Contents

About This Book
Making & Using the File-Folder Games
What the Research Says6
Meeting the Language Arts Standards
Word Lists
File-Folder Games
Consonant Train (initial, medial, and final consonants)
Read-It Lily Pad Pond (long and short vowels)
Sweet Treats (long-vowel digraphs)
Go, Race Car, Go! (hard and soft sounds for c and g)
Blastin' Blends Band (initial-consonant blends)
Blend-O Blocks (initial-consonant blends)
The Daring Diphthongs (diphthongs and variant-vowel patterns)
Word Herd (r-controlled vowels)
Busy Bee Blends (final-consonant blends)
Sheep Go Shopping (initial- and final-consonant digraphs)

Word Herd

PLAYERS: 2-3



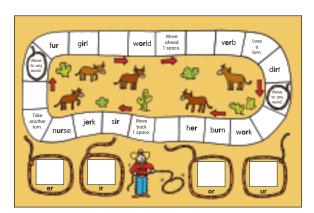
This game provides practice in recognizing *r*-controlled vowels in words.

INTRODUCTION

Review words containing *r*-controlled vowels with children. Write the word from each game card on chart paper. Have children say each word, then invite volunteers to circle the *r*-controlled vowels.

ASSEMBLING THE GAME

- Remove pages 105–115 from the book along the perforated lines. Cut out the file-folder label and pocket on page 105. Glue the label onto the file-folder tab. Tape the sides and bottom of the pocket to the front of the folder.
- Cut out the directions, answer key, and game cards on pages 107 and 109. When the game is not in use, store these items in the pocket on the front of the folder.
- Cut out the two sides of the game board on pages 111 and 113 and glue them to the inside of the folder.
- Cut out and assemble the game cube and game markers on page 115.

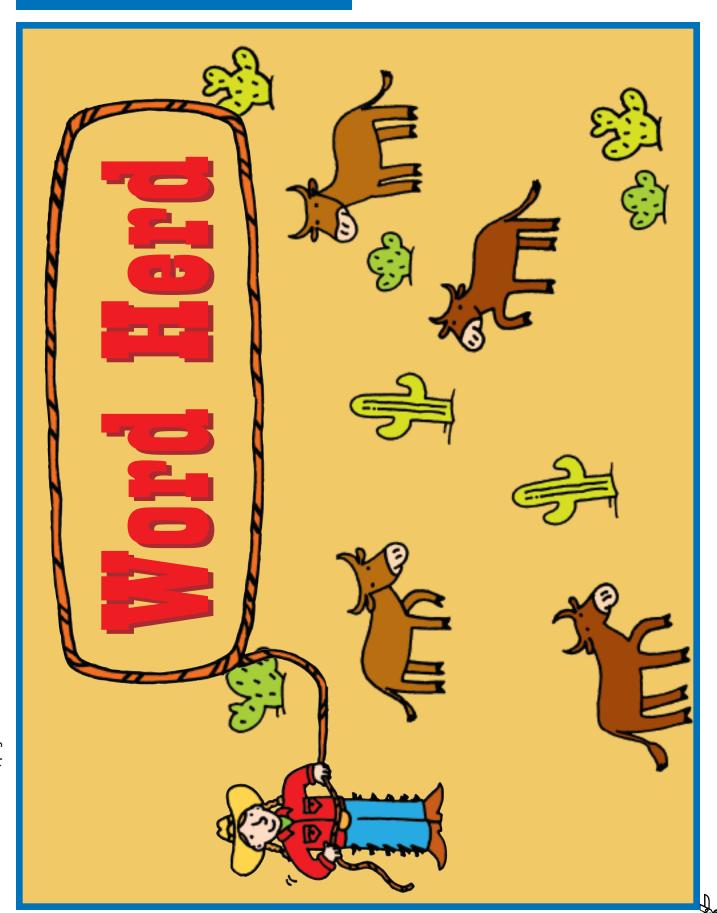




EXTENDING THE GAME

- Provide children with an assortment of printed materials, such as newspapers, magazines, and sales flyers. Ask them to find and lasso (or circle) words containing r-controlled vowels to share with classmates.
- Display the game cards in the writing center. Invite children to write stories using as many words with r-controlled vowels as possible. When finished, ask them to glue yarn lassoes around the r-controlled vowels in their stories.

Word Herd



Word Herd

PLAYERS: 2-3

DIRECTIONS FOR PLAY

- Each player chooses a game marker and places it on any blank space on the game board.
- One player shuffles the cards and deals five cards to each player.

 The remaining cards are stacked facedown near the game board.
- The first player rolls the cube and moves that number of spaces. If the space has directions, the player follows them.
- If the player lands on a space with a word, the player reads the word and then looks at his or her cards for one or more words with a matching r-controlled vowel combination.
 - If the player has a match, he or she reads the word and puts the card on the matching lasso . If not, he or she takes a card from the top of the stack.
 - If the new card is a match, the player reads it and puts it on the lasso. If not, the turn ends.

(Note: Players may land on and share the same space. When no cards are left in the stack, players continue the game using the cards in their hand. Players can move around the board as many times as necessary.)

Players continue to take turns. The first player to get rid of all of his or her cards is the winner.



Word Herd

ANSWER KEY

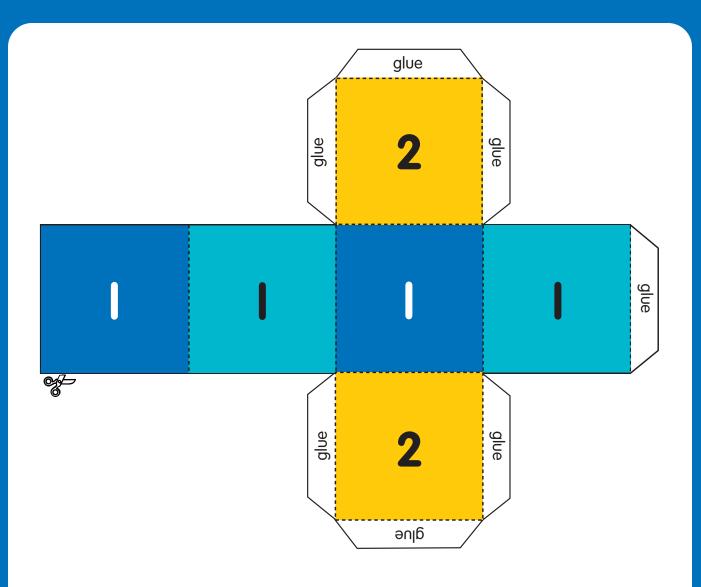
her, jerk, verb (er): clerk, fern, germ, herd, serve, verse,

dirt, girl, sir (ir): bird, birth, firm, shirt, skirt, stir, third

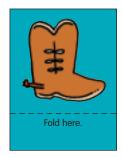
world, work (or): word, worm, worse, worth

burn, fur, nurse (ur): burp, church, curb, curl, purse, surf, turn



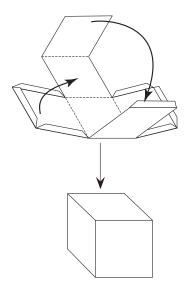


Fold the tabs on the game markers so they stand up.









Assemble the cube by folding as shown. Glue closed.