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	Ме				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 Matt's Hat	/†/ c: /k/		-at	see, he
	4	What Is It? 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!		/o/	-od, -ot, -op	will, go
	7	Bob and Tab	/b/		-ob, -ab, -oss	his, has
	8	Hot Rods	/f/ X: /ks/		-ox, -ax	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!	/1/		-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/		- <i>uzz</i> , - <i>izz</i>	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 Sound	Patterns	Power 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	c: /s/ g: /j/		-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		/₸/	-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: /ē/		-eak, -eal, -eam	only, wait, other
	44	Will You Play with Me?	ai: /ā/ ay: /ā/		-ail, -ain, -ay	thought, soon, after
	45	The Rescue	oa: /ō/	1	-oat, -oad	laugh, both
	Unit 10 Review	Who Am I?	1	1	1	

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 /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.

	1
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
-у	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 /st/.

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 *ch* 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 ch 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 */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 <i>-ave</i>	Build to <i>-are</i>
sit	cup
sat	cap
sav	car
sav (e)	car (e)
brave	flare
wave	square
Build to -ace	Duild to gage
man ran rac rac (e) face	Build to <i>-age</i> tan tag wag wag (e) cage

English Language Arts

Build to <i>-ope</i> tip hip hop hop (e) slope rope	Build to <i>-ose</i> top hop hos hos(e) nose rose	<u>Build to <i>-ade</i></u> hat mat mad mad (e) jade spade	<u>Build to <i>-ake</i></u> pan tan tak tak tak (e) rake snake	Build to <i>-ame</i> sap sad Sam sam (e) came game
Build to <i>-oke</i>	Build to <i>-ole</i>	Build to <i>-ote</i>	Build to <i>-one</i>	Build to <i>-ode</i>
jet	got	hop	man	pop
jot	hot	top	tan	mop
jok	hol	tot	ton	mod
jok (e)	hol (e)	tot (e)	ton (e)	mod (e)
spoke	pole	vote	bone	rode
smoke	mole	note	stone	code
Build to <i>-ove</i>	Build to <i>-ore</i>	Build to <i>-ice</i>	<u>Build to <i>-ire</i></u>	<u>Build to <i>-ile</i></u>
pop	map	nap	tan	pat
hop	mop	nip	tar	pit
hov	mor	nic (k)	tir	pil
hov (e)	mor (e)	nic (e)	tir (e)	pil (e)
rove	tore	spice	hire	tile
stove	store	mice	fire	smile
<u>Build to <i>-ide</i></u>	<u>Build to <i>-ime</i></u>	<u>Build to -ive</u>	<u>Build to <i>-ike</i></u>	Build to <i>-ipe</i>
bib	dip	fun	lid	tap
rib	dim	fin	mid	tip
rid	slim	fiv	mik	hip
rid (e)	slim (e)	fiv (e)	Mik (e)	hip (e)
side	time	dive	hike	pipe
slide	dime	hive	bike	stripe
Build to <i>-ine</i>	<u>Build to <i>-ite</i></u>	Build to <i>-ube</i>	<u>Build to <i>-ule</i></u>	:
bit	hot	cab	fun	
pit	hit	cub	run	
pin	bit	tub	rul	
pin (e)	bit (e)	tub (e)	rul (e)	
line	white	lube	yule	
vine	kite	cube	mule	
Build to <i>-ute</i> can cat cut cut (e) brute flute	<u>Build to <i>-ude</i></u> ran rad rud rud (e) prude dude	<u>Build to <i>-une</i></u> pan fan fun fun (e) June	Build to <i>-use</i> as is us us (e) huse	2

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 <u>noon</u> .	sun, hill	until
The class will	pin	begin
We grow plants in a	ten	garden
The ate our corn.	stop	grasshoppers
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	snail, mail, nail, pail, rail, trail
-ain	chain, pain, rain, brain, drain, grain
-ay	clay, day, hay, May, tray, spray
-oat	goat, boat, coat, moat, float, throat
-oad	road, toad, load, goad

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.

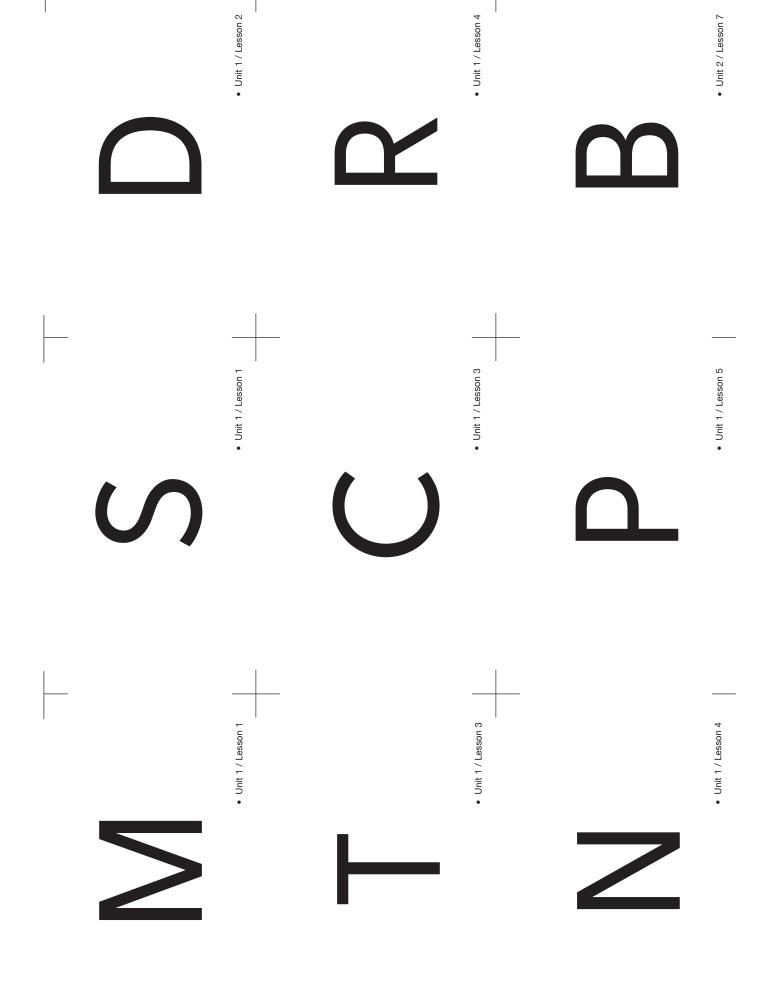
Teacher: Look at the board. Something is wrong with the word. First I need to double the *p* in the word *hop*, and then I can add the letters *e* and *d* to make the word *hopped*. Sometimes before *e* and *d* can be added to the end of the word, the last letter must be doubled.

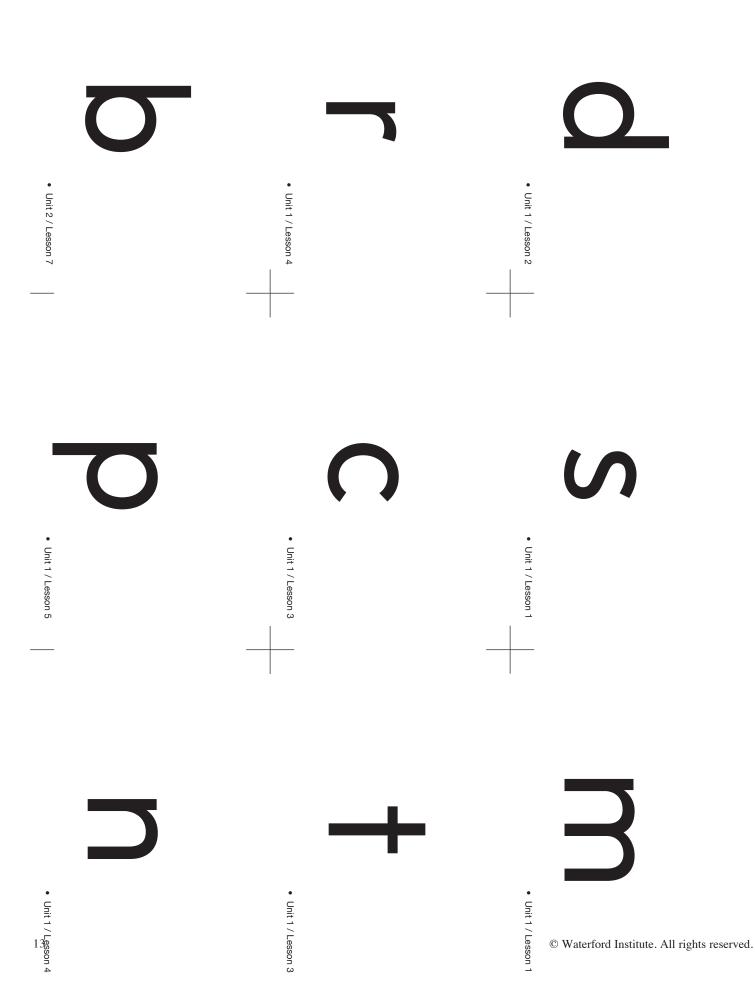
3. Repeat the above dialogue with each of the Pattern Words listed.

