Title 1



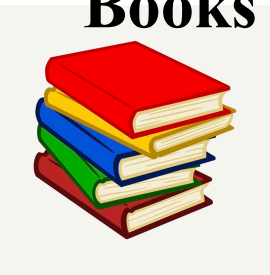
Parent Resource Center

You are invited to come in and sign out the many exciting materials that are now available to help your child strengthen their literacy skills.

The Parent Resource Center is available at Bon Air School from any Title I staff member.

You may check out as many of these *free* materials as you wish for a 2 week period. If you are interested in signing out any of these materials, or have any questions, please contact your child's Title 1 teacher.

Books



Itty Bitty Phonics Readers: **Ages 4-7**
These three boxed sets of 12 readers expose children to various concepts: Set #1 deals with consonants, Set #2 deals with consonants and short vowels, Set #3 deals with long vowels, blends, and digraphs.

Reading for Comprehension Series: **Reading Levels 2-5**
These comprehension boxes include 50 lesson cards in each. Each box has its own topic: drawing conclusions, getting the main idea, noting details, using context clues, making inferences, finding cause and effect, understanding sentences, predicting outcomes, and finding the sequence of events.

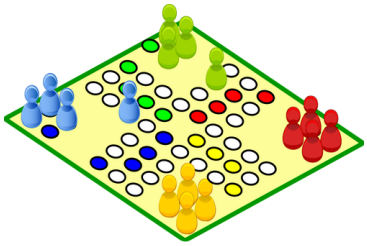
The Racecar Alphabet
A century of race cars are presented in this book. Each page highlights a different letter of the alphabet and each page contains exciting pictures for race car fans!

Box of Flip Books
These little books will allow your child to practice word endings through building various words. By building these words, your child will increase their vocabulary.

Sentence Builder Flip Book
Students can make hundreds of sentences while learning grammar and sentence structure.

Vocabulary Power Flip Books **Grades K, 1, 2**
These fun books provide 150 or more words to know for kids in grades K-2. Each colorful page has a word for kids to learn about and interact with.

Games



Board Games:

1. **"Sequence Builder Game": Reading Levels 2.0-3.5**
   High interest reading topics to build essential sequencing skills. The topics include: animals, sports, literature, science, and more!

2. **"The Cat in the Hat": Ages 4 and up**
   This game involves matching letters and colors. There are also word cards to build vocabulary and reading skills.

3. **"The Incredible Word Building Game – Chunks"**
   This is a basic word building game that uses common patterns (beginnings and endings) to make words. It is a fun way to remember patterns and build basic words.

4. **"Language Detective": Grades 4&5**
   This game reinforces proofreading and editing. Players look for mistakes in spelling, word usage, and language usage.

5. **"Sentence Builder": Ages 4 and up**
   A magnetic board is used to promote vocabulary, creative writing, reading, and spelling skills. This magnetic board provides a new and unique way for children to practice these skills.

6. **"Green Eggs and Hame Game": Ages 4 and up**
   This game helps with the practicing of early reading skills and lets the children enter the fun and exciting world of Dr. Seuss.

7. **"Reading Roadway": Ages 8 and up**
   This game helps to build comprehension skills through the answering of trivia questions about the U.S.A. It includes work with facts, deductive reasoning, and definitions.

8. **"Word for Word Game": Ages 7 and up**
   This phonics word building game allows children to use reading rods in order to snap together letters and build words. This enables the children to practice phonics patterns.
9. **"Can Do! Reading Game: Vowel Sounds": Grades 1-2**
   This game provides students the opportunity to practice their short vowels, long vowels, and vowel combinations. The can comes with brightly colored cards, tokens, and a spinner built into the lid.

10. **“Can Do! Reading Game: Comprehension”:** **Grades 2-3**
    This game provides students the opportunity to practice the following comprehension skills: using context clues, making inferences, and reading for details. The can comes with brightly colored cards, tokens, and a spinner built into the lid.

11. **“Sled Spin-Out: Sight Word Challenge”:** **Grade 1**
    This fun winter-themed game includes fun ways for students to practice sight words, build vocabulary, and increase their reading fluency.

12. **“Alphabet Bingo”:** **Ages 4 and up**
    This is just like the bingo we all know, but instead of numbers, the card is full of letters. Each space has the capital and lowercase version of the letter. It’s a fun way for young kids to practice identifying their letters. You can also call out letter sounds instead of the names of the letters.

13. **“Python Path: Word-ending Game”:** **Ages 6 and up**
    Move your wild animal game pieces along the path while building words that have the same ending. This is a great game for students to practice word building and rhyming.

14. **“CVC Spelling Board Games (6 games in 1)”:**
    The six board games included provide practice of the following CVC skills: CVC initial sounds, CVC medial (middle) sounds, CVC final sounds, CCVC initial sounds, CCVC medial (middle) sounds, and CVCC final sounds.

Magnetic Board Games:

Each of these magnetic board games comes with multiple game ideas listed on the back.

1. **“Before and After”**
   In this game, students match the “before” and “after” pictures. Read the back of the game for other fun game ideas.

2. **“Opposites”**
   In this game, students match the opposites. Each magnetic card has a word and a correlating picture. Read the back of the game for other fun game ideas.

3. **“Stop Starfish”**
   In this game, students match the minimal pairs. Each magnetic card has a word and a correlating picture. See if students can identify the one phonological difference between each minimal word pair. Read the back of the game for other fun game ideas.

Learning Well Games:

These games are considered "leveled" games to meet the individual reading level needs.

****The reading levels are as follows: Red Level 2..0-3.5 & Blue Level 3.5-5.0****

These games include:

1. **"Smart Shopper: Fact or Opinion":** **Red and Blue Level**
   Visit your favorite stores and decide whether your story card is telling a fact or opinion.

2. **"Alpine Adventure: Cause and Effect":** **Blue Level**
   Players join a mountain-climbing expedition and work their way to the top by answering story cards.
3. **"Pirate Treasure: Context Cues":** **Blue Level**
   Players read and answer story cards that guide them in their search for gold.

4. **"Sequence Builder":** **Red and Blue Level**
   Put on your hard hats and start building sequences. Put four stories in the correct order.

5. **"School Days: Inference"** **Red and Blue Levels**
   School has never been cooler. Players work their way from elementary school through college by reading story cards and answering questions.

Cards



Playing Cards

There are 2 sets of playing cards in the resource center. The cards deal with "cvc" word families and "cvcc" word families. These playing cards can be used to play any number of card games. The idea of using playing cards while learning is a motivating experience for many students.

Sound, Read, and Snap!

These 2 sets of 80 cards can be used to play Go Fish, Concentration, and Snap games. The students match sound families and word families to win the game.

Simple Sentence Snap!

These cards can be used to play Concentration and Snap games. The students match the sentence, or riddle card, to the picture card.

Flip-Open Flash Cards: Rhyming Words & Opposites

These 64 two-sided colorful flip-open cards allow student the opportunity to practice rhyming words and opposites. These cards all build reading readiness, phonemic awareness, simple spelling patterns, word relationships, and vocabulary. These are sure to be a hit!

Flashcards

Get to know and practice reading skills with these cards. They'll help to build reading skills related to the alphabet, vowel teams, and sight words.