby ostrich  
can run as soon as  
it is born. Could you  
run as soon as you were  
born? Baby ostrich chicks  
need to run to get away from  
predators who keep a keen  
eye on the ostrich nests.  
Predators must think  
baby ostriches taste  
very good!





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



You will need *The Soft "c" and "g" song* (track 23) and *The Reading Place* (pages 209-210).

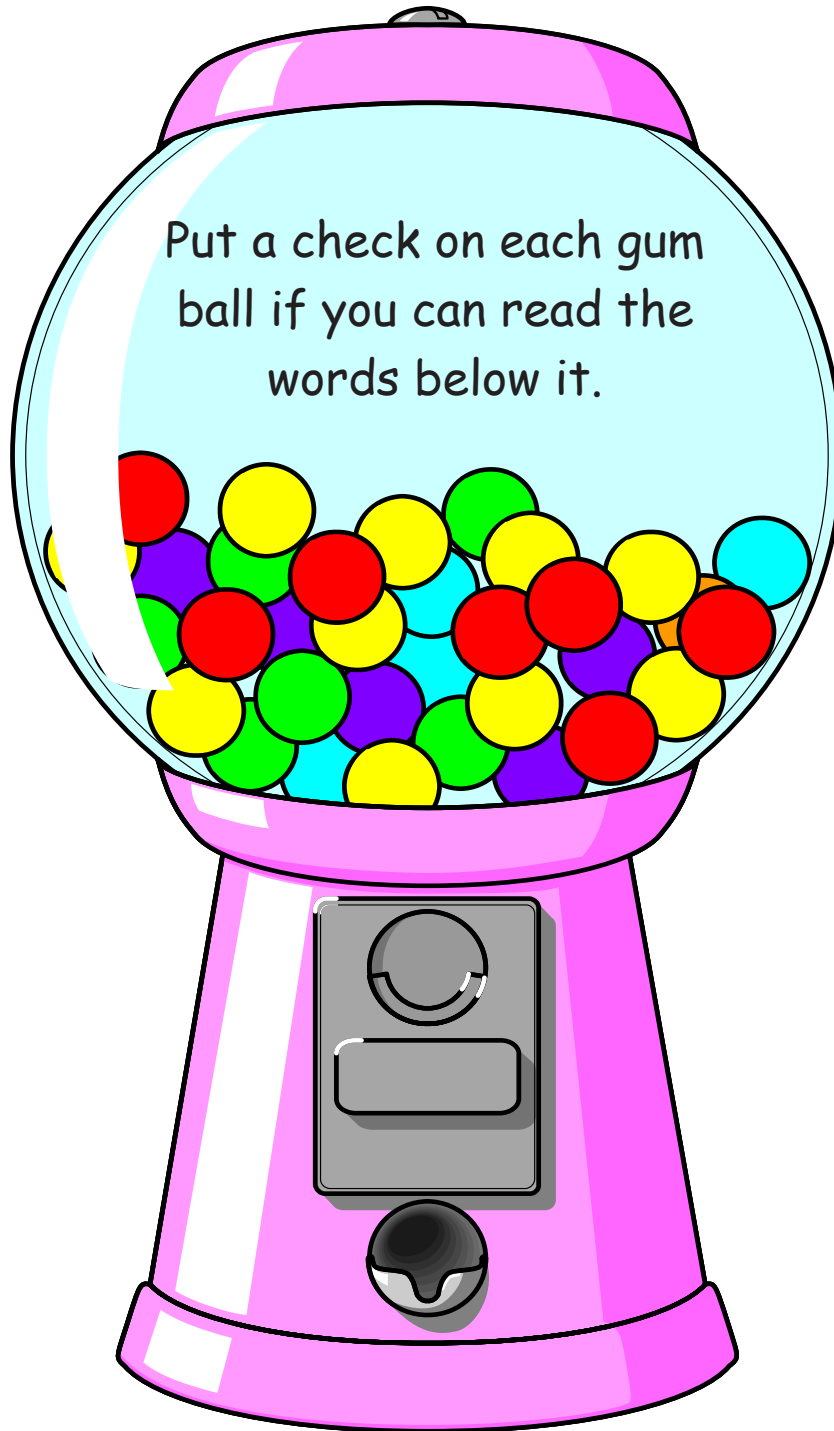
### Results to Achieve During Your Expedition



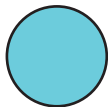
The “soft” sound of “g” will be introduced, and the reader will learn when a “soft” sound is used, and will be able to read the words in *The Reading Place* that contain soft “g”.

[illegible]

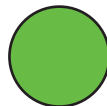




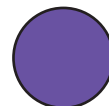
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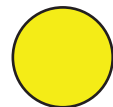
got  
goat  
get



good  
goal  
gate



gym  
huge  
gel



gush  
golly  
gum





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

The \_\_\_\_\_ lived on the farm with the pigs.  
cage   goat   gate

Gus likes to chew \_\_\_\_\_.  
gut   gum   gun

The giraffe looked out of its \_\_\_\_\_.  
cane   cage   age

“Gee!” said Bob. That space ship is \_\_\_\_\_.  
gem   huge   goal

Turn the \_\_\_\_\_, please.  
rage   page   pig

Wipe your hands to get rid of \_\_\_\_\_.  
gems   germs   games





# Play

# G - - - Whiz!

## G-Whiz...here's how to play!

(for 2-4 players)



The goal of this game is to move both game pieces around the board, reading the words along the way, finally reaching "Lean Gene" the thin, yellow man in the center of the board.

The other yellow men on the board are Gene's friends. If a player lands on one of Gene's friends, he or she must shout "G-Whiz!", and must follow the directions stated on that space on the board.

Each player should select two game pieces that are distinct from the other player's pieces, and place them on "Start". You will need a set 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. For example, one player might select

two paper squares. Any of the dice. roll goes

Each first).

circles; another player might select two paper kind of playing pieces will do. You will also need one player should roll a die to see who will go first (highest

To bring a game piece onto the board, a player must roll a 1 or a 2 on the die. If a player does not roll a 1 or a 2, he or she forfeits that turn. A player may bring a second piece on to the board at any time during the game, but must always come out onto the board on a 1 or a 2. If a player lands on a space occupied by another player, it is okay. Two or more players can occupy the same space on any given turn.

As players land on spaces around the game board, they must read the word on which they land out loud. Players must also read the words out loud that the yellow men tell them to read. The first player to get both game pieces to the center of the board wins. A player does not need to reach the center on an exact roll of the die.



"I spy the next six words in the game. Read them for me, please."

"Oh my! I did not hear the last two words. Please read them again."

"I can not see a thing! Can you read all of the words from the start of the game?"

**Start**

"Hang on! Read the last three words again."

**G --- Whiz!**

game

good

goat

gate

gutter

gee

gym

gain

gag

gap

germ

gosh

gush

giraffe

gel

gold

goal

gem



"Whew! I am too tired to go on. Please read the words from the start of the game for me."

"Hey, you down here! If you can read the next three words, you can move ahead one space!"

"I beg you to please read the last ten words."