## Decode regularly spelled one-syllable words.

The following pages provide activities to teach letter patterns. This chart shows how the Readable books correlate to the letter patterns.

| Unit | Lesson | Book Titles | Letter Sounds | Vowel Sound | Patterns | Power Words |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | Introductory A | Me |  |  |  | I, a, me, is, it, on |
|  | Introductory B | The Snowman The Mitten |  |  |  | the, what, in |
|  | 1 | I Am Sam What Am I? | /m/, /s/ | /a/ | -am |  |
|  | 2 | Sad Sam Dad's Surprise | /d/ |  | -ad |  |
|  | 3 | Tad <br> Matt's Hat | $\begin{aligned} & \text { /t/ } \\ & \mathrm{c}: / \mathrm{k} / \end{aligned}$ |  | -at | see, he |
|  | 4 | What Is It? <br> Dan and Mac | /r/, /n/ |  | -an, -and, -ant | said, says, are |
|  | 5 | What a Band! Pat Can Camp | /p/ |  | -ap, -amp | have, my |
|  | Unit 1 Review | The Rabbit and the Turtle |  |  |  |  |
| 2 | 6 | Stop the Frogs! |  | 10/ | -od, -ot, -op | will, go |
|  | 7 | Bob and Tab | /b/ |  | -ob, -ab, -oss | his, has |
|  | 8 | Hot Rods | $\begin{aligned} & \hline \text { /f/ } \\ & \text { x: /ks/ } \end{aligned}$ |  | -ox, $-a x$ | for, you |
|  | 9 | Happy Birthday | /g/ |  | -og, -ag | with, here |
|  | Unit 2 Review | Go, Frog, Go! |  |  |  |  |
| 3 | 10 | Pip, the Big Pig | /w/ | /i/ | -ip, -ig, -in | of, to, be |
|  | 11 | What Is in the Pit? | /h/ |  | -im, -it | put, they |
|  | 12 | Prints! | /I/ |  | -ill, -int | she, her, from |
|  | 13 | Who Is at the Door? | /k/ |  | -ing, -ilk | who, come, let |
|  | 14 | The Big Trip | /j/ |  | -ack, -ock, -ick | your, we, too |
|  | 15 | Who Will Go in the Rain? | /sh/ |  | -ash, -ish | yes, no |
|  | Unit 3 Review | Let's Get Hats! |  |  |  |  |
| 4 | 16 | Slug Bug |  | /u/ | -ug, -un, -ut | now, look, down |
|  | 17 | Green Gum | /y/ |  | -um, -ub, -ush | went, then, get, that |
|  | 18 | Lizzy the Bee | /z/ |  | -uzz, -izz | by, little, so |
|  | 19 | Little Duck | qu: /kw/ |  | -uck, -uff, -ump | like, why, do |
|  | 20 | Thump, Bump! | /th/ |  | -th, th- | mother, father, want, Mr. |
|  | Unit 4 Review | The Tree Hut |  |  |  |  |