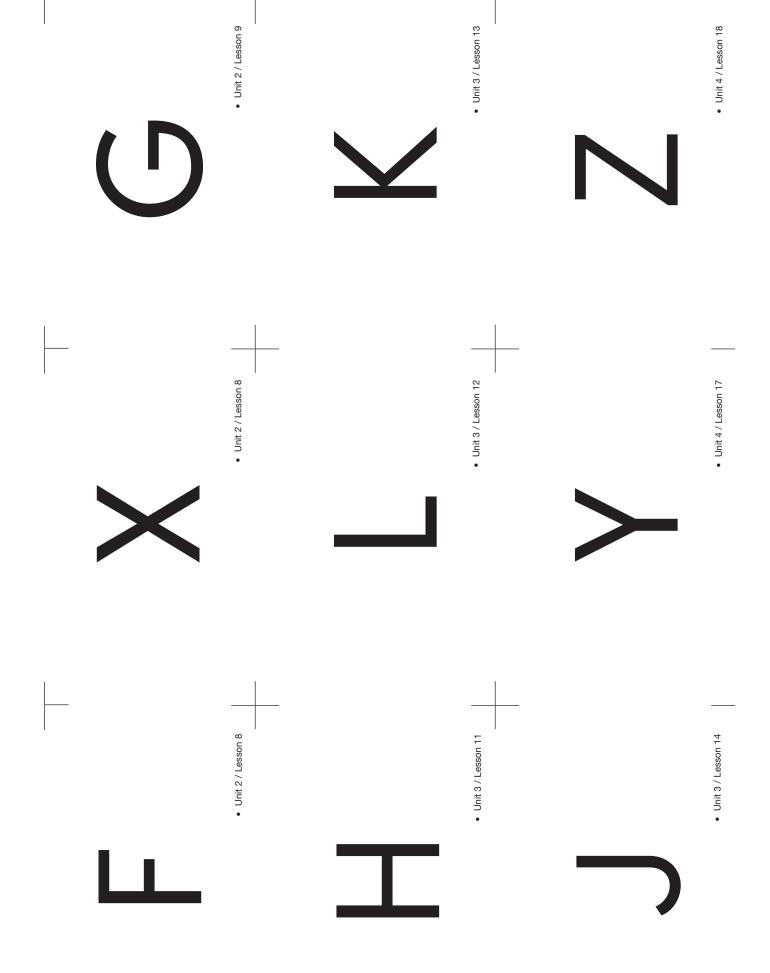
Word Building Activity

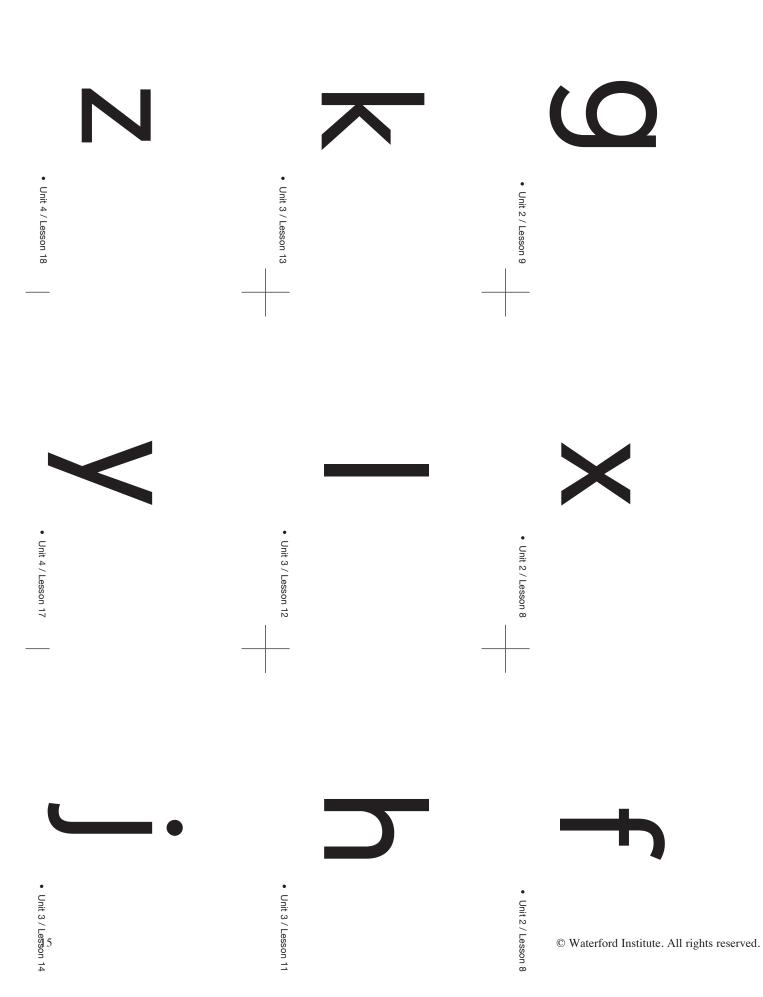
Use the letter cards and Word Pattern Cards found later in this document. Have students choose a word pattern card and see how many other words they can make by adding new beginning letters and ending letters to the main word pattern.

