Explore the Sound

- Warm Up Play Silly Spelling.
- Identify the Sound Play Missing Phoneme and Graphemes.
- Brainstorm (See e ea y ey) words.
- Locate and discuss the (See e ea y ey) sound box on the Sound Waves Teaching Charts or Student Chart.
- Say the Chant & Action.

Explore the List Words

- Read through the List Words with the class.
- Play Find a Word.
- Set Home Study Tasks (see page 11).
- Complete Activities 1–3 on page 34 of the Student Book.
- Mark Activities 1–3 with students.

STEP 2

TUESDAY – THURSDAY

Working with Words

- Complete Activities 4–12 and the Challenge in the Student Book.
- Before Activity 5 Teach **Singular and Plural**.
- Before Activity 7 Teach **Sufix ee**.
- Before Activity 12 Revise **Comparison**.
- Before Challenge Teach Suffixes y, ty, ity, y.
- Mark Activities 4–12 and the Challenge.
- Reinforce concepts and skills with Great Games

(see page 76).

Mark and Discuss*

- Mark and discuss Activities 4–12 and the Challenge with students if you haven't already done so.
- Review the List Words and the brainstormed word lists displayed in the classroom.

* For assessment options, see page 10.

Chant & Action

See the bee - ee, ee, ee. (pronounced as (ee e ea y ey))

Hold arms up with hands under armpits. Move arms to be a buzzing bee.

Sound Production Key

Jaw is lowered only a little way. Lips are stretched out into a smile. The sides of the tongue press outwards onto the teeth, as the voice is turned on.

Tips for Kids:

NOTFS:

- /ee/ is a long sound
- make a big smile
- this is a vowel sound, so nothing gets in the way of the air coming out.

Unit 15 👺 Ideas Pages

STEP 1

Explore the Sound

Warm Up Silly Spelling

Students revise graphemes by spelling one another's names with alternative graphemes. See game instructions on page 193.

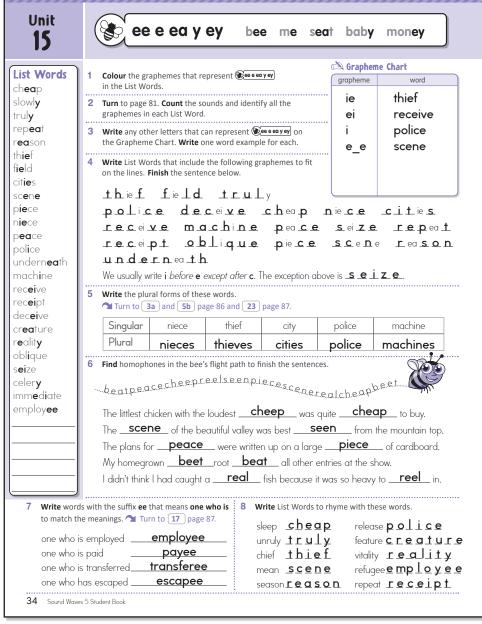
Identify the Sound Missing Phoneme and Graphemes

Write the following sentence on the board with the graphemes for the board with the graphemes for the pol_ce officer a p__ce of yumm_cr_m cake undern_th the cherr_tr_ in the f_ld by the str_m.

Students identify the common missing phoneme and supply the correct grapheme to complete each word.

Brainstorming

Students brainstorm words with
in a medial position, followed by each of the consonant graphemes in the order they appear on the Teaching Chart – feeble, leek, peak, oblique, feed, lead, keyed, beef, leaf, chief... List the words on charts and display in the classroom. Encourage students to add words to the lists during the week.



Sound Waves 5 Student Book Page 34

Explore the List Words

Play Find a Word

Students find a List Word that:

- has (See e eq y ey) as its 2nd-6th sound
- has 4 sounds and 5 letters
- has 5 sounds and 8 letters
- has ee, e, ea, y, ie, ei, e_e, i for ee ee ea y ey
- starts with re, de, under, im, em
- ends with ly, ies, ce, ve, pt, ure, ity, ery, ate, ee
- is a singular noun, plural noun
- rhymes with a word in Activity 8
- is a synonym for a word in Activity 11
- is a homophone for *piece*, *cheep*, *reel*, *seen*.

List Words Segmented

ch ea p	3	p ie ce	3	d e c ei ve	5
s I ow I y	5	n ie ce	3	c r ea t ure	5
t r u 1 y	5	p ea ce	3	r e a 1 i t y	7
r e p ea t	5	p o 1 i ce	5	o b 1 i que	5
r ea s o n	5	u n d er n ea th	7	s ei ze	3
th ie f	3	m a ch i ne	5	c e I e r y	6
f ie I d	4	r e c ei ve	5	i mm e d i a te	7
c i t ie s	5	r e c ei pt	5	e m p I oy ee	6
sc e ne	3				

STEP 2

Unit 15 Focus

Graphemes

ee, e, ea, y, ie, e_e, i, ei

Concepts

Comparison

Singular and Plural Homophones Sufix ee Rhyming Combining Syllables Vocabulary

Working with Words

Activity 5 Singular and Plural

Read through Helpful Hints 3a and 5b on page 86, and 23 on page 87 of the Student Book with the class.

