

# Thank You! Thank You! Thank You!



**Why did you choose this workshop?**

Probably to learn why and how  
Game-Based Instruction helps  
struggling readers succeed!

# Research shows that game-based instruction increases learning and retention. WHY?



When playing games,

- **Anxiety** goes down
- **Focus** goes up, and games provide
- Unlimited ***Purposeful Playful SERIOUS Practice***



# Are all games equal? NO

- Games must be purposeful.
- Games need to address the student's needs.
- Strong Learning SuperDecks are purposeful and follow the needs of each student. Here's why.

# Follow the LEARN Method

**LEVEL.** Start at the level of the student and build from there.



# Strong Learning.com/free resources

**Strong Learning<sup>®</sup> PHONICS ASSESSMENT Student Form** **SL-PA**




Examiner \_\_\_\_\_ Date \_\_\_\_\_

Student \_\_\_\_\_

**PURPOSE** To identify the letters and phonemes the student needs to learn and to recommend appropriate resources. Look for ⚡ in the Examiner box on each level for suggestions.

**DIRECTIONS** 1) Place the student form in front of the student. 2) Begin assessing at an appropriate level for that student. 3) Follow the instructions in the Examiner Box. Proceed in sequential order saying aloud the words within quotation marks. 4) Stop administering when the student misses TWO ITEMS on any level. 5) Provide the student(s) with the resource(s) after ⚡ in the Examiner box on that level available at "Strong Learning" or StrongLearning.com. For example, if a student first misses two items on step 12, the teacher provides the student(s) with one or more VCE Vowel Consonant-E resources.

Visit "Strong Learning" or StrongLearning.com to see all of our research-based resources, including others available for each level.

Examiner	Student
1. Point to group 1. Say, "Which one rhymes with tree?"	1. 
2. Point to group 2. Say, "Which one rhymes with block?"	2. 
3. Point to group 3. Say, "Which one rhymes with lake?"	3. 
4. Point to each letter and say, "Tell me the letter as I point to it." ⚡ Alphabet for Pre-Readers games & other resources, e.g. Alphabet for Pre-Readers C599B	Y T W K H L P Q X B G O N Z A V C E I J R M D S U F
5. Point to each letter and say, "Tell me the letter as I point to it." ⚡ Alphabet for Pre-Readers games & other resources, e.g. Alphabet for Pre-Readers C599B	w h f l p x b o g y u k n z v c e i a j r m q d s t
6. Point to each letter and say, "Say the sound of each letter as I point to it." ⚡ Consonant Sounds games & other resources, e.g. Beginning Consonant Sounds C600A	B C D F G H J K L M N P Q R S T V W X Y Z
7. Point to each blend and say, "Say the sound of each blend aloud as I point to it." ⚡ Consonant Sounds (including blends and digraphs) games & other resources, e.g. Consonant Blends & Digraph Sounds C600B	WH CH SH PH TH ST SK BL GL TR
8. Cover the vowels that appear in the box below and to the right. Then say, "Say the vowels in order from memory." ⚡ CVC Consonant Vowel Consonant games & other resources, e.g. Short Vowel 3 Letter CVC Words C601A	A E I O U
9. Point to each vowel and say, "Say the short vowel sound as I point to it." ⚡ CVC Consonant Vowel Consonant games & other resources, e.g. Short Vowel 3 Letter CVC Words C601A	HAP KET FIP LOP DUB
10. Point to each word and say, "Read the non-sense word as I point to it." ⚡ CVC Consonant Vowel Consonant games & other resources, e.g. Short Vowel 3 Letter CVC Words C601A	TISH ATH WHIS CHEN PHUN SKAT OST NOCK
11. Point to each word and say, "Read the non-sense word as I point to it." ⚡ CVC Consonant Vowel Consonant (4 & 5 Letter Words) games & other resources, e.g. CVC (4 & 5 Letter Words) C601C	HAPE KETE FIPE LOPE DUB
12. Point to each word and say, "Read the non-sense word as I point to it." ⚡ VCE Vowel Consonant-E games & other resources, e.g. Long Vowel VCE Words C602A	

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13. Point to each vowel digraph and say, "Say the sound of each pair of letters as I point to it." ⚡ Vowel Digraphs games & other resources, e.g. Long Vowel Digraph Words C603AB

14. Point to each word and say, "Read the non-sense word as I point to it." ⚡ Double-Sound Consonant Blend Endings games & other resources, e.g. Double-Sound Cons. Bl. Endings C603E

15. Point to each R-controlled vowel and say, "Say the sound of each pair of letters as I point to it." ⚡ R-Controlled Vowels games & other resources, e.g. R-Controlled Vowel Words C604A

16. Point to each diphthong and say, "Say the sound of each pair of letters as I point to it." ⚡ Diphthongs games & other resources, e.g. Diphthong Pattern Words C605AB

17. Point to each word and say, "Say each non-sense word as I point to it." ⚡ 'Y' as a Vowel C121

18. Point to each word and say, "Say each non-sense word as I point to it." ⚡ Soft and Hard 'C' and 'G' games & other resources, e.g. 'Soft and Hard 'C' and 'G' C122

19. Point to each blend and say, "Say the sound of each blend as I point to it." ⚡ VC Blends Endings NG & NK games & other resources, e.g. VC Blends Endings NG & NK C123

20. Point to each blend and say, "Say the sound of each blend as I point to it." ⚡ VC Blends ALL, ALK, OLD, OLT & OLL games & other resources, e.g. VC Blends ALL, ALK, OLD, OLT & OLL C124

21. Point to each word and say, "Say each non-sense word as I point to it." ⚡ Open & Closed Syllables games & other resources, e.g. Open & Closed Syllables C125