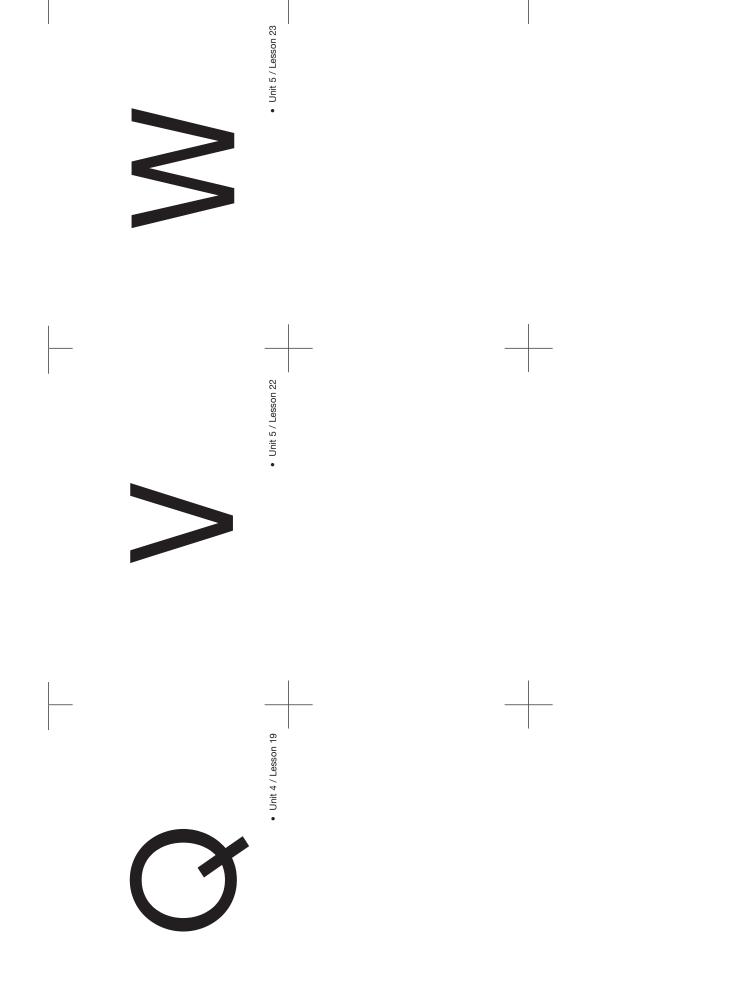
Letter Cards

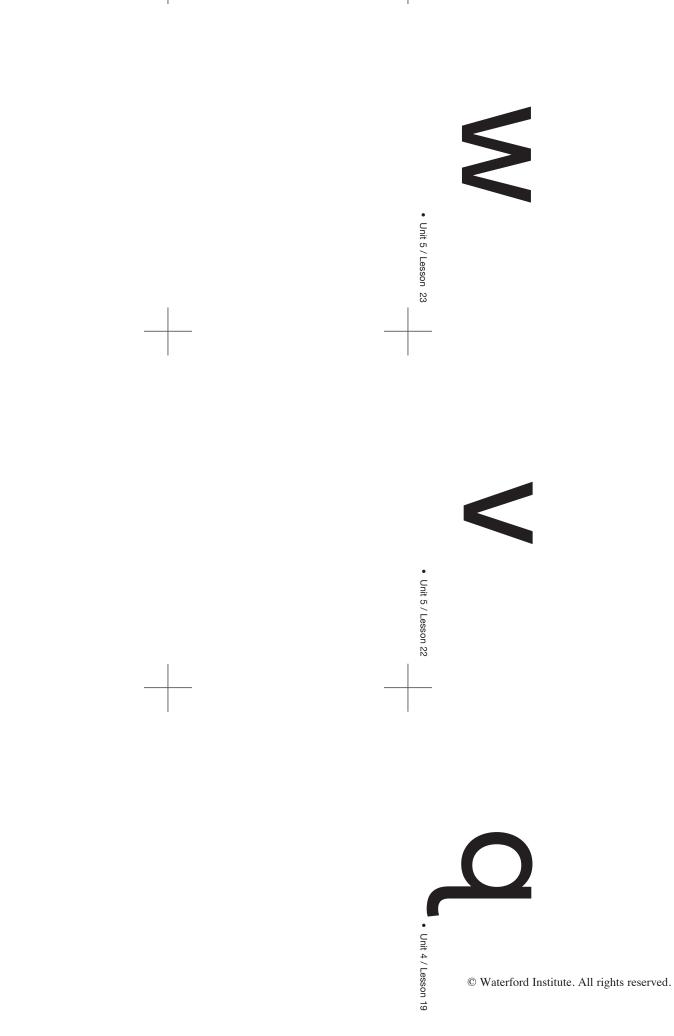


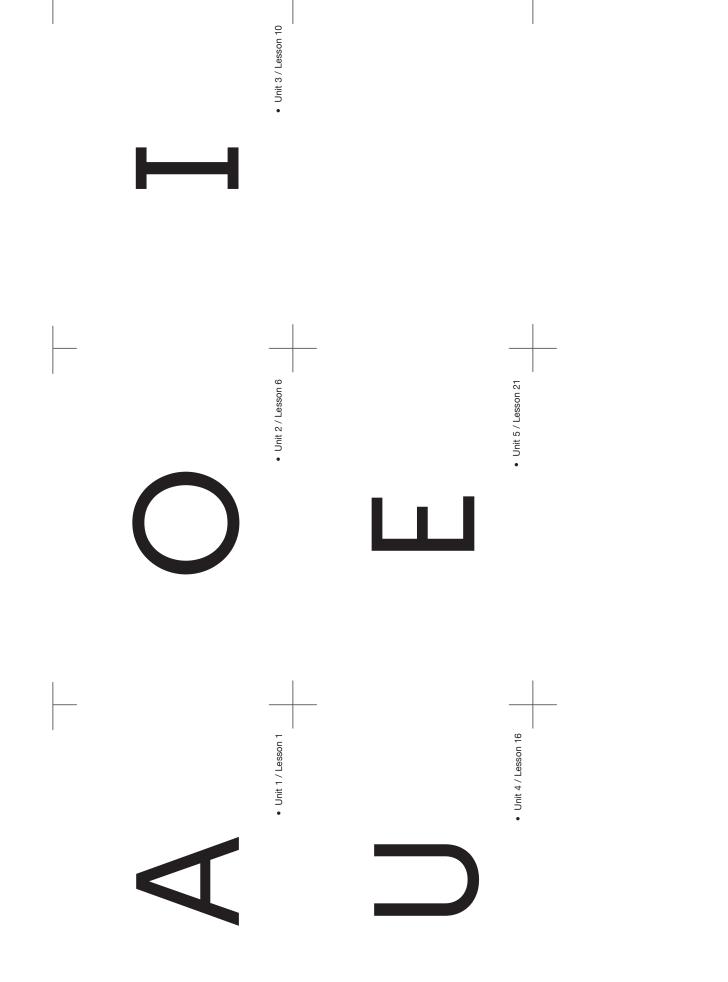


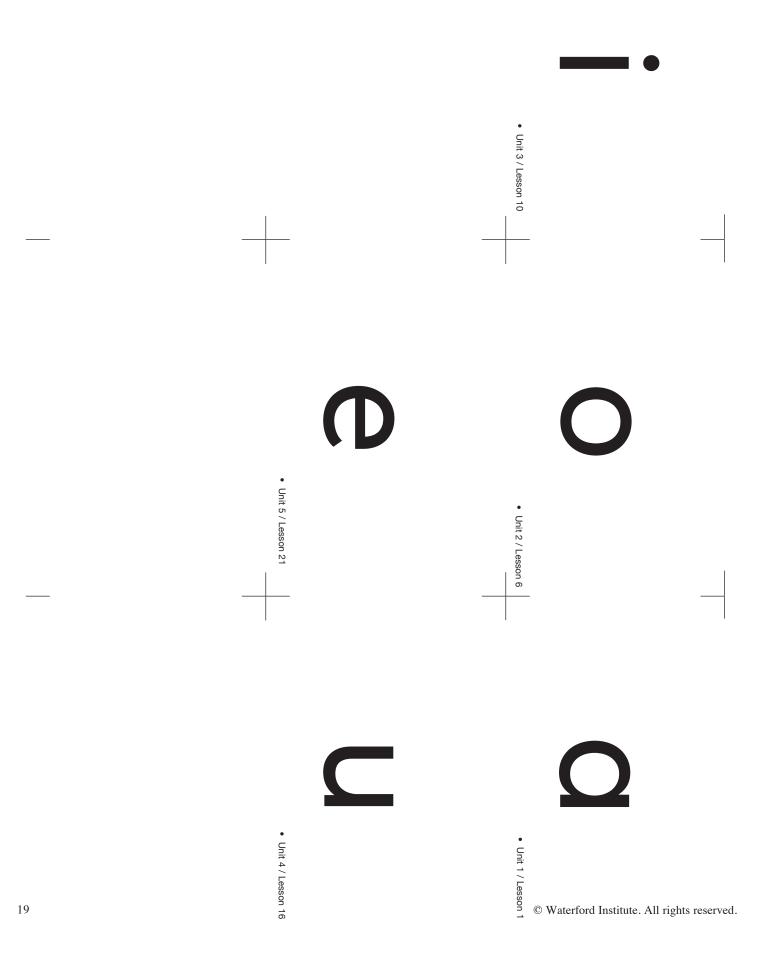




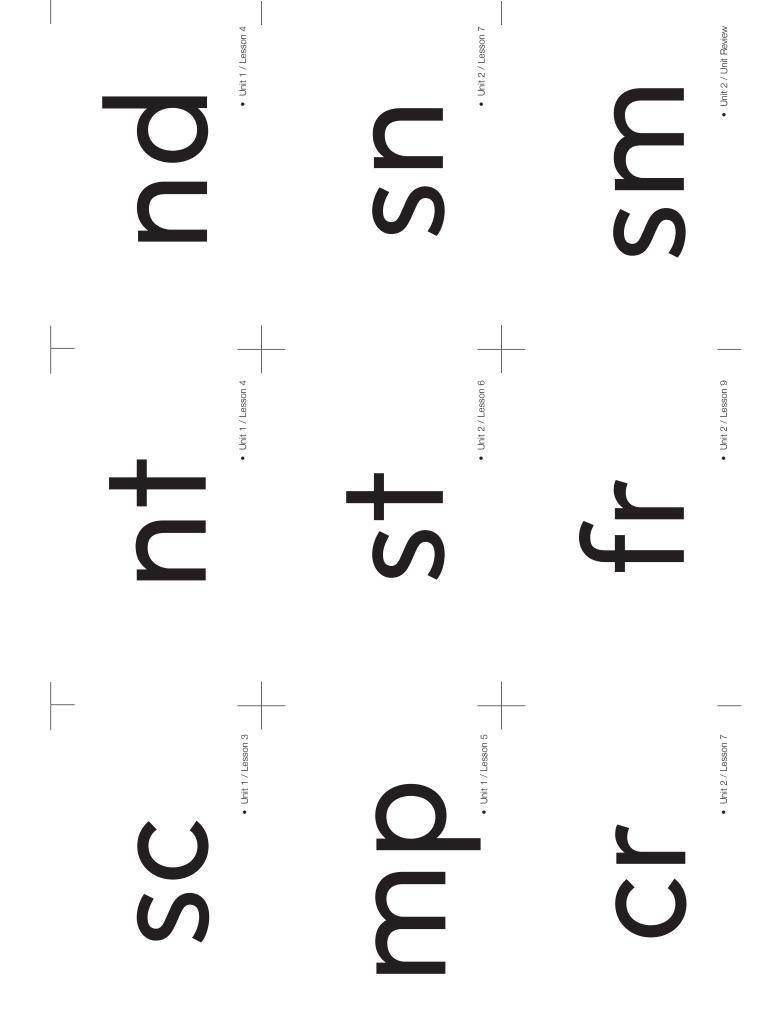


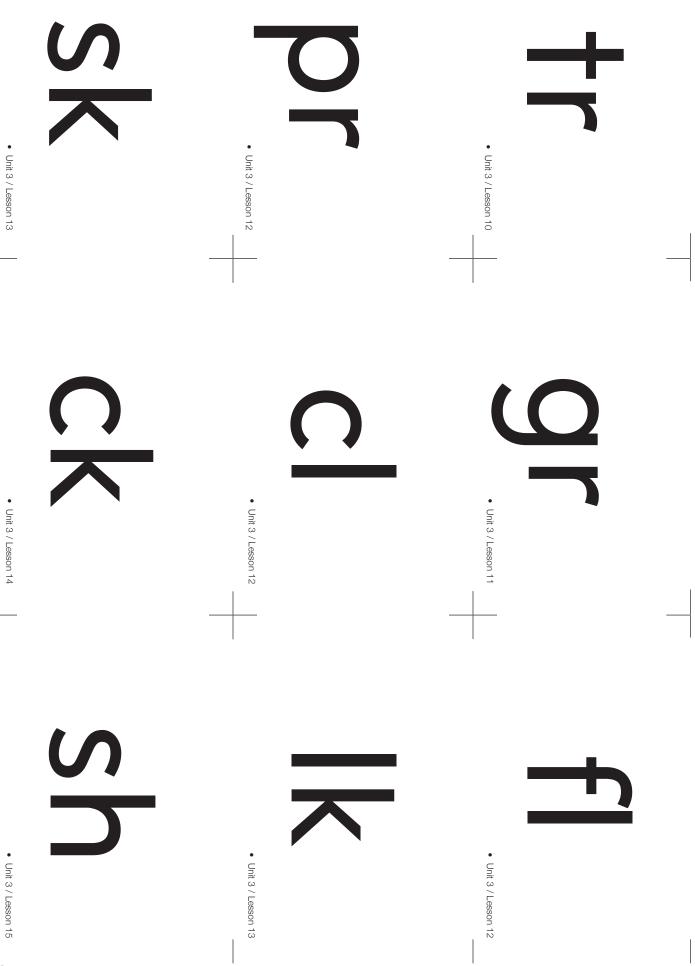