| Unit | Lesson | Book Titles | Letter Sounds | Vowel <br> Sound | Patterns | Power <br> Words |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 5 | 21 | The Big Hill |  | /ē/ | -ed, -ell, -est | was, far, fall, day |
|  | 22 | What's in the Egg? | /v/ |  | -en, -et | out, or, find, one |
|  | 23 | Rom and His New Pet |  |  | -end, -ent | friend, new, tree |
|  | 24 | Chet and Chuck | /ch/, /tch/ |  | ch-, -tch | some, thank, house, good |
|  | 25 | What Do I Spy? | wh: /hw/ |  | - $y$, wh- | how, all, does |
|  | Unit 5 Review | Quick! Help! |  |  |  |  |
| 6 | 26 | Can We Still Be Friends? |  | /ā/ | -ade, -ake, -ame | play, were, sure, could |
|  | 27 | Fun in Kansas |  |  | -ane, -ate | their, many, love |
|  | 28 | Brave Dave and Jane |  |  | -ave, -are | walk, hold, pull |
|  | 29 | My Snowman | $\begin{array}{\|l\|l\|} \hline \mathrm{c}: / \mathrm{s} / \\ \mathrm{g}: / \mathrm{j} / \\ \hline \end{array}$ |  | -ace, -age | cold, eyes, ears |
|  | Unit 6 Review | Space Chase Race |  |  |  |  |
| 7 | 30 | Oh No, Mose! | s: /z/ | /ō/ | -ope, -ose | would, where |
|  | 31 | Smoke! |  |  | -oke, -ole | over, room, small |
|  | 32 | The Note |  |  | -one, -ode, -ote | read, please, any |
|  | 33 | The Snoring Boar |  |  | -ore, -ove | door, because, live |
|  | Unit 7 Review | Shopping Day |  |  |  |  |
| 8 | 34 | Friends |  | /T/ | -ide, -ime | tomorrow, buy |
|  | 35 | Two Little Pines |  |  | -ine, -ite | two, start, school, don't |
|  | 36 | Can Matilda Get the Cheese? |  |  | -ice, -ire, -ile | under, never, eat |
|  | 37 | Let's Go to Yellowstone |  |  | -ive, -ike, -ipe | our, there, know |
|  | Unit 8 Review | Maddy and Clive |  |  |  |  |
| 9 | 38 | Brute and the Flute |  | /ū/ | -ute, -ude | around, think |
|  | 39 | Old Rosa |  |  | -ube, -ule | very, old, work |
|  | 40 | What Is in the Tree? |  |  | -une, -use | every, way, saw |
|  | 41 | Too Much Popcorn |  |  | sk-, -ed | began, better |
|  | Unit 9 Review | Old King Dune |  |  |  |  |
| 10 | 42 | Riding in My Jeep | ee: /ē/ |  | -eep, -eed, -eet | show, push |
|  | 43 | Sammy and Pete | ea: /̄̄/ |  | -eak, -eal, -eam | only, wait, other |
|  | 44 | Will You Play with Me? | $\begin{aligned} & \text { ai: /ā/ } \\ & \text { ay: / } \overline{\mathrm{a}} / \end{aligned}$ |  | -ail, -ain, -ay | thought, soon, after |
|  | 45 | The Rescue | oa: /̄̄/ |  | -oat, -oad | laugh, both |
|  | Unit 10 Review | Who Am I? |  |  |  |  |

## Pattern Word Blending

1. Make copies of Letter, Word Pattern, and Key Word cards found at the end of this document.
2. Display each letter of the word key word on a pocket chart, pointing to each letter as you say its sound:
Teacher: Say /s/.
Students: /s/
Teacher: Say /a/.
Students: /a/
Teacher: Say $/ \mathrm{m} /$.
Students: /m/
Teacher: Blend sssaaammm. Sam. (Point to each
letter while holding out its sound.)
Students: sssaaammm, Sam
3. Cover the initial consonant so students see only the word pattern.
Teacher: This is the word pattern -am. Say /am/. (Replace Letter cards with Word Pattern card.) Students: /am/
Teacher: We'll see this pattern in many different words.
4. Practice making different words with the other Letter cards you copied. Repeat with other word patterns and key words in the table.

| Word Pattern | Key Word |
| :--- | :--- |
| -am | Sam |
| -ad | mad |
| -at | cat |
| -an, -and, -ant | can, sand |
| -ap, -amp | map, stamp |
| -ot, -op, -od | pot, stop, rod |
| -ob, -ab, -oss | cob, crab |
| -ox, -ax, -og, -ag | box, frog, bag |
| -ip, -ig, -in | rip, pig, pin |
| -im, it | pit, swim |
| -ill, -int, -ing | hill, print, king |
| -ack, -ock, -ick | black, clock, sick |
| -ash, -ish | trash |
| -ug, -un, -ut | bug, sun, nut |
| -ub, -um, -ush | tub, drum, brush |
| -uzz, -izz | fizz |
| -uck, -uff, -ump | cuff, truck, pump |
| -ed, -ell, -est | sled, shell, nest |
| -en, -et | ten, net |
| -end, -ent | bend, tent, chest |
| - -y | fly |

## Consonant Blending

1. Write the letters for the consonant blends -st, sc-, -mp, and -nt on the board.
2. Point to each letter as you say its sound.

