



## Saying Suffixes and Endings of Words - Group 2

You're reading with...



the snakes!

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



It's been a while since we learned a new song! The suffixes "tion" and "sion" sound alike and often cause confusion. We've written a song to help teach those "tion" and "sion" words. Listen to it on track 26. The lyrics are printed on the next page.

Flash Card Set 27 contains the suffixes and endings shown on the activity list for this expedition. Familiarize your reader with these suffixes and endings by saying them out loud. Ask him or her to repeat after you. Next, show each flash card to your child and ask him or her to read it. When all of the flash cards have been mastered, progress to the next expedition.

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

**Tour Guide:** "There's a new song for us to sing. It is about two special suffixes - 'tion' and 'sion'. (Tour Guide shows child the flash cards for 'tion' and 'sion'.) Both of these suffixes say 'shun'. These suffixes appear at the end of many, many words. Let's learn the song together!"

**Reader:** "Sure!"

(Tour Guide plays the song a few times until it is familiar to his or her safari mate.)

**Tour Guide:** "Well, it seems as if you already know two of the suffixes for this expedition! Let's learn the rest of our suffixes so we can begin reading words together. You only have five more expeditions to complete! Aren't you proud? You should be!"

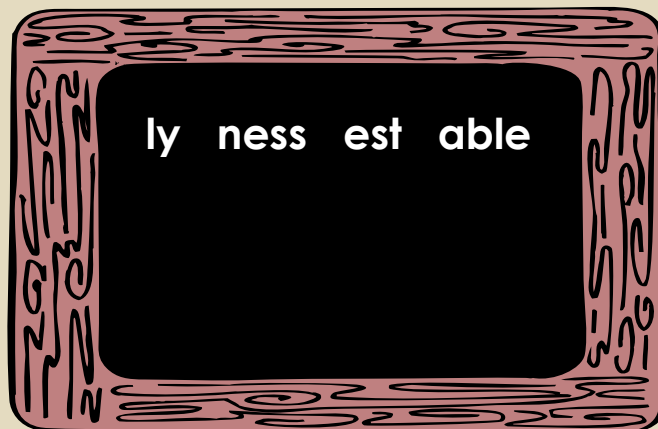
**Reader:** "I am!"



### More Fun... for Friends

### Play "Word Ending Match"

Each student in the room gets a 3x5 card with a root word on it. These words are words such as sad, tall, week, near, open, trust, tax, etc. Across the top of the blackboard, write word endings that are possibilities with each word assigned. Ask each student to come forward and stand under each word ending on the board with their card. The class is asked what words can be made with the root word and the endings.



sad

near

week

tall

bend

**More Fun...  
for Friends**

Play Word Charades! You've played the familiar version of charades, acting out phrases or objects using no language. Word Charades uses words to describe "how-to" scenarios, imaginary places and other things using words and actions.

Here are a few ideas to consider:

1. Describe how you would build a snowman, without telling what you are building.



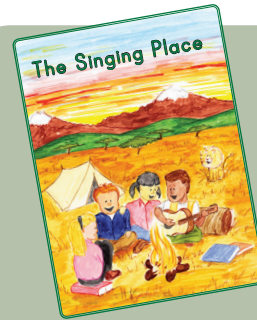
2. Describe how you would build a sand castle, but don't say the words "sand castle".



3. Describe how you would build a tree house, but don't say the words "tree" or "house".



4. (An imaginary situation) You suddenly realize that you have a magic paintbrush in your hand. What can you paint with it that you couldn't paint before? What do your friends say about your magic paintings?



♪ "tion"  
and  
"sion"



"t-i-o-n" (shun-shun-shun).  
"s-i-o-n" (shun-shun-shun).

They're your friends,  
At the ends  
Of words such as  
"action" and "tension".

"t-i-o-n" (shun-shun-shun).  
"s-i-o-n" (shun-shun-shun).

And they sing,  
The same thing -  
One sound.  
Here we go again!

"t-i-o-n" (shun-shun-shun).  
"s-i-o-n" (shun-shun-shun).

Did you know that most snakes lay eggs? Some baby snakes are born live, but most hatch from eggs.



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



You will need Flash Card Set 27, the "tion" and "sion" song (track 26), lots of attention, good direction and instruction.

## Results to Achieve During Your Expedition



The reader will learn to read and say the following prefixes from flash cards: "iest", "ion", "ian", "ly", "ness", "ment", "tion", "sion".