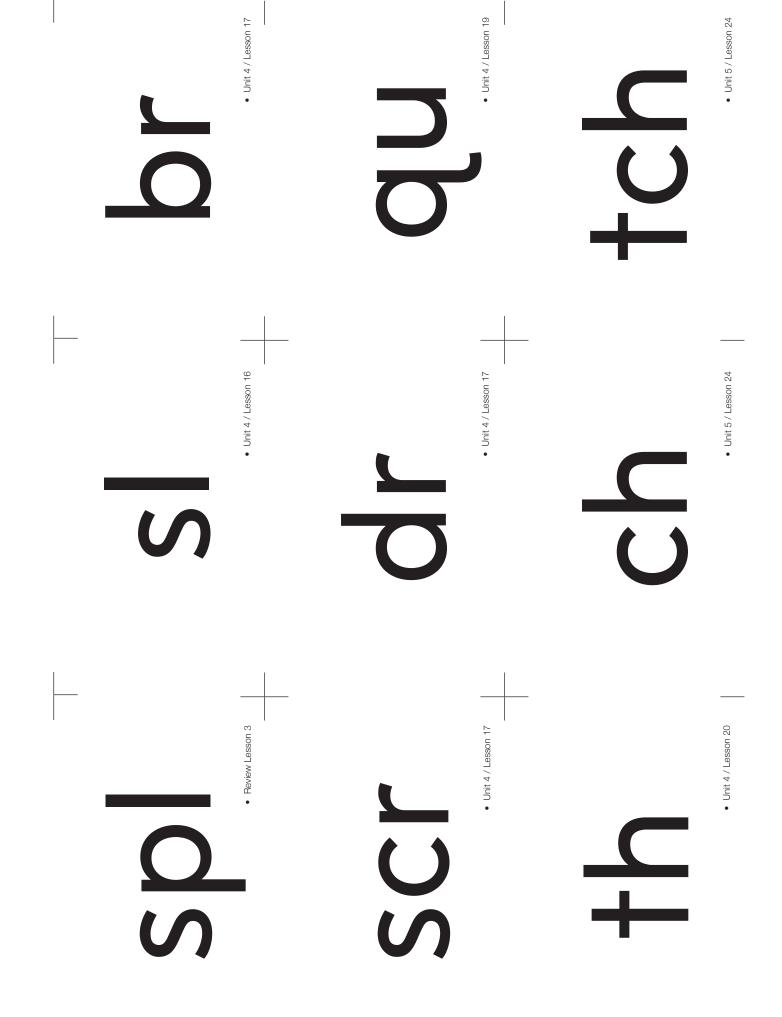


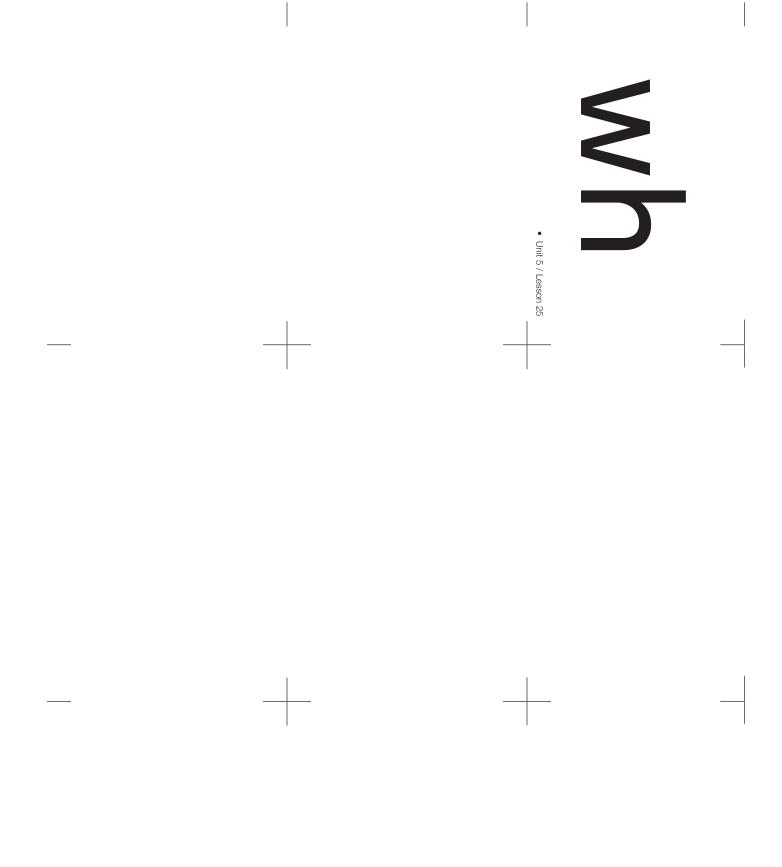


Blend and Digraph Cards

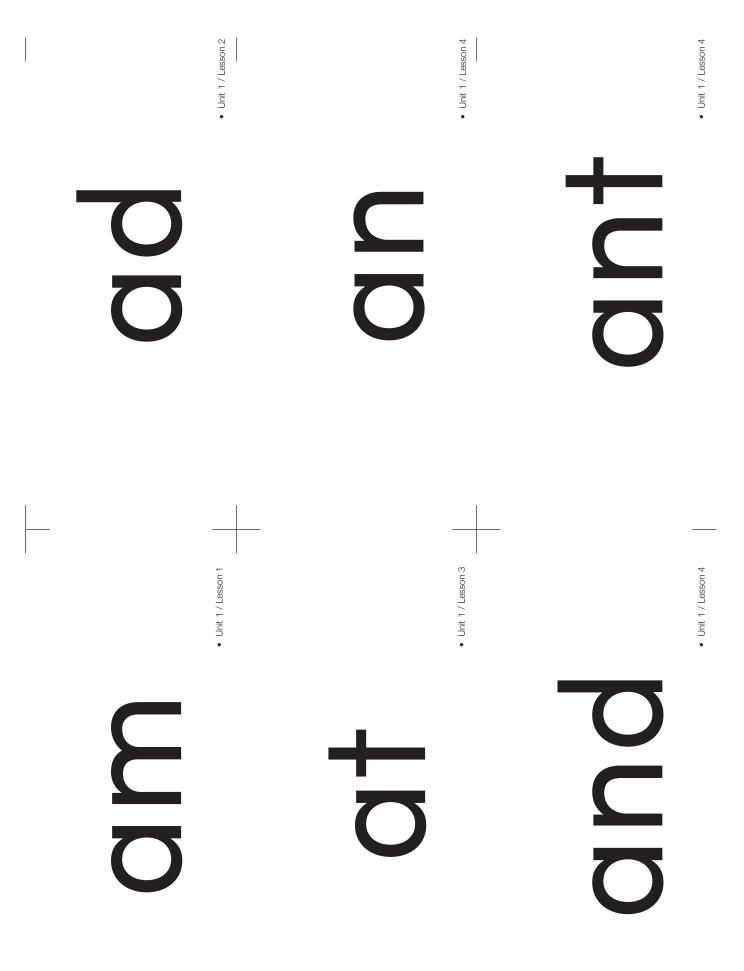




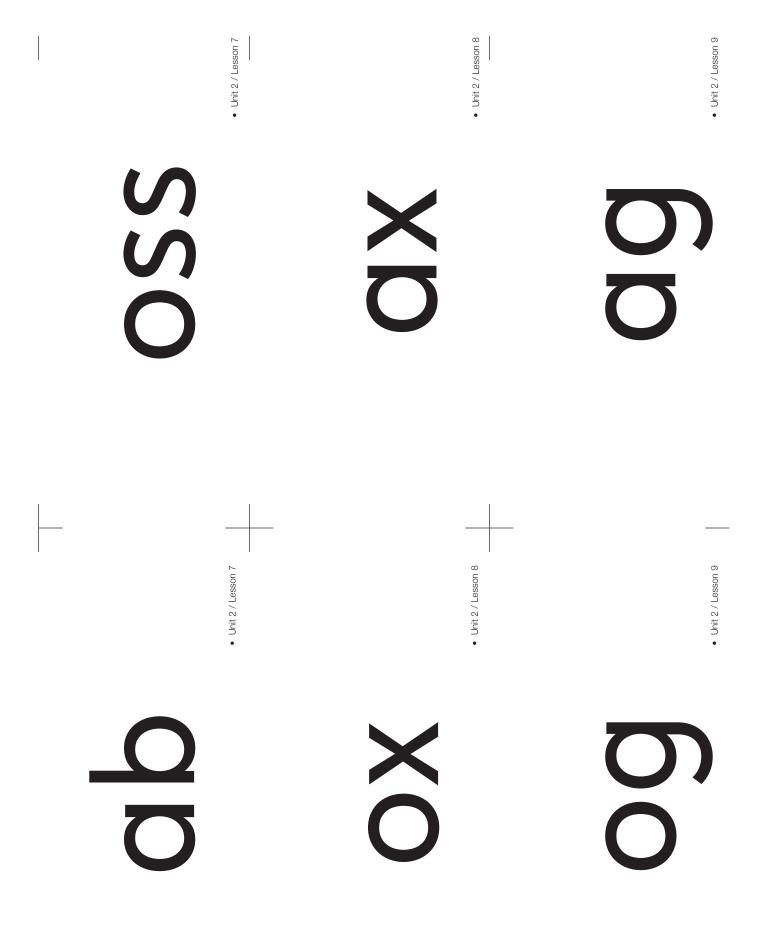


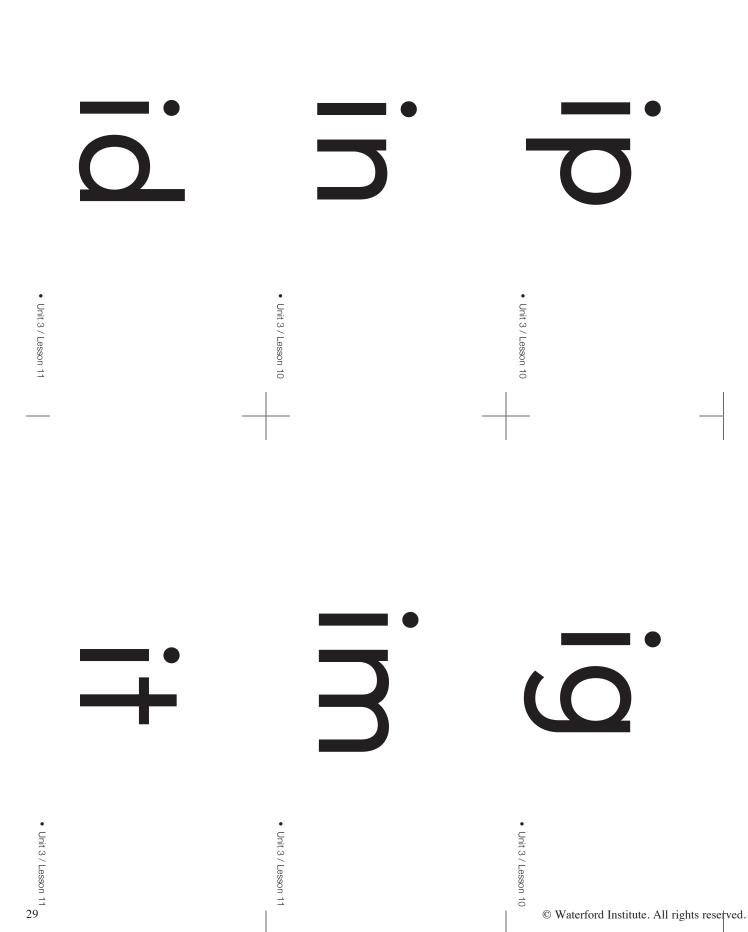