Teacher: Say /s/.
Students: /s/
Teacher: Say /t/.
Students: /t/
Teacher: Let's say them together: /st/.
Everyone: /st/
Teacher: Together, these letters make a consonant blend. Many consonant blends are found at the beginning or end of words. Let's make some words that end with $/ s t /$.
3. Practice making different words with students. Write the new words on the board. Repeat with each consonant blend.

## Digraphs: -tch, ch

1. Write the letters for the digraphs -tch and $c h$ on the board.
Teacher: Both these groups of letters make the /ch/ sound. Say /ch/.
Students: /ch/
Teacher: Many words end with the /ch/ sound. Sometimes -tch is used to write the /ch/ sound. Other times $c h$ is used.
2. Have students think of words that end with the /ch/ sound. Write the new words on the board.

## Pattern Word Building

1. Write the first word from the one of the lists below on the chalkboard.

Teacher: blend hhhaaat. (Hold out the letter sounds.) Students: hhhaaat
2. Ask students to change one letter, making the next word on the list.
3. Continue through the list until you get to made.

Teacher: The word mad changed to made when we added Magic $e$. Magic $e$ gave the vowel a tweak and made it say its own name, $a$.
Teacher: If I take away $/ \mathrm{m} /$ from the word made, what is left?
Students: -ade
Teacher: Blend aaade. (Hold out the letter sounds.)
Everyone: aaade
4. Have students create the next words in the list.
5. When you get to the end of the list, introduce the Key Word.

Teacher: Here is the word spade. It's a Key Word that will help you learn to read other words with -ade in them.

## Word Lists

| Build to -ave | Build to -are |
| :---: | :---: |
| sit | cup |
| sat | cap |
| sav | car |
| sav (e) | car (e) |
| brave | flare |
| wave | square |
| Build to -ace | Build to -age |
| man | tan |
| ran | tag |
| rac | wag |
| rac (e) | wag (e) |
| face | cage |
| lace | page |

Build to -ope
tip
hip
hop
hop (e)
slope
rope
Build to -oke
jet
jot
jok
jok (e)
spoke
smoke
Build to -ose
top
hop
hos
hos(e)
nose
rose
Build to -ole
got
hot
hol
hol (e)
pole
mole

| Build to -ove | Build to -ore |
| :--- | :--- |
| pop | map |
| hop | mop |
| hov | mor |
| hov (e) | mor (e) |
| rove | tore |
| stove | store |

Build to -ide
bib
rib
rid
rid (e)
side
slide
Build to -ine
bit
pit
pin
pin (e)
line
vine

| Build to -ute | Build to -ude |
| :---: | :---: |
| can | ran |
| cat | rad |
| cut | rud |
| cut (e) | rud (e) |
| brute | prude |
| flute | dude |

Build to -ade
hat
mat
mad
mad (e)
jade
spade

Build to -ote
hop
top
tot
tot (e)
vote
note
Build to -ice
nap
nip
nic $(\mathrm{k})$
nic $(\mathrm{e})$
spice
mice

Build to -ime Build to -ive
fun
Build to -ake
pan
tan
tak
tak (e)
rake
snake

Build to -ame
sap
sad
Sam
sam (e)
came
game

| Build to -one |  | Build to -ode |
| :--- | :--- | :--- | :--- |
| man |  | pop |
| tan |  | mop |
| ton |  | mod |
| ton $(\mathrm{e})$ |  | $\bmod (\mathrm{e})$ |
| bone |  | rode |
| stone |  | code |

Build to -ire
tan
tar
tir
tir (e)
hire
fire

> Build to -ile
> pat
> pit
> pil
> pil (e)
> tile
> smile
$\underline{\text { Build to -ike }}$
lid
mid
mik
Mik (e)
hike
bike

Build to -ipe
dip
dim
slim
$\operatorname{slim}(e)$
time
dime
Build to -ite
hot
hit
bit
bit (e)
white
kite
Build to -ule
fun
run
rul
rul (e)
yule
mule
Build to -use
as
is
us
us (e)
huse
tap
fin mid
tip
fiv mik
hip
hip (e)
pipe
dive
hive
Build to -ube
cab
cub
tub
tub (e)
lube
cube
Build to -une
pan
fan
fun
fun (e)
June
huse

## Pattern Word Games

## Duck Pond

To Prepare:

1. Make copies of Letter, Word Pattern, and Key Word cards found at the end of this document.
2. Make five copies of the duck marker master in different colors.
3. Provide a game board and a spinner.
4. Provide paper and a pencil for each player.

