



You're reading with...



the snakes!

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



Hooray! You've made it to the last suffix and word ending expedition! Turn to *The Reading Place* page 255, for the words in this expedition. Gradually, work through the lists until they are all completed. If you believe any of these words is beyond your child's comprehension level, simply sound it out, but don't dwell on it. For now, it is important that they can say the suffixes and recognize them for future reading and spelling endeavors. Many words will not necessarily be suited to the reader's level of vocabulary, however, we've included some of these words so that the reader can decode them and recognize them when they occur in future books.

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

Tour Guide: "Are you ready to do something spectacular?"

Reader: "What does spectacular mean?"

Tour Guide: "It means, 'super special'."

Reader: "Yes!"

Tour Guide: "For every word you can read on these lists we're going to put a penny in this bowl. (It could be popcorn, etc.) Then, when you've mastered all of the words, the pennies are yours! But that's not all! You'll earn sticker 73, also. That is really awesome. Are you ready?"

Reader: "Ready!"

Tour Guide: "Let's slither over to our favorite reading chair and read with the snakes!"

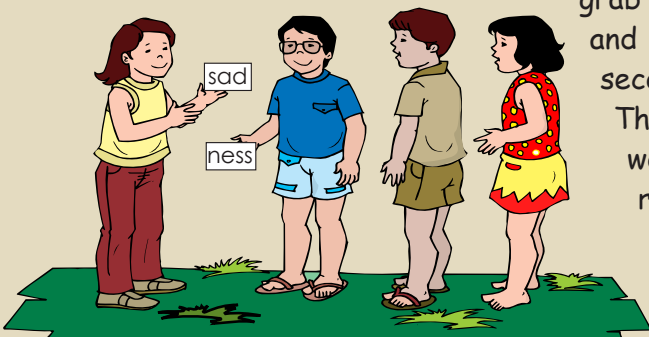


**More Fun...
for Friends**

Play Word Ending Relays

This is a game best played in a group setting. On 3x5 cards write base (or root) words for word endings (such as sad, ill, pave, amuse, hard, sweet, etc.). Place these face-up on one area of the floor. On another area of the floor, close by, place 3x5 cards with word endings appropriate for each of the first group of cards (such as ly, ness, ment, etc.). Two teams line up. When the signal is given, the first person in each line races to

grab a card from the first group and a word ending from the second group to make a word. The first person to combine a word gets a point. Each player reads the word he or she has made. The team with the most points at the end of the game, wins.



Some snakes kill their prey by biting it with sharp fangs filled with a poisonous substance called venom. Other snakes kill by squeezing their prey to death.



What You'll Need to Pack for the Safari



You will need *The Reading Place* (pages 255-259), Extra Game Gear Cards 15, 16, 17 and 18 (to play the Bingo game featured in this folder).

Results to Achieve During Your Expedition



Your reader will master reading words with the following suffixes: "ful", "ies", "age", "ish", "cious", "ence", "ic", "er".

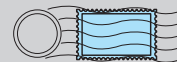
Jungle Journal

Accomplished with Excellence	Expedition Activities:
	Reader reads "ies" words correctly in <i>The Reading Place</i> , page 256
	Reader reads "age" words correctly in <i>The Reading Place</i> , page 256
	Reader reads "ish" words correctly in <i>The Reading Place</i> , page 257
	Reader reads "cious" words correctly in <i>The Reading Place</i> , page 257
	Reader reads "ence" words correctly in <i>The Reading Place</i> , page 257
	Reader reads "ic" words correctly in <i>The Reading Place</i> , page 257
	Reader reads "er" words correctly in <i>The Reading Place</i> , page 258
	Reader reads "ful" words correctly in <i>The Reading Place</i> , page 258
	Reader "makes tracks" with practice sentences on page 259 of <i>The Reading Place</i>
	Reader completes Funsheets (instructions to be read by Tour Guide)
	Reader draws a star on the Safari Success Trail, in space number 73 (check off Jungle Journal in the backpack to advance)
	Review all word lists in <i>The Reading Place</i> , page 243-259

Dear Safari Friends,

You're rounding the end of your Success Trail and we've almost completed our fun and friendly phonics safari together. There are hundreds of books for you to explore as you continue your reading journey. This last review is an important one, so be sure not to skip it! Re-read all of the word endings in Reading Expeditions 68-73.

