

Listen, point, and say. Then put the stickers on the

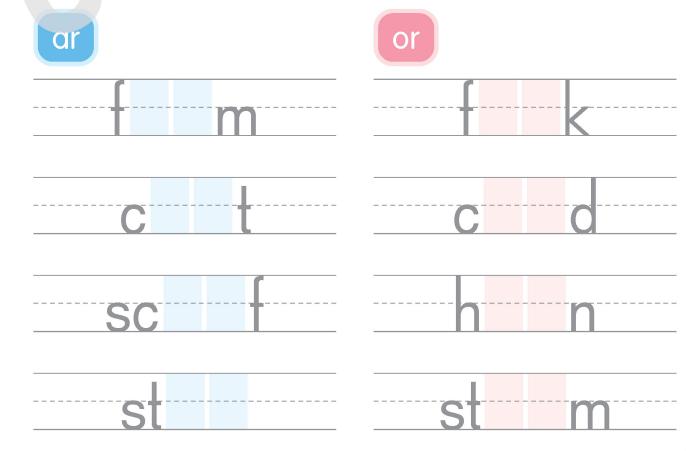












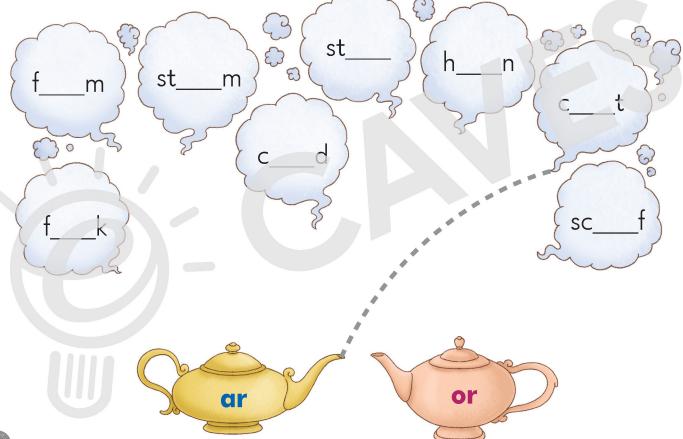
Sound the Words



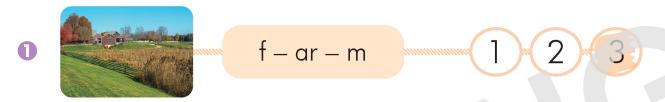


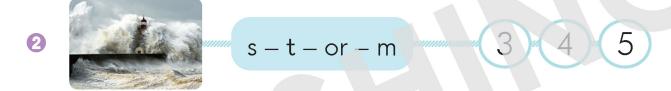


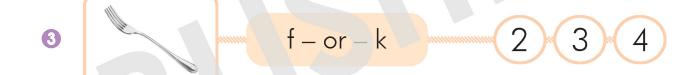
Listen and repeat. Then match each word to the correct sound.

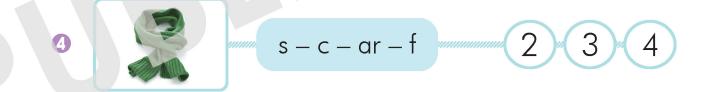


Listen, say, and color the correct number of sounds.







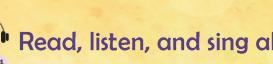


Listen, read, and write.

	cart	horn	star	cord
0	nor	n	2	

Read the Story

*Read, listen, and sing along.





With a partner, take turns pointing and saying.







My mommy wants to buy a fork / star for me.



My monmy wants to buy a farm / scarf for me.

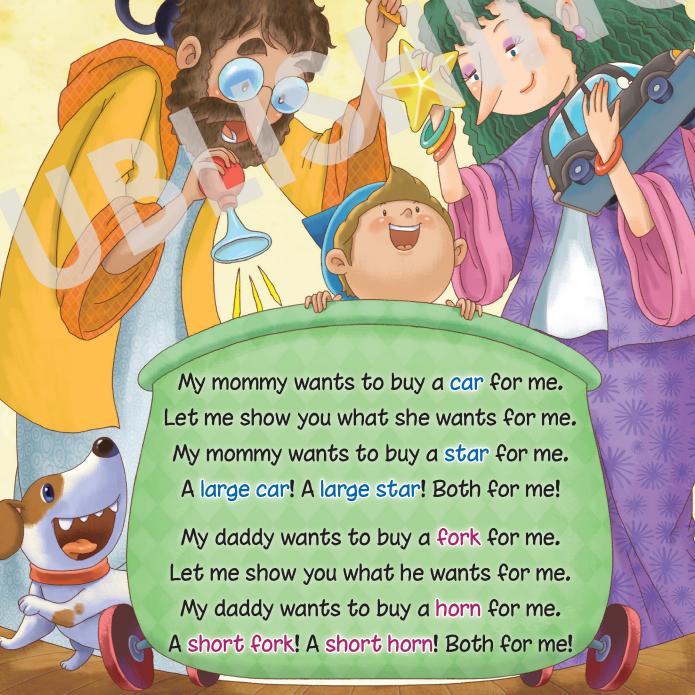


My mommy wants to buy a cart / cord for me.