To Play:

1. Display all Word Pattern cards face up near the game board.
2. Set the Letter cards face down in a draw pile.
3. Have each player choose five ducks of the same color.
4. Have a player draw a Letter card and match it with a Word Pattern card. Players can place letters at the beginning or end of the word pattern.
5. Have the player write the new word on his paper to keep track. None of the game players may use that word again during the game.
6. Have the player spin the spinner.

- If he lands on Go, he can move a duck safely across the road toward the pond.
- If he lands on Stop, he may not move a duck.

7. Have each player take a turn.
8. End the game when a player gets all five ducks in the pond.

## Word Race

1. Make copies of Letter, Word Pattern, and Key Word cards found at the end of this document.
2. Provide paper and pencil for each student, and an hourglass.
3. Place all Word Pattern cards face down in a draw pile and turn the top Word Pattern card faceup.
4. Start the sand timer and have players write as many words as possible for the word pattern until time expires.
5. Have each player read her list of words to check for word accuracy.
6. Place the Word Pattern card in a discard pile and turn the next Word Pattern card face up.
7. Play until all patterns have been used.

## Parachute

1. Make copies of Letter, Word Pattern, and Key Word cards found at the end of this document.
2. Provide paper and a pencil for each player.
3. Provide a small toy parachute with a toy figure attached to it.
4. Place all of the Word Pattern cards faceup in a grid. Make sure the cards are not placed too close together.
5. Have a player drop the parachute over the grid of cards in an attempt to make it land on a Word Pattern card.

- If the parachute lands on a card, the player creates a word with the word pattern and writes it on a piece of paper.
- If the parachute does not land on a card or if the player can't create a word, the turn is over.

6. Set a reasonable time limit and have each player take a turn by completing step 5 . Once a word has been written, it cannot be used again.
7. Play until time expires.

## Memory

## To Prepare:

Make two copies of each Key Word card master, found at the end of this document.

## To Play:

1. Place all the Key Word cards facedown in a grid.
2. Have a player turn any card faceup. Then have her turn another card faceup to try to make a match.

- If she makes a match, she keeps both cards and goes again.
- If she does not make a match, she turns both cards facedown, ending her turn.

3. Have each player take a turn by completing step 2 .
4. Play until all the Key Word cards are gone.

## Birthday Land

## To Prepare:

1. Make copies of the Word Pattern and Letter cards, found at the end of this document.

- Make extra copies of the Letter cards to create any previously learned blends.

2. Provide a picture of a birthday cake.
3. Provide several game markers.

To Play:

1. Place all Blend and Letter cards in a line (in any order) and put the birthday cake at the end of the line.
2. Place all Word Pattern cards face down in a draw pile.
3. Have a player select and read a word pattern from the draw pile.

- Have her move her game marker to the first letter or blend that makes a real word when added to the Word Pattern card.
- Have her say the word, then put the Word Pattern card back into the draw pile.

4. Have each player take a turn by completing step 3 .
5. End the game when a player reaches the birthday cake.

## Slap

To Prepare:
Make two copies of each Key Word card, found at the end of this document.

To Play:

1. Shuffle all the cards together and distribute them evenly among players.

- Have players hold their stacks of cards face down and sit in a circle.

2. Have a player turn his top card face up and place it in the middle of the circle.

- If his card matches the previous card, all players try to slap the pile of cards. The first player to slap the pile adds the cards to his own hand.
- If his card does not match the previous card, play continues.

3. Set a reasonable time limit and have each player take a turn by completing step 2 .
4. Play until the time expires.

## Concentration

1. Use the appropriate letter cards found at the end of this document.
2. Provide pictures of items that begin with previously learned letters and mount them on card stock.
3. Have students play a game of Concentration by matching capital letters with lowercase letters or letters with pictures.