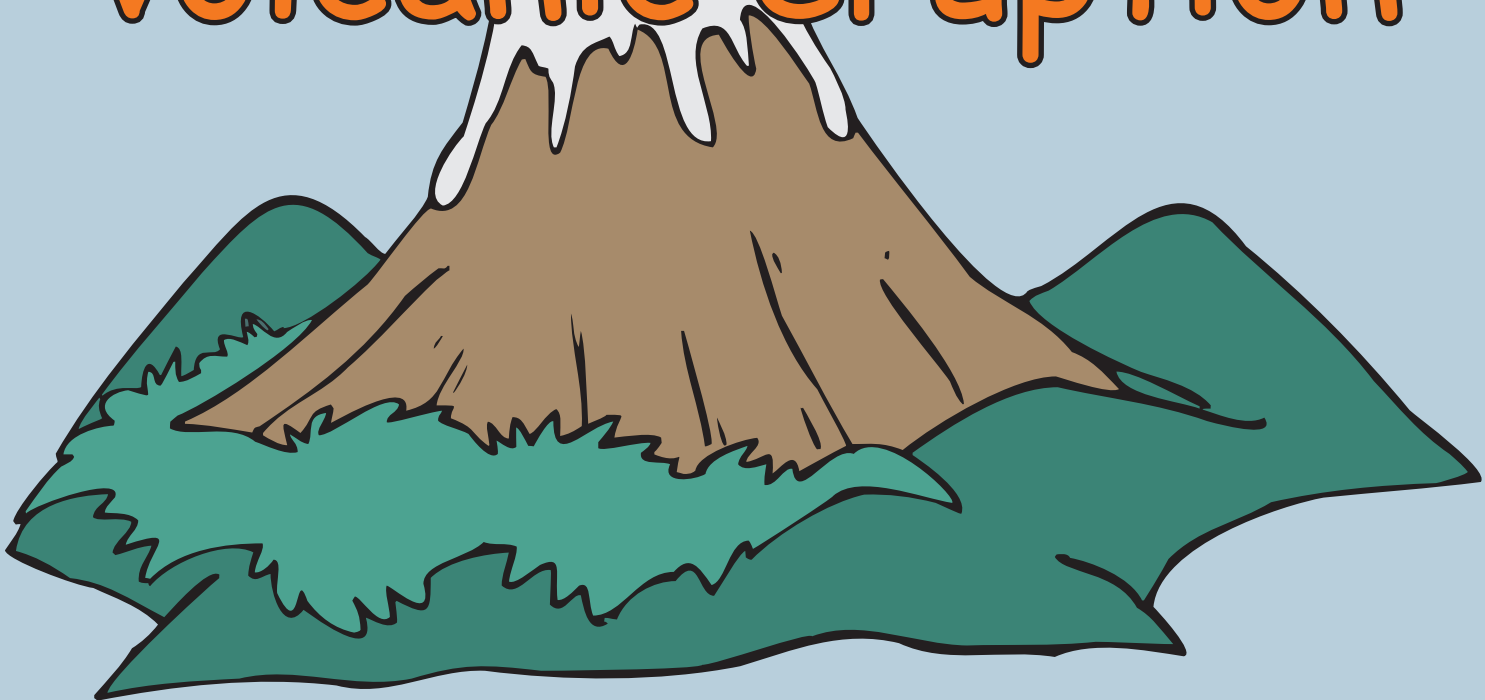
It's been great traveling with you!



This volcano has erupted in words that end in "ic". Read each word out loud.



volcanic eruption



Play Word-Ending



Directions



Ideally, this game is most enjoyable when played with 2-4 players. An additional person is needed to randomly call out the Bingo words. If, however, just the reader and the Tour Guide wish to play as a fun learning exercise, the reader can choose any one of the four game boards, and the Tour Guide can call out the words, until the reader has covered five spaces in a row on his or her game board.

Here's how to play this simple, fun and educational game.

1. Each player selects a bingo game board. The bingo boards are on Extra Game Gear Cards 15, 16, 17 and 18. A pile of pennies or other "markers" should be placed in front of each player. If pennies aren't available, get creative! Macaroni works well, as do peanuts, buttons, or pieces of cut-up construction paper.
2. An additional person fulfills the role of the "caller". (If just the Tour Guide and the reader are playing, the Tour Guide is the "caller"). Using the list featured on the Master Word List for Word Ending Bingo (provided in this folder), the "caller" randomly reads out words that contain the word-endings shown on the Bingo cards, and then states the spelling of the ending of the word. This is slightly different than Consonant Blend Bingo. Example: (caller) "The next word is lawful ... f-u-l ... lawful." The caller *reads only one word* from each suffix group on the list, and *always* varies the order of the boxes, with each round of play. The caller may use the summary list to check off each suffix or endings he or she reads. The players must mark the spaces on their game boards that show those suffixes or word endings. When a player has covered five spaces in a row (down, across or diagonally) he or she shouts out "Bingo" and "wins" the game.

It is helpful if the "caller" is not facing the players when he or she calls out the words. And, remember, when the "caller" reads from the selected grouping, he or she should do so in a randomized fashion, so that the outcome of the game is always different.

Word Lists for Word-Ending



ish	ful	er	ies	ic	ence	cious	ly
boyish	skillful	deeper	cookies	artistic	difference	delicious	gently
girlish	restful	wetter	stories	terrific	confidence	gracious	weekly
foolish	grateful	cleaner	pennies	volcanic	preference	ferocious	gladly
feverish	powerful	greener	berries	historic	prudence	tenacious	closely
greenish	painful	fresher	candies	magnetic	residence	spacious	yearly
Spanish	joyful	nearer	duties	basic	insistence	precious	openly

ness	ment	tion	ion	iest	le	able	es
fitness	shipment	nation	million	muddiest	little	durable	wishes
darkness	pavement	station	onion	funniest	candle	trustable	dresses
illness	treatment	nutrition	billion	happiest	twinkle	enjoyable	rushes
goodness	amusement	repetition	bunion	stickiest	puddle	portable	buzzes
sadness	agreement	solution	trillion	friendliest	puzzle	available	passes
sickness	amazement	action	opinion	smelliest	gentle	payable	foxes

ain	ance	ible	al	ive	est	ant	ous
curtain	distance	edible	final	active	tallest	instant	nervous
fountain	entrance	incredible	formal	extensive	newest	distant	famous
certain	instance	possible	pedal	massive	smallest	important	marvelous
mountain	substance	terrible	general	positive	fastest	tolerant	joyous
captain	clearance		musical	inventive	strongest	merchant	pompous
	abundance		terminal	locomotive	freshest	applicant	



Summary List for Word-Ending Bingo

Words ending in these letters

(Place a check in the box after the word containing the suffix or word-ending has been called.)

ish																				
ful																				
er																				
ies																				
ic																				
ence																				
cious																				
ly																				
ness																				
ment																				
tion																				
ion																				
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