

From Play to Print:

Make Spelling Stick with Crazy Cards!

NOTE: Vowels are a/e/i/o/u, and consonants are the other letters that are not vowels. "y" can be both a consonant (at the beginning of words), and a vowel (at the end of words). When a "y" comes at the end of a longer word, it says the "long e" sound (e.g., happy, silly, lucky). When "y" comes at the end of a short word, it makes the "long i" sound (e.g., fly, try, shy).

- 1. Choose a Sound Readers® Crazy Cards game (scroll down on SoundReaders.com for Demo Videos):
 - Choose from the decks from Crazy Shorts FOR STARTERS and/or Crazy Shorts WITH BLENDS first.
 - Then play with the Original Crazy Shorts, Crazy Longs, and finally, Crazy Mores.

2. While playing, discuss Suffixes, BASE Words, the "3 Main Spelling Rules", & Vocabulary:

- Base -ed /d/ /+/ /id/
- •Suffixes are "endings" we add onto "base" words (e.g., -s, -ed, -ing).
- •BASE words are what is left if we take off the suffix (played= play).
- •After playing a card and making up a silly sentence orally, talk about the 3 Spelling Rules (when student uses a suffix in their sentence):

Ask: "How do we change (e.g., 'skip' to 'skipped')? Answer: "Add -ed";
Ask: "What sound does "-ed" make at the end of that word? Answer:
(one of 3 sounds: /d/ like sailed, /id/ like folded, /t/ like walked)

Ask: "What spelling rule do we have to remember when we add -ed? **Answer:** "The Doubling Rule" So in "skipped", the "-ed" makes the /t/ sound, and we need to add another p; **What is the BASE word**? (skip)



1.Doubling Rule (double the final consonant if there is a short vowel with only one consonant after it, & suffix begins with vowel (e.g., run = running)
2.Drop the "e" Rule (if a word ends in "e", take off the "e" before adding suffixes that begin with a vowel (e.g., -ing, -ed, -est, etc.) (e.g., take = taking)
3.Change "y" to "l" Rule (if a word ends in "y", change the 'y' to an 'i' and add the suffix (e.g., funny = funniest) (except with "-ing" – carrying, and except when "y" is part of a vowel team – played)

- 3. Print 5-10 words (from the deck you just played). Ask students to "pick a card" without looking:
 - 1) Ask them to repeat the word: "Say ____." (e.g., "tend")
 - 2) Ask them to "Tap it!" (say the sounds /t/e/n/d/) (point to one cube per sound make sure the vowel sound is a RED cube or students can tap their fingers).
 - 3) Ask them to "Spell it!" (tap on the cubes again, but say the *letter names* this time) (sometimes you must say two letters for one "tap" (e.g., sh, th, ch, ee, ay, etc.)



- 4) Ask them to "Write it, and say it." (print the word & say the letter names or sounds simultaneously)
- 5) Ask them to repeat the word: "What's the word?"
- 6) Ask them to re-read the words several times see if they can read the list faster each time!
- 7) **Discuss the meaning of the word use it in a sentence** (with challenging vocabulary)
- 8) If they choose 4 WILD CARDS, or 2 Miss your Turn cards, they win!!
- **4. Print 2-3 sentences** (using words from the same deck):
 - 1) Choose 1-3 words and make up a sentence. Write this down (to remember it;).
 - 2) MAKE SURE THE SENTENCE IS EASY and only contains words with patterns they have learned already.
 - 3) Ask them to repeat the sentence, and then write the sentence.
 - 4) For error correction, say, "I see (3) things that could be better. See if you can find them." (pretend that they are a detective;)
 - 5) Re-read the sentences often.
 - 6) Ask, "What two things make up a complete sentence?" (capital at the beginning, period at the end, etc.)
 Discuss punctuation. Ask them to EXPAND by using linking words (and... but... so... because...). Teach them about contractions. Ask them who/what the subject is, & the predicate (the action what the subject did).