## Letter Tic-tac-toe

1. Draw a tic-tac-toe grid on the chalkboard.
2. Organize the class into two groups and assign each group a current letter.
3. Have students take turns thinking of a word that begins with their group's letter.
4. Have students write the letter in the grid when they think of a word.
5. Play until the grid is filled.

## Reading Tricks

## Pattern Hunt

1. Write the first Key Word and sentence on the board, one above the other.

Teacher: The Key Word tent has a special pattern in it. This pattern will help us read the new word in this sentence. (Circle the new word.)
Teacher: Let's read this sentence.
Everyone: We have a lot of . . . (Stop at the new word.)
Teacher: (Point to tent and students.) What letters are the same?
Students: e, n, t
Teacher: (Move your finger under the letters) What sounds are the same?
Students: eeennnt . . . eeennnt
Teacher: Who knows what the new word is?
Students: students
Teacher: Let's read the sentence together. Everyone: We have a lot of students. Teacher: Great! You just read a new word by using the Key Word tent.
2. Repeat the above steps with the remaining sentences.

| Sentence | Key Word | New Word |
| :---: | :---: | :---: |
| We have a lot of ___. | tent | students |
| We will be here ___ noon. | sun, hill | until |
| The class will ___. | pin | begin |
| We grow plants in a | ten | garden |
| The ___ ate our corn. | stop | grasshopper |
| We will not have |  |  |
| a good ___. | nest | harvest |
| Can you hear the ___? | sun | thunder |
| I'm glad we had an | drum, shell | umbrella |
| ___ we saw the rain. | mud, ten | suddenly |

## Key Word Match

| Key Word | New Word |
| :--- | :--- |
| mad | ladder |
| Sam | family |
| nest | forest |
| swim | chimney |
| pit, ten | kitchen |
| cuff | earmuffs |

1. Write the first Key Word and new word on the board.

Teacher: A word like mad can help you read this new word ladder. Look: mad . . . ladder. Say mad . . . ladder.
Students: mad . . . ladder
Teacher: Can you tell what letters are the same?
(Circle them.)
Students: a, d
2. Ask students to blend the word. (Move your finger under the letters.)

Teacher: What sounds are the same?
Students: aaad
3. Write each Key Word on the board.
4. Read each new word and have students tell you which Key Word would help them read it.
5. Write the new word under the correct Key Word.

## Pattern Word Building

1. Write the first word from the first list on the chalkboard.

Teacher: Blend jeeep. (Hold out the letter sounds.) Students: jeeep
Teacher: The word jeep will help you read other words with -eep in them. Now change a letter in the word jeep to make keep.
2. Ask students to blend the new word. Continue through the list.
3. Repeat steps $1-2$ with the remaining Key Word lists.

| Pattern | Words |
| :--- | :--- |
| -eep | jeep, keep, peep, seep, weep, sheep |
| -eed | seed, weed, need, deed, heed, speed |
| -eet | street, feet, meet, sheet, sleet, sweet |
| -eak | beak, peak, weak, sneak, squeak, streak |
| -eal | seal, deal, heal, meal, real, steal |
| -eam | cream, seam, team, dream, steam, scream |
| -ail | chain, pain, rain, brain, drain, grain |
| -ain | clay, day, hay, May, tray, spray |
| -ay | goat, boat, coat, moat, float, throat |
| -oat | road, toad, load, goad |
| -oad |  |

## Key Word Match

1. Write the first Key Word and new word on the board.

Teacher: A word like hill can help you read this new word village. Look: hill . . . village. Say hill . . . village. Students: hill . . . village
Teacher: Can you tell what letters are the same? (Circle them.)
Students: i, l, l
2. Ask students to blend the word. (Move your finger under the letters.)

