Sample of Cover and Selected Pages

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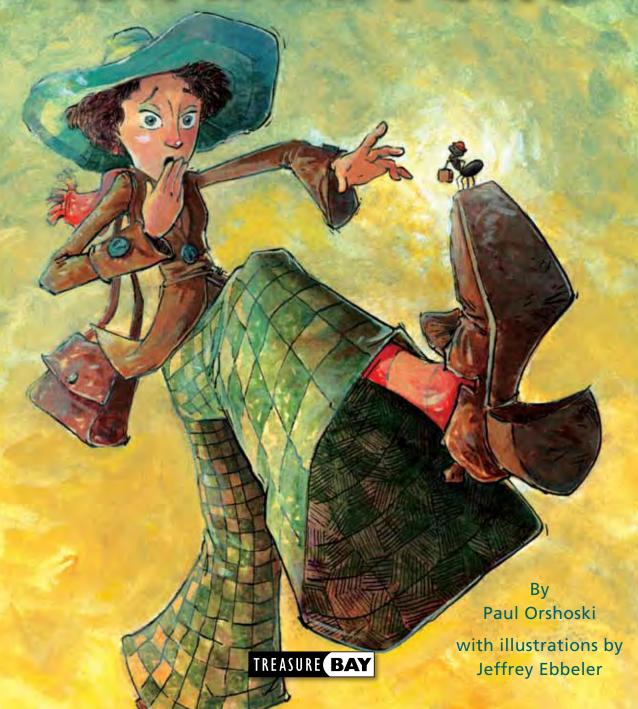
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Ant in Her Pants



We Read

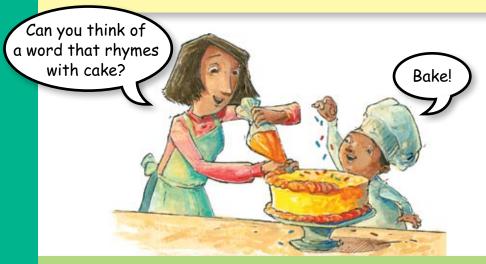
Parent's Introduction

Welcome to **We Read Phonics**! This series is designed to help you assist your child in reading. Each book includes a story, as well as some simple word games to play with your child. The games focus on the phonics skills and sight words your child will use in reading the story.

Here are some recommendations for using this book with your child:

Word Play

There are word games both before and after the story. Make these games fun and playful. If your child becomes bored or frustrated, play a different game or take a break.



Phonics is a method of sounding out words by blending together letter sounds. However, not all words can be "sounded out." **Sight words** are frequently used words that usually cannot be sounded out.

Read the Story

After some word play, read the story aloud to your child—or read the story together, by reading aloud at the same time or by taking turns. As you and your child read, move your finger under the words.

Next, have your child read the entire story to you while you follow along with your finger under the words. If there is some difficulty with a word, either help your child to sound it out or wait about five seconds and then say the word.

3 Discuss and Read Again

After reading the story, talk about it with your child. Ask questions like, "What happened in the story?" and "What was the best part?" It will be helpful for your child to read this story to you several times. Another great way for your child to practice is by reading the book to a younger sibling, a pet, or even a stuffed animal!





Level 3 introduces words with long "a" and long "i" (as in *late* and *like*), as well as the vowel combinations "er," "ir," and "ur" (as in *her, sir,* and *fur*). Other letter combinations include "qu" (as in *quick*), "sh" (as in *shine*), "th" (as in *math*), "ch" (as in *church*), and "tch" (as in *match*).

Ant in Her Pants

A We Read Phonics[™] Book Level 3

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Reading Consultants: Bruce Johnson, M.Ed., and Dorothy Taguchi, Ph.D.

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> We Read Phonics™ Patent Pending

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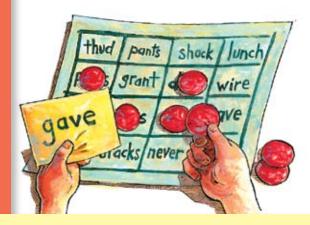


By Paul Orshoski
Illustrated by Jeffrey Ebbeler

Phonics Game

Word Bingo

Playing a game with these words will help your child read the story.



Materials:

Option 1—Fast and Easy: To print the game materials from your computer, go online to www.WeReadPhonics.com, then go to this book title and click on the link to "View & Print: Game Materials." Or, if this book PDF came on a disk, open and print the "Game Materials" PDF for this title.

Option 2—Make Your Own: You'll need 12 index cards, paper or cardboard, ruler, scissors, and colored markers or crayons. Write each of these words on a an index card:

thud pants shock lunch when hurt grant wire turn slacks gave never

Then create some Bingo cards with your child. Each player can make his or her own card. Start with making a 4 by 4 or 5 by 5 grid. Fill the grid with random words from above. Words can be used more than once. Then, create some colored dots to put over the words.