Unlucky Last Card Activity

Distribute the cards on BLMs GM48, GM49 and GM50 among students who then form groups according to word endings. Discuss each group's words and which **Helpful Hint** applies. Award a counter to each student in the first correctly formed group. Collect the cards and start again. See game instructions on page 196.

Activity 7 Suffix ee

Display and read through the information on Suffix Wall Card **BLM S3**. Discuss the change in parts of speech when the suffix is added.

Activity 12 Comparison

Play Comparison Trios

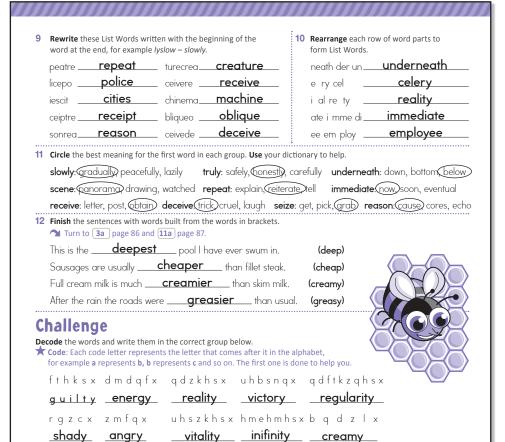
Students decide which of three alternatives is required to complete sentences involving comparison given by the teacher. Use the words from Activity 12. See game instructions on page 183.

Challenge Suffixes y, ty, ity, y

Display and read through the information on Suffix Wall Cards BLMs S4-S6. Discuss the change in parts of speech when each suffix is added.

Play Pairs Crossword

Students play with the words on the Suffix Wall Cards BLMs S4-6. See game instructions on page 195.



rzedsx

safely

real

vital

nouns formed from the words

below with suffix ity

gnrohszkhsx

nouns formed from the words

state of being

honest

hospitality

below with suffix s, y or ty meaning

a victor <u>victory</u>

energetic energy

► For the Extra Challenge turn to page 90.

safety

honesty

___infinity



Mark and Discuss

Review and discuss key concepts. including the brainstormed word lists. Revisit the checklist on the Weekly Overview page to see if you have missed anything.

For assessment ideas, see page 10.

adjectives formed from the

words below with suffix v

gnmdrsx fqdzrx dptzkhsx

<u>honesty greasy</u> <u>equality</u>

Unit 15 👺

GREAT GAMES

Games are powerful teaching tools that keep students interested in learning. Below, we've suggested some great game ideas that are perfect for consolidating the concepts in this unit. Kids love them!

Word Chain (List Words)

Using **BLM GM47**, students match List Word beginnings and endings to make a word chain. See game instructions on page 197.

Unlucky Last (Plural Word Patterns)

Students form sets of three cards with the same spelling pattern. Use **BLMs GM48**, **GM49** and **GM50**. See game instructions on page 196.

Four in a Row (and Graphemes)

This board game is for 2–4 players and provides practice with @ aigvaea and @ graphemes. Use **BLMs GM51** and **GM52**. Instructions are included with the game but can also be found on page 186.



Turn to page 175 for instructions to these and other Great Games

For your
Super Spellers
try Challenge 15
from Spelling Super
Challenge Black Line
Masters

FOR FAST FINISHERS

Students learn and work at different rates. The following activities have been designed to challenge fast finishers.

Extra Challenge

Students write their friends' names using the code in the Challenge Activity then swap with a partner to decode.

Platypus

Students create *Platypus* sentences using List Words or words from the Extension Word Lists and display them around the classroom for others to solve throughout the week. For example:

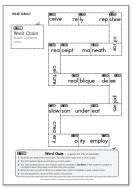
- We usually receive a *platypus* when we pay a bill.
- I love *platypus* soup.
- A diagonal line can also be called an *platypus* line.
- The strange *platypus* looked like an alien.
- The badly injured accident victim needs *platypus* attention.
- The *platypus* of the situation is, we don't have enough money.

See game instructions on page 192.

BLACK LINE MASTERS

Black Line Masters are available exclusively to classes that booklist *Sound Waves Student Books*. Download them from www.soundwavesteachers.com.au.

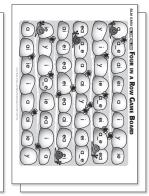
BLM GM47



BLMs GM48-50

BELLO COMES | White Comment was the Comment of the

BLMs GM51 & 52



BLMs S4-6