Teacher: What sounds are the same?
Students: iiilll . . . iiilll
3. Write each Key Word on the board.
4. Read each new word and have students tell you which Key Word would help them read it.
5. Write the new word under the correct Key Word.

| Key Word | New Word |
| :--- | :--- |
| hill | village |
| crab | grabbed |
| can | dance |
| net | better |
| net | quiet |
| spade | invade |
| lace | disgrace |
| square | prepare |
| black, stone | backbone |
| rope | telescope |
| smoke | awoke |
| street | greeting |
| flute | tribute |
| dune | tribune |
| snail | derail |
| chain | quaint |

## Double the Letter

Pattern Words: hop, hum, flip, pot, dot, spot, flap

1. Give students a dry erase board and marker.
2. Write the first word from the first list on the board.

Teacher: Blend hhhoooppp. (Hold out the letter sounds.)
Students: hhhoooppp
Teacher: Now I'm going to change the word hop to the word hopped by adding the letters $e$ and $d$ to the end of the word.
Teacher: Look at the board. Something is wrong with the word. First I need to double the $p$ in the word $h o p$, and then I can add the letters $e$ and $d$ to make the word hopped. Sometimes before $e$ and $d$ can be added to the end of the word, the last letter must be doubled.
3. Repeat the above dialogue with each of the Pattern Words listed.

## Word Building Activity

Use the letter cards and Word Pattern Cards found later in this document. Have students choose a word pattern card and see how many other words they can make by adding new beginning letters and ending letters to the main word pattern.

## Letter Cards





- Unit 1 / Lesson 1
- Unit 1 / Lesson 3



- Unit 1 / Lesson 3





## $\cap$






- Unit 2 / Lesson 8



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- Unit 2 / Lesson 6

- Unit 2 / Lesson 6
- Unit 5 / Lesson 21


- Unit 4 / Lesson 16




## Blend and Digraph Cards






## Word Pattern Cards






- Unit 1 / Lesson 3



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- Unit 2 / Lesson 8



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乙। uossəา／\＆t！un •





- Unit 4 / Lesson 17

- Unit 4 / Lesson 18

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- Unit 5 / Lesson 23
- Unit 5 / Lesson 25

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- Unit 7 / Lesson 31
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- Unit 8 / Lesson 35



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- Unit 9 / Lesson 40
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-Unit 10 / Lesson 42
(1)

(1)


Key Word Cards


- Unit 1 / Lesson 3






- Unit 3 / Lesson 14

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- Unit 4 / Lesson 16









- Unit 8 / Lesson 36

- Unit 8 / Lesson 35



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| :---: |



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## Unit Worksheets


[-T) Write each word from the list below the matching pattern.

## Dad am mad sad Sam


$\qquad$
$\qquad$
-------------------------- $\qquad$
$\qquad$
$\qquad$

$\qquad$

呵 Fill in the blank with the word from the word box that fits the pattern.

## hat mat



[-T) Write each word from the list below the matching pattern.

## stop map nép top cap mop


[2] Color the words that end with -og and -ob green. Color the words that end with -ag and -ab yellow.

[q] Write the word. Then draw a line to the picture in the box that has the same ending pattern.


What Write the ending pattern for each picture. You will need to write more than one letter.

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[-8) Look at each pattern in the box. Add letters to the pattern to make new words.

$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$

Find all the words in the word box that are hidden in the big square. Circle the words as you find them. They can be read across $\longrightarrow$ or down $\downarrow$.

| $w$ | t | $e$ | $x$ | $n$ | $b$ | $e$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $i$ | $o$ | $k$ | $s$ | $b$ | $d$ | $c$ |
| $y$ | $o$ | $u$ | $r$ | $k$ | $o$ | l |
| $h$ | $a$ | $j$ | $r$ | $e$ | $c$ | $a$ |
| $r$ | $f$ | $r$ | $o$ | $m$ | $o$ | $z$ |
| g | v | u | g | v | $m$ | $h$ |
| o | b | i | d | $h$ | $e$ | $r$ |


| wORD BOX |
| :---: |
| bé |
| your |
| from |
| her |
| come |
| too |

4 Write the word. Then draw a line to the picture in the box that has the same ending pattern.

[298) Add letters to the pattern to make new words.



$\qquad$



$\qquad$


[^0]:    ૬\& uosseา / 8 t!un •