- 1 Mix the word cards and place them face down. A card is turned over and the word is read.
- 2 Players put a dot on the words on their Bingo card if matched. If the word appears more than once on a card, put a dot on each one.
- 3 The first player to complete a row, across, up and down, or diagonally, wins the game.
- 4 Play again!

Sight Word Game

Memory

This is a fun way to practice recognizing some sight words used in the story.



Materials:

Option 1—Fast and Easy: To print the game materials from your computer, go online to www.WeReadPhonics.com, then go to this book title and click on the link to "View & Print: Game Materials." Or, if this book PDF came on a disk, open and print the "Game Materials" PDF for this title.

Option 2—Make Your Own: You'll need 18 index cards and a marker. Write each word listed on the right on two cards. You will now have two sets of cards.

1 Using one set of cards, ask your child to repeat each word after you. Shuffle both decks of cards together, and arrange the cards face down in a grid pattern.

- 2 The first player turns over one card and says the word, then turns over a second card and says the word. If the cards match, the player takes those cards and continues to play. If they don't match, both cards are turned over, and it's the next player's turn.
- 3 Keep the cards. You can make more cards with other We Read Phonics books and combine the cards for even bigger games!

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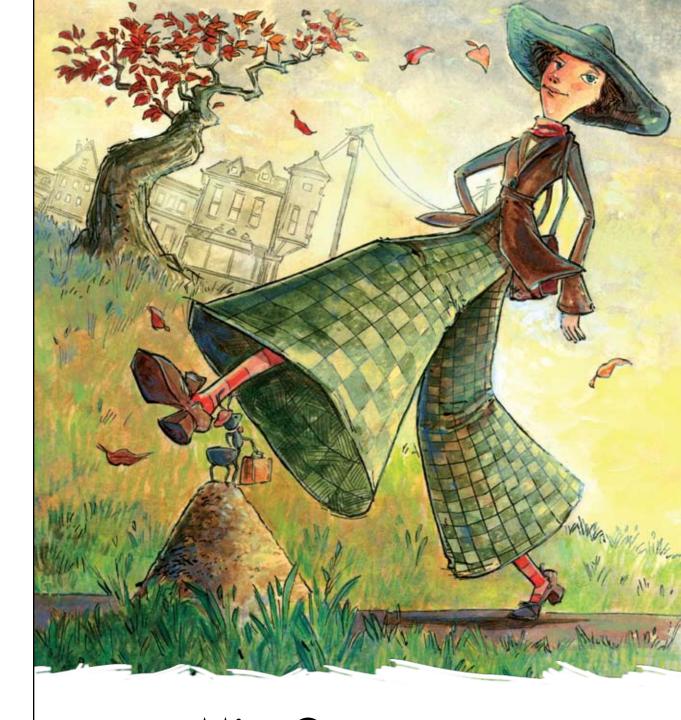
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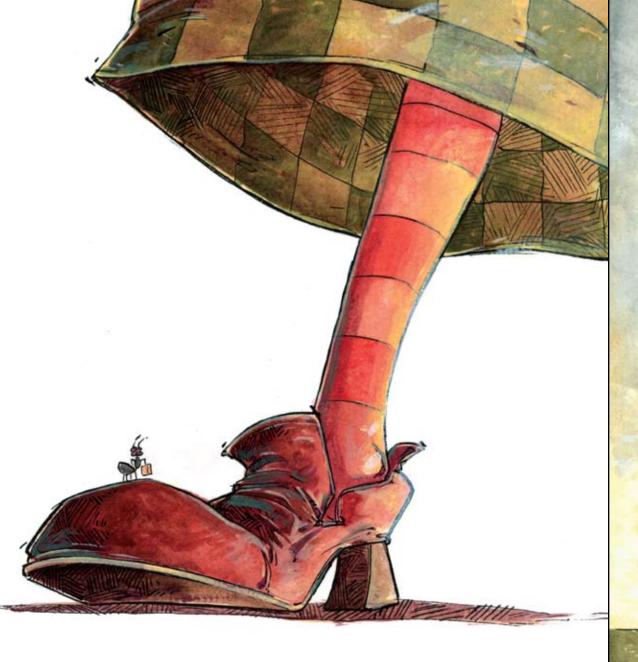
of

2





Miss Grant got an ant in her pants.





It came up her sock...

...and gave her a shock.



It ate her sack lunch...

...then went for her punch.



It ran to her chin...

... where it sat with a grin.

10



It ran down her back, then fled to her slacks.



It hurt when it bit.
Miss Grant had a fit.



She felt a sharp burn...



...so she made a quick turn.



She ran in the mud...

...then fell with a thud.