

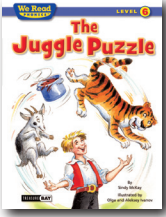
Phonics & Sight Word Games

Plus Discussion Questions

This PDF contains three of the phonics and sight word games for *The Juggle Puzzle* from the We Read Phonics series. It is provided to make it easier for parents and teachers to create the materials suggested in the book. Just print these pages (on heavy paper or card stock, if possible), then follow the instructions for the games. In most cases, you will need scissors to cut out word or letter cards. If a game from the book is not included here, there are no printed materials needed for the game. After playing, store the instructions and game pieces in a zip-lock bag for another time.

Talking about the book with your child can be very helpful to support reading comprehension. Following the game pages is a page with suggested questions that can be helpful to ask your child both before and after reading the story.

If you have any suggestions for improving these materials, please let us know by e-mailing us at customerservice@webothread.com.

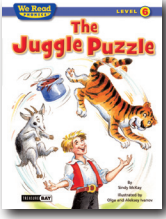


After printing this game, cut out the cards on the solid lines.

- 1 Place the cards letter side up in front of your child.
- 2 Ask your child to make and say words using the letters available. For example, your child could choose the letters "b," "oa," and "t," and make the word *boat*.
- 3 If your child has difficulty, try presenting letters that will make a specific word. For example, present "g," "oa," and "t," and ask your child to make *goat*. You could then ask your child to find a letter to change the word to *boat*.
- 4 Ask your child to make as many words as possible that use the "oa," "ew," "ow," and "y" cards. These letter patterns are used in the story. Possible words include *goat*, *boat*, *shy*, *try*, *show*, *showy*, *boat*, *row*, *dew*, *chew*, *new*, *lucky*, and *road*.



o w y		
s h	g t	
e w	l r	
b	c h	
c k	u	
d	n	o a



After printing this two-page game, cut out the cards on the solid lines. Note that you will have two cards for each word.

- 1 Using one set of cards, ask your child to repeat each word after you. Then mix the cards together, and deal three cards to each player. Put the remaining cards face down in a pile.
- 2 Player 1 asks player 2 for a particular word. If player 2 has the word card, then he passes it to player 1. If player 2 does not have the word card, then he says, "Go fish," and player 1 takes a card from the pile. Player 2 takes a turn.
- 3 Whenever a player has two cards with the same word, he puts those cards down on the table and says the word out loud. The player with the most matches wins the game.

Keep the cards and combine them with other sight word cards you make. Use them all to play this game or play sight word games featured in other We Read Phonics books.

soon

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juggle

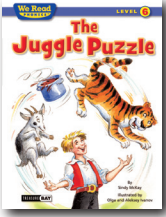
juggle

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After printing this game, cut out the cards on the solid lines. Note that you will have two cards for each word.

- 1 Place a card that is not cut-up on a table, and the matching card with the cut-up letters in order about six inches below.
- 2 The child first reads the top word. He then slowly repeats the first sound while sliding the matching letter underneath the top letter. Continue with the remaining letters and sounds. Finish by rereading the word again.
- 3 To add a little bit of fun, create some nonsense words. After creating a real word, switch some of the consonants around to make some nonsense or silly words. Reread the words.

Paper clip the complete word to the matching cut up letters to keep for another time.



g o a t

g o a t

s t e w

s t e w

D e a n

D e a n

e	a	t	e	a	t
---	---	---	---	---	---

r	o	a	d
---	---	---	---

r	o	a	d
---	---	---	---

b	o	a	t
---	---	---	---

b	o	a	t
---	---	---	---

r	o	w	r	o	w
---	---	---	---	---	---

show

sh	ow
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lucky

l	u	ck	y
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worry

w	or	ry
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Discussion Questions

Talking about a book, both before and after reading, can be very helpful to support reading comprehension. Here are some suggestions for questions you might want to ask about this book. If your child gives a one-word answer to a question, ask for more details. You can also ask your own questions about the story or topic. Try to ask questions that require more than a one-word answer. But most important, try to have fun discussing the book!

BEFORE READING

1. Take a look at the cover. Can you describe what you see?
2. *Turn to pages 10 and 11.* What do you think is happening in these pictures?
3. *Turn to pages 12 and 13.* What do you think is happening in these pictures?
(If your child does not understand that the bubbles show what the young man is thinking, explain the concept of "thought bubbles.")

AFTER READING

1. What is Dean's problem?
2. How does Dean solve his problem?
3. Can you tell me about a problem that you solved? *(If needed, prompt your child with a problem that he or she solved.)*