# Jungle Journal

| Accomplished with Excellence | Expedition Activities:  |
|------------------------------|---|
|                              | Reader listens to the "tion" and "sion" song on track 26  |
|                              | Reader will learn to say and read the word ending "iest" correctly  |
|                              | Reader will learn to say and read the word ending "ion" correctly   |
|                              | Reader will learn to say and read the word ending "ian" correctly   |
|                              | Reader will learn to say and read the word ending "ly" correctly  |
|                              | Reader will learn to say and read the word ending "ness" correctly  |
|                              | Reader will learn to say and read the word ending "ment" correctly  |
|                              | Reader will learn to say and read the word ending "tion" correctly  |
|                              | Reader will learn to say and read the word ending "sion" correctly  |
|                              | Reader completes Funsheets (instructions to be read by Tour Guide)  |
|                              | Reader draws a star on the Safari Success Trail, in space number 70 (check off Jungle Journal in the backpack to advance) |
|                              |   |
|                              |   |



Combine each word in the blue triangle with the word ending in the black box. Say the new word that you make.

pave  
move  
ship  
treat

**ment**

fit  
sad  
good  
ill

**ness**

law  
skill  
rest  
pain

**ful**

deep  
plain  
close  
near

**ly**

We all love to go to the movies, but we don't get into the theater without the right ticket. That's how it is in this game, too. There are lots of tickets on the game board, but only those with words ending in "sion" will grant you admission to the theater. Because the reader has not mastered all of the words appearing on the tickets, the Tour Guide may need to help the reader sound out the words. These words will all appear in the next reading expedition. It is important to realize, however, that



at this point in this reading system, the reader has already mastered all of the sounds and concepts needed to decode each and every word in this game. The focus of this game is to familiarize the reader with the two word endings "sion" and "tion". They both sound the same, when they appear at the end of a word.

We want the reader to be able to spot these two sounds easily, because they occur in dozens and dozens of words.

How to play the game:

1. The game can be played with 2-4 players. You will need a pair 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. The players roll the dice to see who will go first. Each player needs four (4) game pieces that are unique from the other players' pieces.
2. The goal of the game is for a player to get all four (4) of his or her game pieces into the movie theater (the center of the board). To do that, a player must either land on a ticket that has a word ending in "sion" or must move his or her game piece all of the way around the board until it reaches the movie theater. (In this latter instance, the player would not have landed on any of the tickets featuring "sion" words.)
3. Each of the players puts one of his or her four game pieces on the image of the popcorn and cola (this is "start"). The first player rolls one of the dice and moves the number of spaces shown. The player reads the word on the ticket (he or she may need some help or a prompt from the Tour Guide). If the word ends in "tion", the player leaves the game piece on the ticket. If the word ends in "sion", the player reads the word and then advances directly into the movie theater and places his or her game piece there. Once a player's first game piece has gained "admission" to the theater, he or she may enter a second piece onto the board (place it on the popcorn). A player may not have more than one game piece on the board at any time.



4. The player take turns playing in this manner, until one of the players has gotten all four of his or her game pieces into the theater. The first player to do this, wins the game.



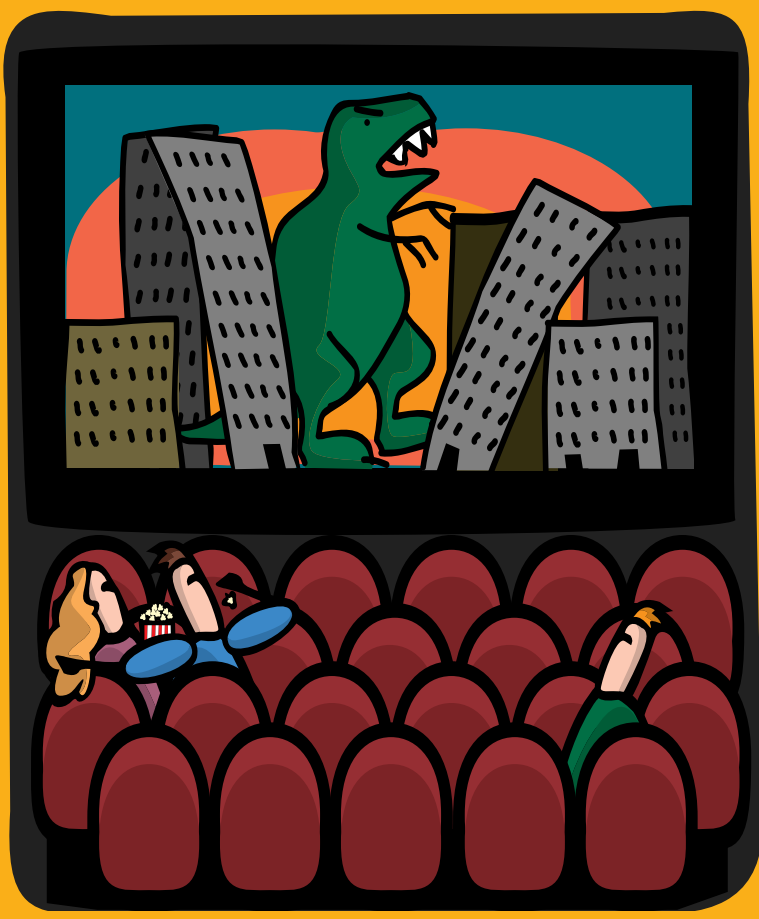
pollution

confusion

locomotion

solution

conclusion



instruction

promotion

invention

direction

explosion

expansion

suction

formation

admission

location



option

# Tickets for Admission!

action

motion

tension

→  
**Start**