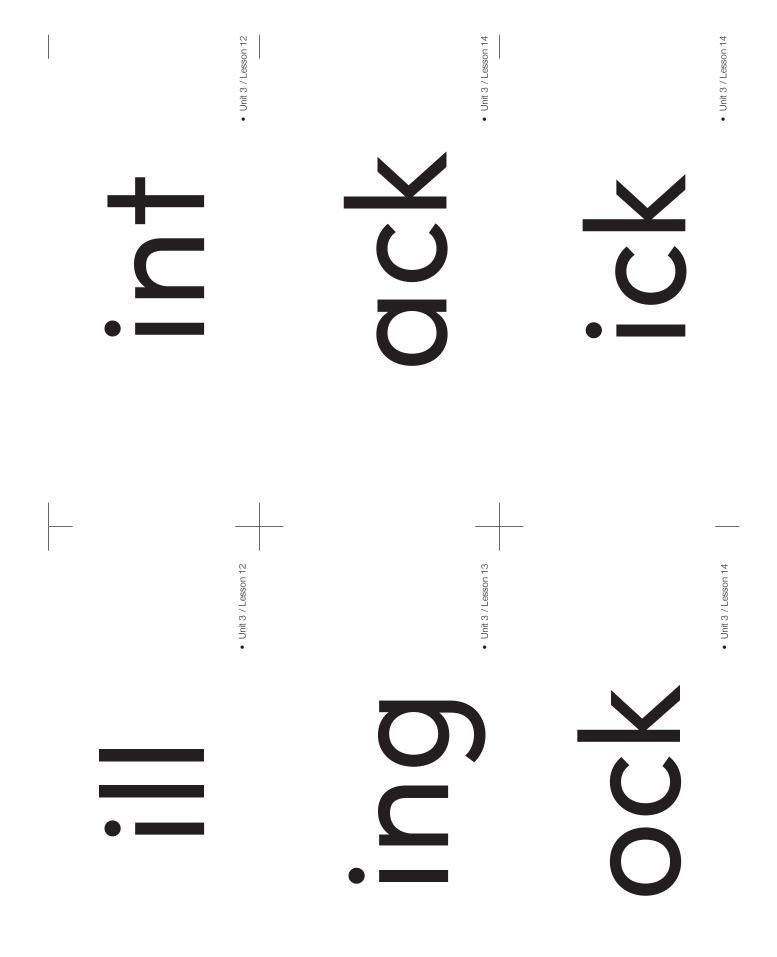
Word Pattern Cards

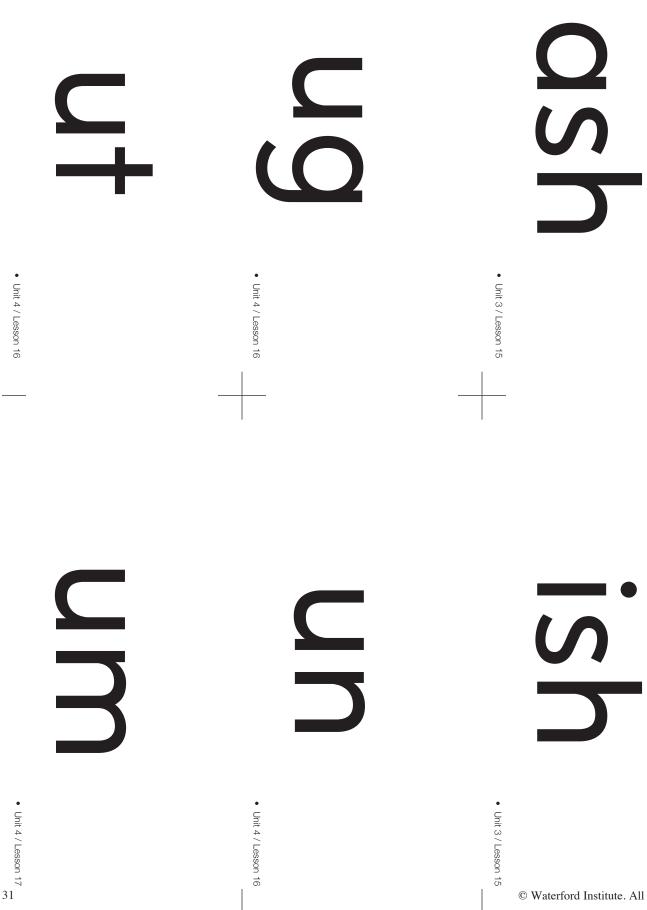


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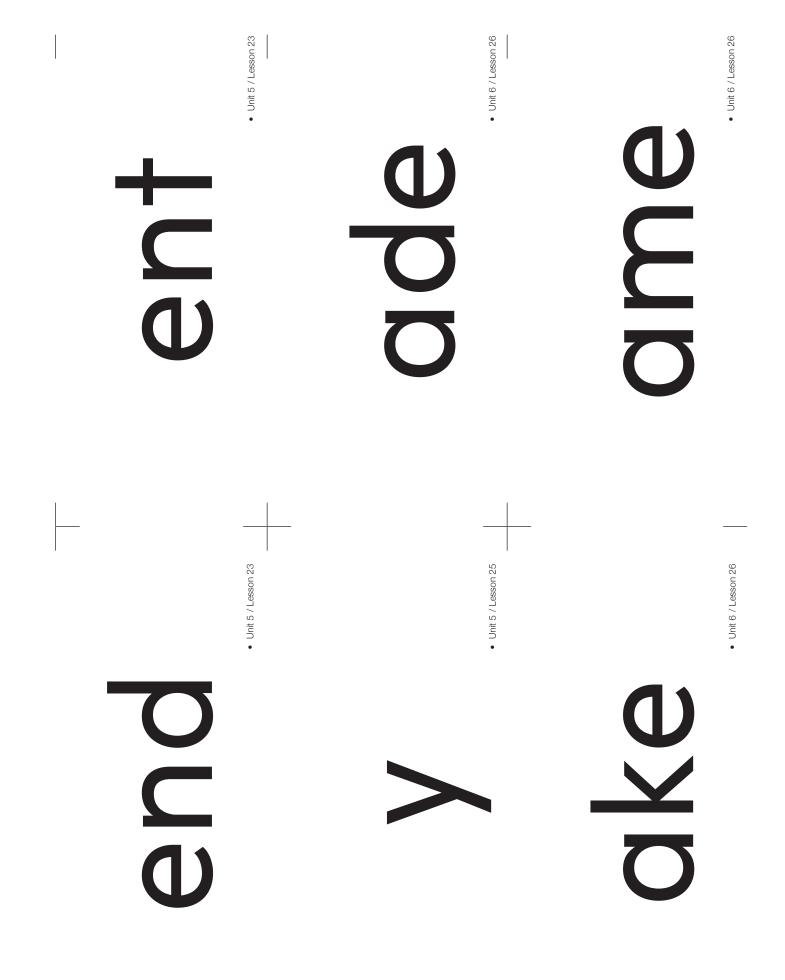