My mommy wants to buy a horn / storm for me.





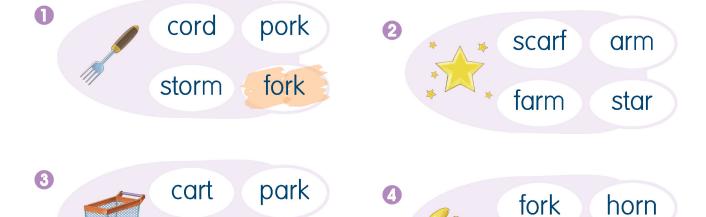
Sound Expert



A Look, read, and color the correct word.

farm

scarf



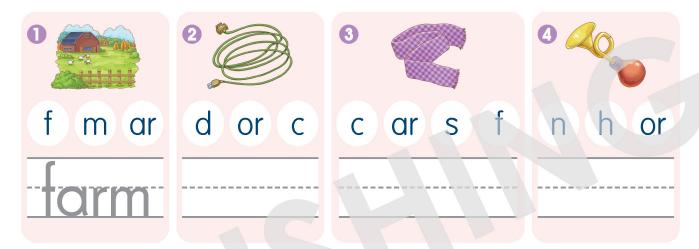
Say the words. Then check (\checkmark) the ones with the same ar or or sound and circle which one it is.

storm

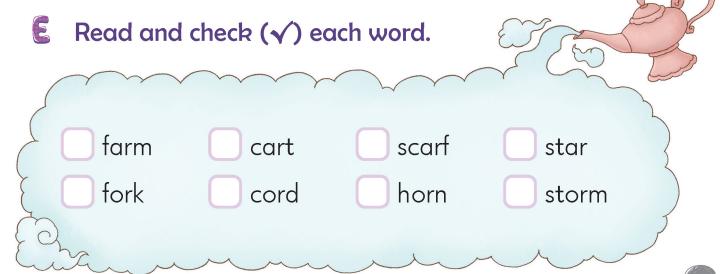
horse



Look and spell.

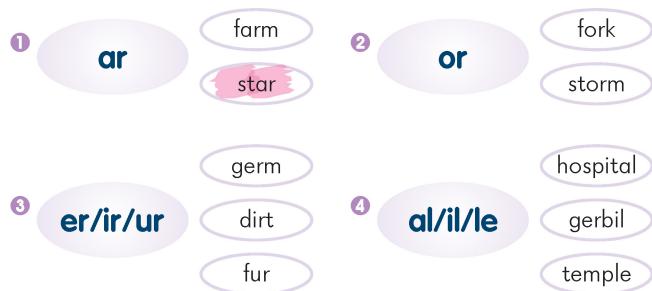


- Listen, repeat, and circle the correct word.
- My mommy wants to buy a fork / star for me.
- My daddy wants to buy a storm / cart for me.
- My mommy wants to buy a horn / farm for me.
- 4 My daddy wants to buy a cord / scarf for me.



Review 1

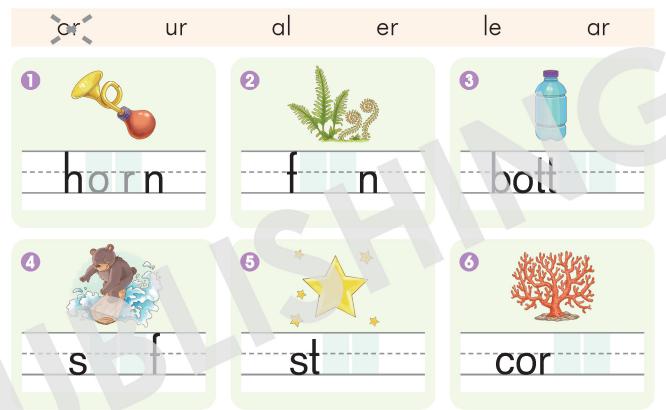




Circle the picture that matches the sound.







Listen and spell.





Materials:

- Strips of paper x 26
- Pen/pencil
- Colored pencils/crayons
- A4 Paper
- Timer



Words:

farm, cart, scarf,	star	fork, cord, horn, storm	
germ, fern, mermaid	dirt, skirt, stir		fur, purse, surf
hospital, coral, medal	gerbil, A _l	oril, fossil	temple, bottle, puzzle

Sentence pattern:

Time's up!

Steps:

Get into groups of three. Together, write each word from the list above on separate strips of paper.



2 Each group member takes on a role—Timer, Drawer, or Guesser. Timer sets a timer for 3 to 5 minutes; Drawer gets colored pencils/crayons and a sheet of paper; Guesser arranges words facing down.







Timer starts the timer. Drawer takes a word and starts drawing. Guesser then tries to guess the word.

Drawer and Guesser keep drawing and guessing. See how many words can be guessed correctly before Timer says, "Time's up!"

Time's up!



Then switch roles and do it again. Repeat this step twice so every member gets a turn at each role. Whoever correctly guesses the most words wins.





