

# Hard and Soft "g" - Part 2



You're reading with...



the ostriches!

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

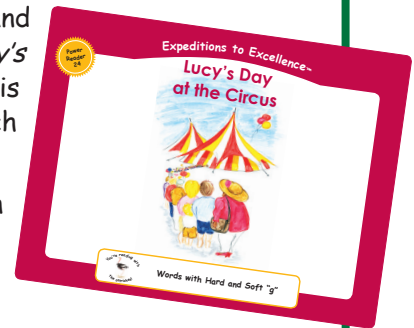


**Rule:** When "g" is followed by an "a", "o", or "u", it usually will have a "hard" sound like "guh". (De-emphasize the "uh".)

Compare the "soft" sound of "g", to the "hard" sound of "g", both of which have already been learned. Review the *Soft "c" and "g"* song by singing along with track 23 of the CD. Words containing the "hard" sound of "g" are shown in *The Reading Place* on page 210. Read these words aloud, and then ask your reader to read them independently.

After the words and the practice sentences for the "hard" and "soft" sounds of "c" and "g" have been mastered, you will be ready to introduce Power Reader 24 entitled, *Lucy's Day at the Circus*. Your safari mate will gain a sense of accomplishment by reading this story out loud to you. Share "Conversation Station" at the back of the book to enrich your learning time together.

Conclude this expedition by doing Funsheets and by reviewing all of the words for both "soft" and "hard" "g". Point to the words randomly from the lists, so that your reader distinguishes when to use the soft sound and when to use the hard sound of "g".



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

**Tour Guide:** "What an awesome job you're doing! These 'soft' and 'hard' sounds can't fool you! After we're done this expedition, there's a new power reader for us to read together! It's called *Lucy's Day at the Circus*. Hmm...'circus'. Does 'circus' begin with a 'soft' or 'hard' sound?"

**Reader:** "Soft."

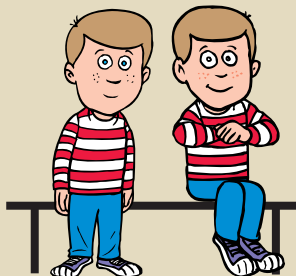
**Tour Guide:** "That's right! You're going to be putting sticker number 58 on your chart in record time! Now, we'll turn to the 'g' sounds in *The Reading Place*, and review the 'hard' sound of 'g' together. Can you find page 210?"



## More Fun... for Friends

### Play "Stand Up, Sit Down!"

Using the words in *The Reading Place* for the hard and soft sounds of "c" and "g", read the words rapidly in random order out loud. Your safari mate should stand up for soft sounds of "c" and "g" and sit down for hard sounds. See how fast you can go! Have fun!



A fully-grown ostrich weighs as much as a very, very large professional football player - around 300 pounds!



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



You will need Flash Card Set 13 (to play "See You at Sunset!", the game featured in this folder), the Soft "c" and "g" song (track 23), *The Reading Place* (pages 210-212) and Power Reader 24 entitled, *Lucy's Day at the Circus*.

## Results to Achieve During Your Expedition



The reader will learn how to determine when a "g" says its "soft" or "hard" sound, and will master word lists and sentences that feature both soft and hard pronunciations of the letter "g".

# Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader listens to the <i>Soft "c" and "g" song</i> on track 23
	Reader reads hard "g" words correctly in <i>The Reading Place</i> , page 210
	Reader reads both hard and soft "g" words randomly to distinguish which sound to use
	Reader reads sight words for Power Reader 24 correctly in <i>The Reading Place</i> , page 211
	Reader "makes tracks" with practice sentences on page 212 of <i>The Reading Place</i>
	When all items are mastered on this expedition, it is time to read Power Reader 24.
	Reader reads Power Reader 24 entitled, <i>Lucy's Day at the Circus</i>
	Completes the section entitled Conversation Station at the back of Power Reader 24
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 58 (check off Jungle Journal in the backpack to advance)

Read the following sentences out loud.



The sheep have nice, soft, woolly fleece.

Lucy skated in circles at the ice rink.

The brown mice ate the smelly  
cheese and the stale bread on  
the floor of the cellar.

Parker raced in his car to the center of  
the city to see the circus show.

Jordan's dress is made of  
white lace and silk.



Read the following sentences out loud.

The caged bird sang a lovely song.

The circus clown did a funny  
skit on the stage.

Gus, the old farm goat, ate  
scraps of cloth and trash!

“Golly, gee whiz”, said Kate, “I can  
not find my coat and hat!”

Green, red and blue gems were  
set in gold and silver rings.



# 'See You at Sunset!



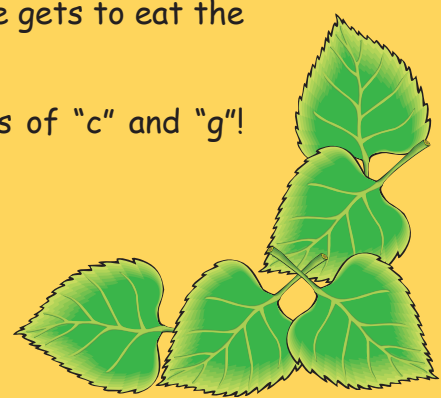

The giraffes are hungry on the hot, dry savannah. They want to spend some time together, but they agree that a mid-day snack would taste very good. Both giraffes agree to go to two separate trees to eat, and meet each other later in the evening when it is time to rest. They go their own ways, shouting "See You at Sunset!".

Here's the goal of the game. Each player takes one side of the board. He or she gets three pennies and tries to reach the resting place with each penny by moving the pennies up his or her side of the game board on the tree leaves. At the resting place, there is a reward for each player to eat (candy, a cookie, raisins, etc.). When all three pennies have reached the resting place, the player can eat his or her reward. Both players must play until they have reached the end.

Get Flash Card Set 13. It features cards numbered 1, 2 and 3. Player 1 goes first. Players begin the game by drawing a card. In order to get a piece out of the "start" square, the player must draw a "1". A player may have all three game pieces on the board at once, but must get them each out by drawing a "1" card.

When the player draws a "1" card, he or she moves to the first space and reads the word on the space. The players, in turn, draw the cards numbered 1, 2 or 3 and move their pieces the designated number of spaces, along their side of the board, reading *each* word on *each* space out loud as they move along. If a player lands on a space that shows a word with a *hard "c" or "g" sound*, he or she *must move back one space*. The players must get all of their pieces to the end, on an exact number of spaces. For example, if a player is on his or her last space, he or she must pick a "1" card to get to the resting place. As each player gets *all* of his or her game pieces to the resting place, he or she gets to eat the reward at the end.

Remember - watch out for those dreaded hard sounds of "c" and "g"! Keep the pathway *soft* if you can!



# 'See You at Sunset!