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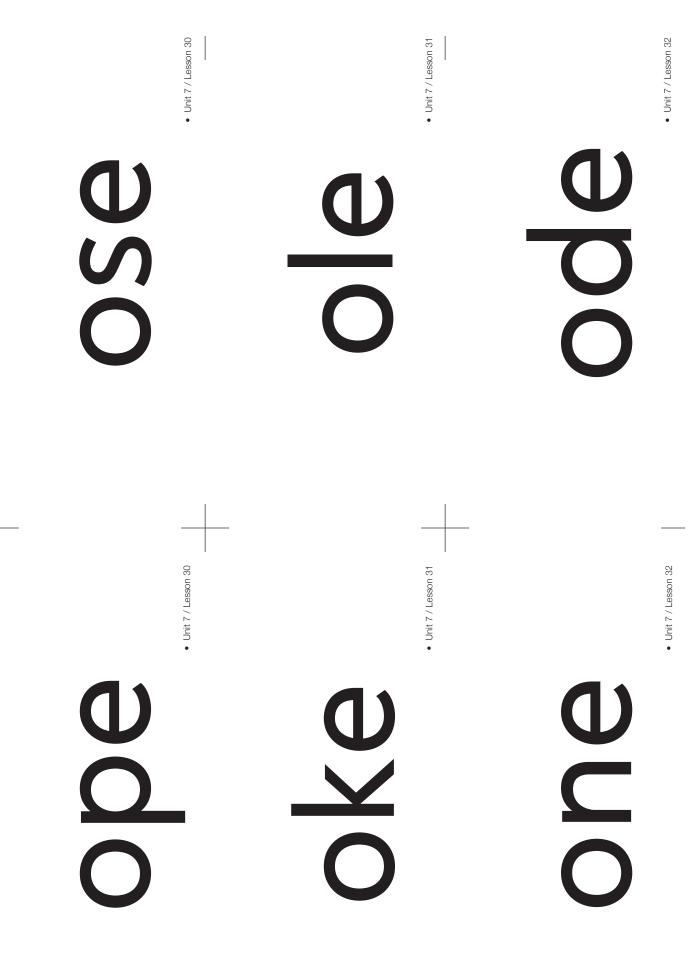


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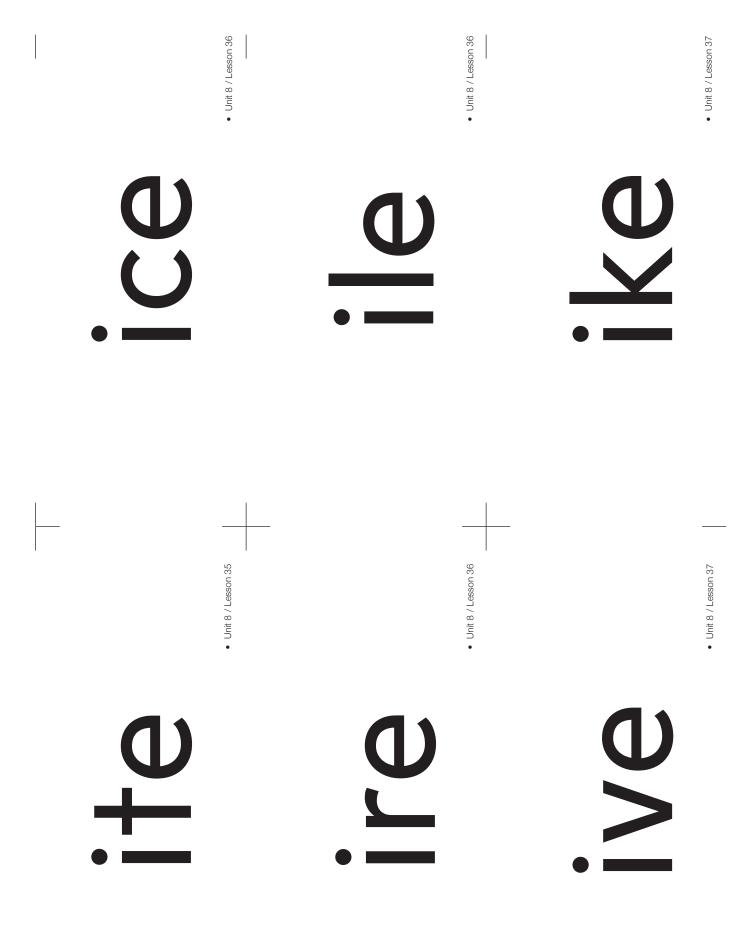


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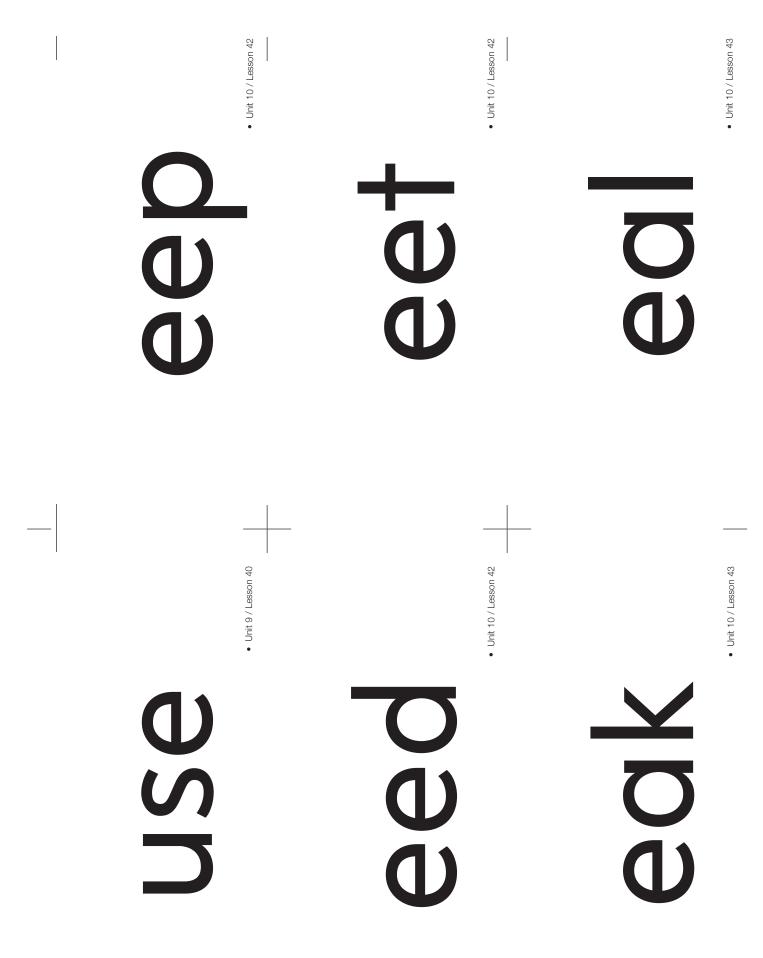


