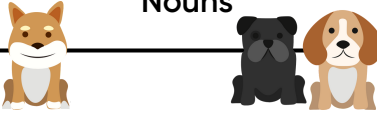

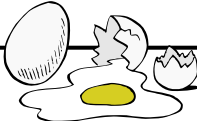



Module 4: Once Upon a Time

In Module 4, we will explore inflectional suffixes, word parts that come at the end of a base word and do not change the part of speech, the many jobs of y, and consonant doubling rules for -ed, -ing, -er, and -est. Practicing these skills in isolation and in context will help students build automaticity.

Inflectional Suffixes:

Rule	Keywords		
<p>adding suffix -s and -es to words with no spelling change</p>	<p>Nouns</p>  <p>dog + s = dogs cat + s = cats</p>		<p>Verbs</p> <p>skip + s = skips jump + s = jumps</p>
<p>When we add -s or -es to the end of a noun or a verb, we look at the ending of the word.</p> <p>Adding -s or -es to a singular noun makes the noun plural. Most of the time we just add -s.</p>	<p>glass + es = glasses bunch + es = bunches</p>		<p>rush + es = rushes</p>
<p>When a noun ends with s, sh, ch, x, or z, you add -es to make the word plural.</p>	<p>The dog barks.</p>		<p>The dogs bark.</p>
<p>We can also add -s and -es to verbs that name an action or state of being. Nouns and verbs need to agree. When we add -s or -es to a verb, it makes the verb singular.</p>			
Rule	Keywords		
<p>adding suffix -ed to words with no spelling change</p>	<p>-ed makes the /əd/ sound when added to words that end in /d/ or /t/</p>	<p>-ed makes the /t/ sound when added to a word that ends in a voiceless sound</p>	<p>-ed makes the /d/ sound when added to a word that ends in a voiced sound</p>
<p>The inflectional suffix -ed can stand for /əd/, /t/, and /d/.</p> <p>In many words, if we want to talk about actions that happened in the past, we add the inflectional suffix -ed. When we add -ed to the end of a verb, it changes to past tense.</p>	<p>melt + ed = melted</p> 	<p>crack + ed = cracked</p> 	<p>clean + ed = cleaned</p> 

Phonics Focus- The jobs of y

We know that y makes the /y/ sound as in yellow when it is acting as a consonant in a word. Sometimes, the letter y can act as a vowel in word and that can change its sound.

Skill	Rule	Keyword
y as in /ĭ/	usually when y is in the middle of a word, y makes the /ĭ/ (short i) sound	gym symbol
y as in /ī/	when y is at the end of a one syllable word, y makes the (long i) sound	cry try
y as in /e/	when y is at the end of a multisyllabic word, sometimes it makes the /e/ (long e) sound	baby candy



Phonics Focus- Consonant Doubling

Skill	Rule	Keywords		
		base word		
Consonant Doubling for Adding Suffixes -ed -ing -er -est	When a word has one short vowel sound followed by a single final consonant, we need to double the final consonant to keep the vowel sound short before we add the suffix -ed, -ing, -er, or -est.		hop	pin
		-ed	hopped	pinned
		-ing	hopping	pinning
		base word	big	sad
		-er	bigger	sadder
		-est	biggest	saddest

Module 4: Focus Words

Irregular Words (Heart Words)		
says	busy	business
above	among	

Practice Strategy:

Use the "Race to the Finish" game board to practice reading word from this module. You can also use the blank board to add your own words (just write them in) from previous modules. For game pieces, you can use any small object, make your own by cutting a piece of paper into small square or circle and coloring them different colors, or borrow from a game you have at home. To determine how many spaces to move, use a dice or spinner. If you don't have a dice or spinner, you can write numbers on pieces of paper, cut them apart, and pull them out of a cup.

Race to the Finish Game

How to Play:

1. The first player rolls the dice, spins the spinner, or draws a number. (use what you have)
2. Move the correct number of spaces. Sound out and read the word you land on.
3. Take turns reading words and the first one to the FINISH space wins. Play again!

START	dogs	glasses	melted	gym	says
					hopped
skips	pinning	busy	cry	bunches	cats
symbol					
bigger	above	jumps	cracked	candy	saddest
					business
FINISH	cleaned	among	try	baby	rushes

Race to the Finish Game

How to Play:

1. Add your own words to the game board.
2. The first player rolls the dice, spins the spinner, or draws a number. (use what you have)
3. Move the correct number of spaces. Sound out and read the word you land on.
4. Take turns reading words and the first one to the FINISH space wins. Play again!

START					
FINISH					