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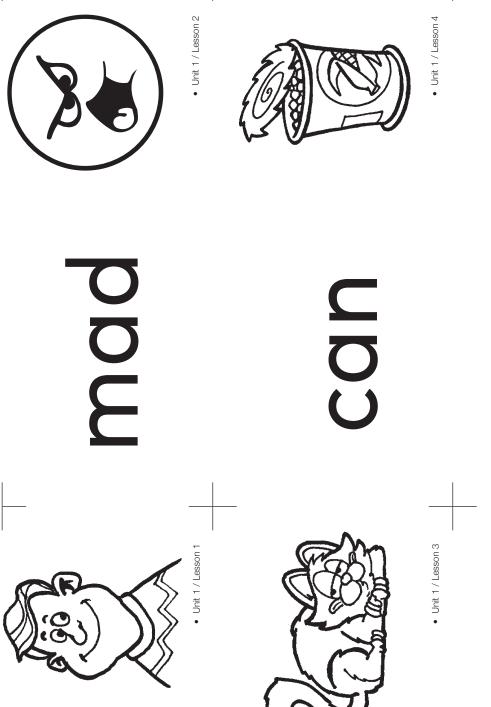
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Key Word Cards



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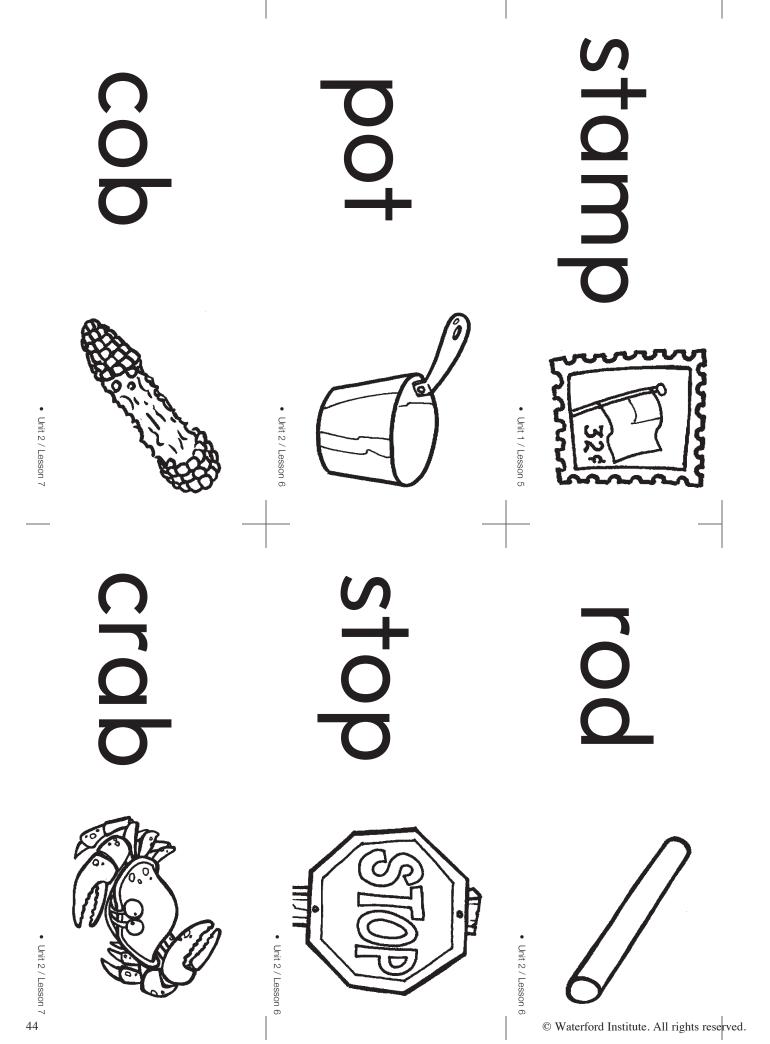
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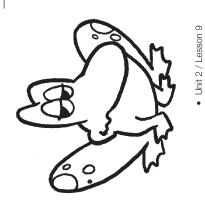
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Unit 1 / Lesson 4

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Unit 3 / Lesson 10

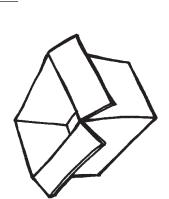


Unit 3 / Lesson 10

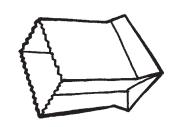




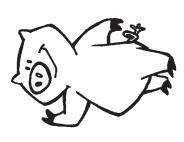
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Unit 2 / Lesson 8



Unit 2 / Lesson 9

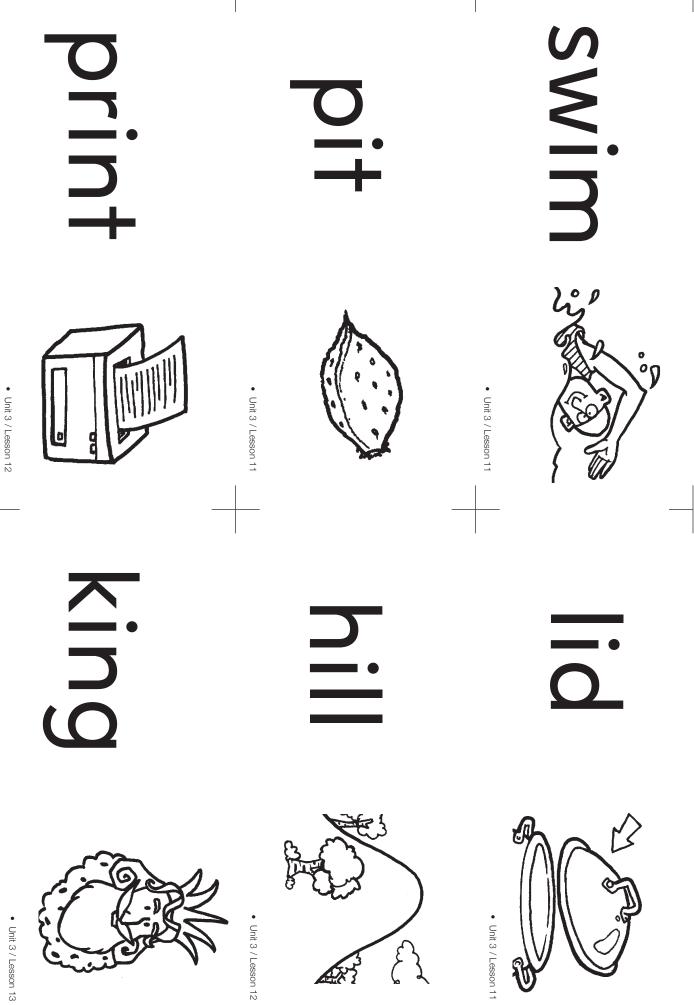


Unit 3 / Lesson 10

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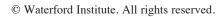
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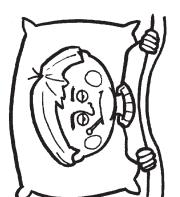
Unit 4 / Lesson 16

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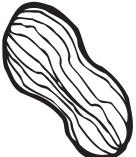
Unit 4 / Lesson 17

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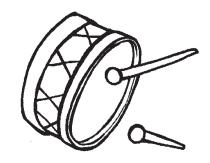
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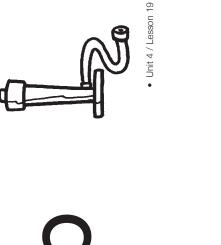
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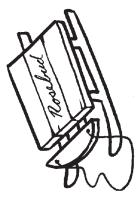


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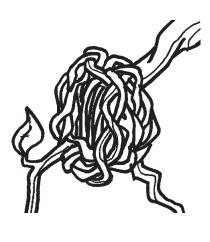
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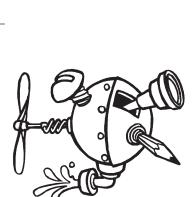
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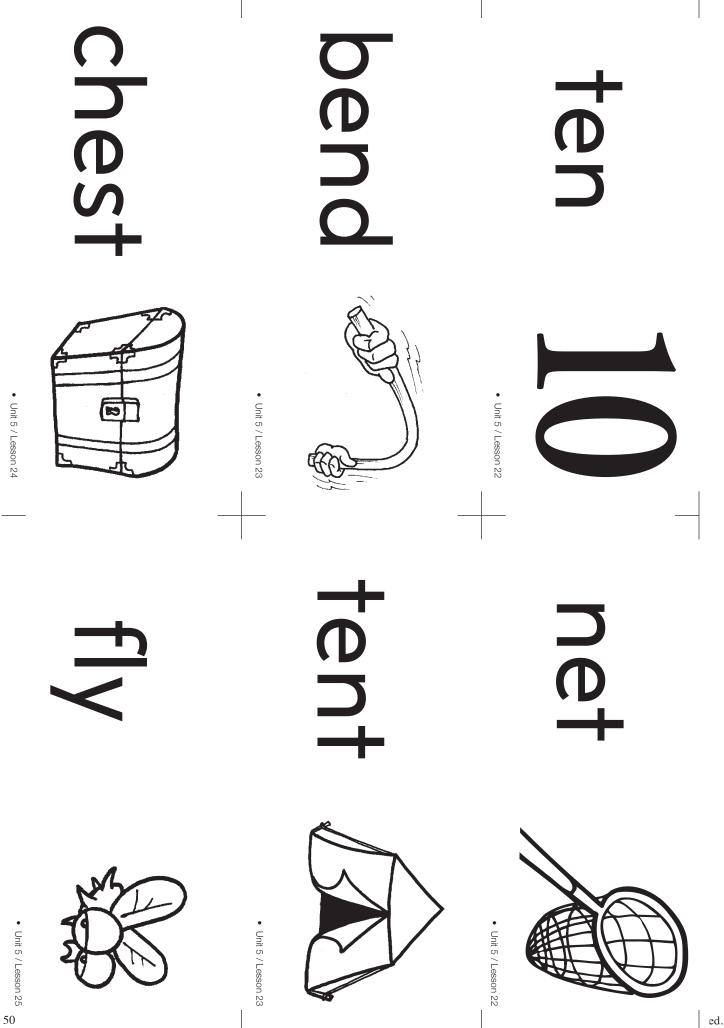
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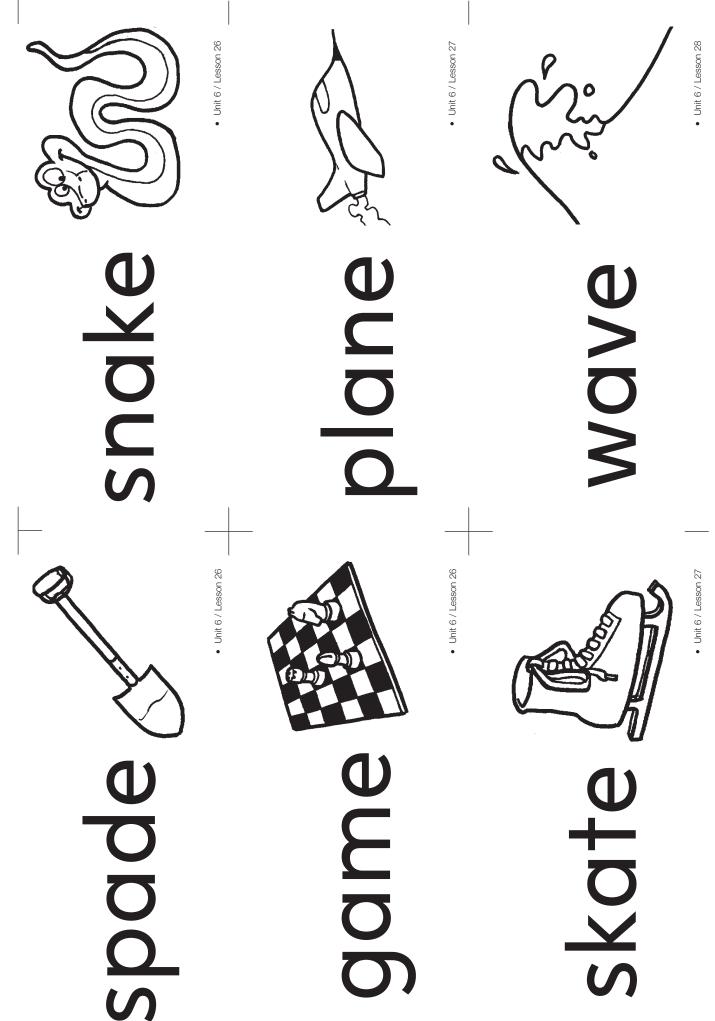
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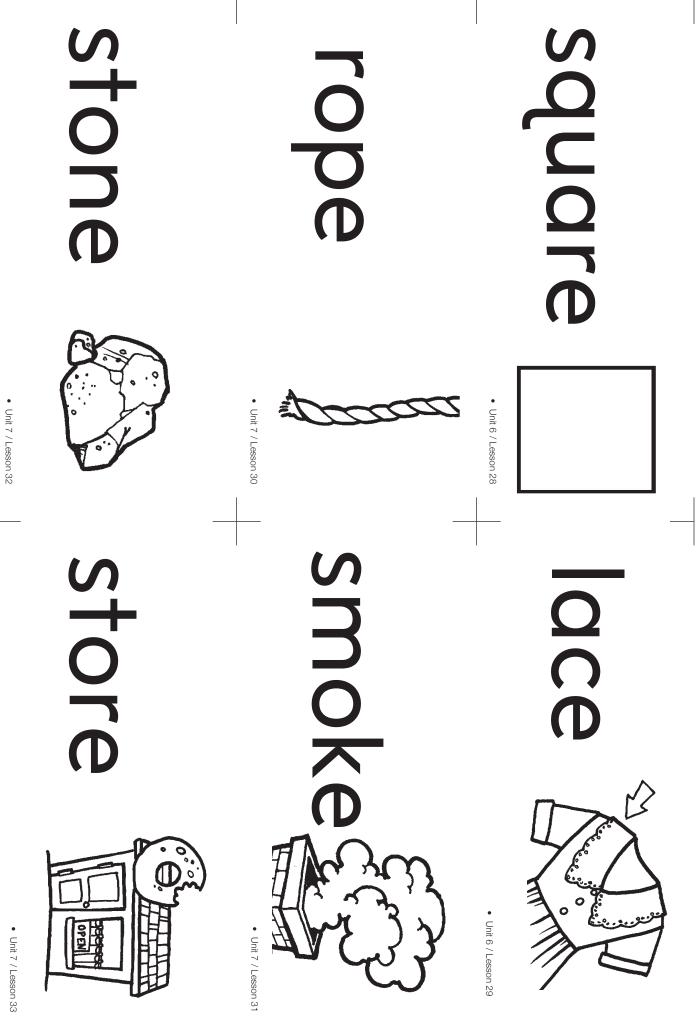
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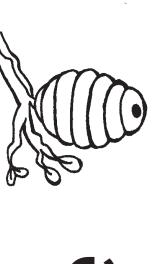






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Unit 8 / Lesson 36

Unit 8 / Lesson 35



Unit 8 / Lesson 34



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Unit 10 / Lesson 44

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Unit 10 / Lesson 43



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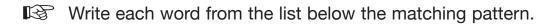




Unit 10 / Lesson 45

Unit Worksheets





Død	am	mad	sad	Sam	
a	d		C	ım	

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

hat	mat	i	WORD BOX	
		cat	sand	
sad	Dad		cet	
			mad	
band	hand			



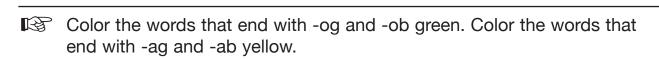
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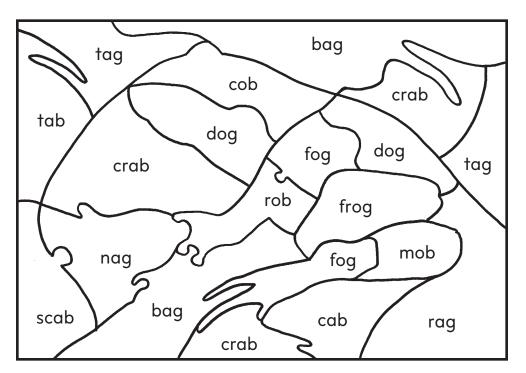


W Write each word from the list below the matching pattern.

ap

17

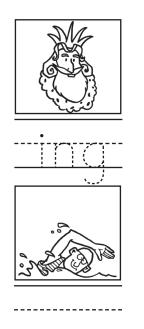


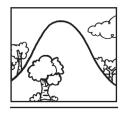


Write the word. Then draw a line to the picture in the box that has the same ending pattern.



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



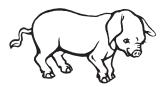




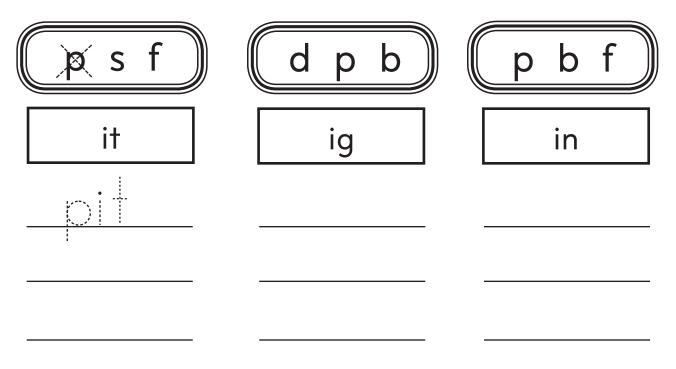
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Look at each pattern in the box. Add letters to the pattern to make new words.



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 .

				l		
W	+	е	X	n	(þ	e);
i	Ο	k	S	b	d	С
У	0	u	r	k	0	I
h	a	j	r	е	С	a
r	f	r	0	m	Ο	Z
g	V	u	g	V	m	h
0	b	•	d	h	е	r



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



 \mathbb{R} Add letters to the pattern to make new words.