22. Point to each word and say, "Say each non-sense word as I point to it." ⚡ Words Ending in 'LE' games & other resources, e.g. Words Ending in 'LE' C126

23. Point to each word and say, "Say each non-sense word as I point to it." ⚡ Words Ending in TION & SION games & other resources, e.g. Words Ending in TION & SION C127

24. Point to each word and say, "Say each non-sense word as I point to it." ⚡ Words Ending in TURE & OUS games & other resources, e.g. Words Ending in TURE & OUS C128

25. Point to each word and say, "Say each non-sense word as I point to it." ⚡ Silent Consonants games & other resources, e.g. Silent Consonants C129B

26. Point to each word and say, "Say each word as I point to it." ⚡ Prefixes and Suffixes games & other resources, e.g. Prefixes and Suffixes C130

27. Point to each word and say, "Say each word as I point to it." ⚡ 3 Syllable Challenge Words lence Words C131

28. Point to each word and say, "Say each word as I point to it." ⚡ 4 & 5 Syllable Challenge Words games & other resources, e.g. 4 & 5 Syllable Challenge Words C132

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SY as in by	TANDY as in candy
PYTH as in myth	FENNY as in penny
CEL as in celery	CAG as in cat
CIDE as in cider	CYM as in cymbal
BYM as in gym	
GANE as in gain	GED as in gem
GILL as in Jill	GUB as in gum
GYF as in gyrfalcon	
ANG as in rang	ING as in thing
ONG as in gong	UNG as in lung
ANK as in thank	INK as in pink
ONK as in honk	UNK as in sunk
ALL as in ball	ALK as in walk
OLD as in gold	OLT as in colt
OLL as in toll	



**LEVEL.** Start at the level of the student and build from there.

**E**  
**ENGAGE**

**ENGAGE.** Engage the student emotionally and socially.

**L** LEVEL

# LEARN Method begins by creating an environment conducive to learning



- Teachers are one of their students most important significant others, coming in third behind Mom and Dad.
- What teachers say and do affects how students feel about themselves.
- When students perceive their teachers like them, they'll work for those teachers and do well.





# What teachers say and do matters

**L** LEVEL  
Start at the level of the student and build from there.

**E** ENGAGE  
Engage the student emotionally and socially.

ENGAGE. Engage the student emotionally and socially.

“That was a good try.”

“I’m proud to be your teacher.”

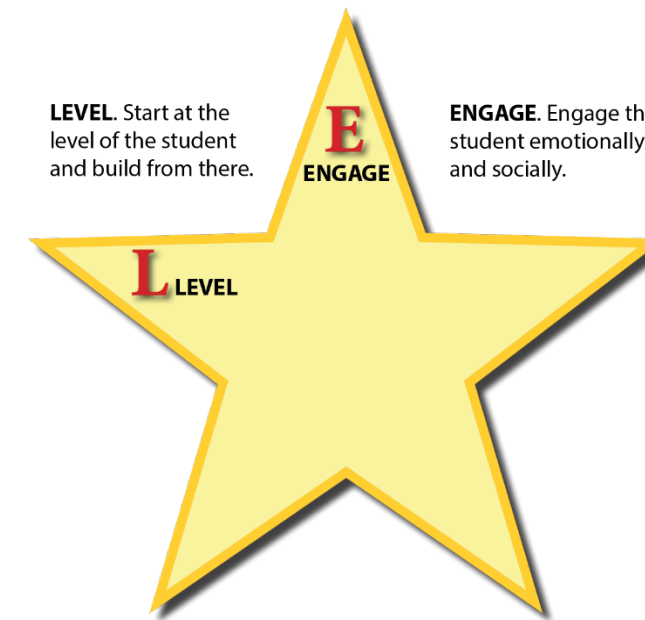
“I always knew you could do it.”





# Reflection

- Did a teacher ever compliment you?
- Was a teacher ever sarcastic to you?
- Did a teacher ever insult you?
- Did a teacher ever embarrass you?



# LEARN Method

**LEVEL.** Start at the level of the student and build from there.

**E**  
**ENGAGE**

**ENGAGE.** Engage the student emotionally and socially.

**L** **LEVEL**

**ACTIVATE** **A**

**NEURAL-CHANGE.** Store information in long-term memory by changing the neurons and their connections.

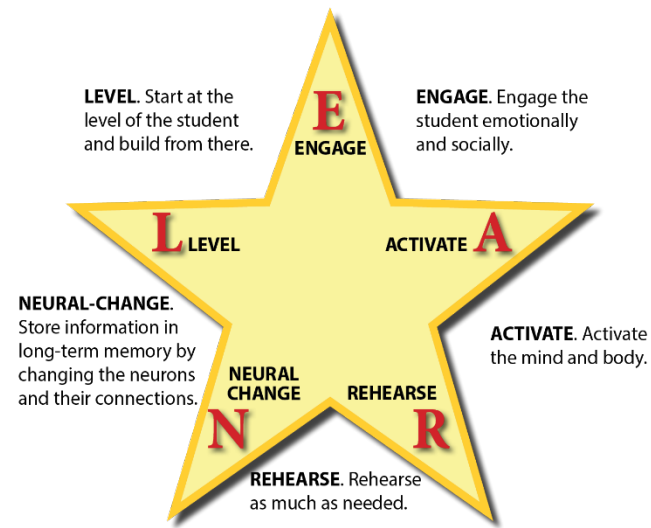
**NEURAL  
CHANGE**  
**N**

**REHEARSE**

**ACTIVATE.** Activate the mind and body.

**R**

**REHEARSE.** Rehearse as much as needed.



# The Role of Practicing

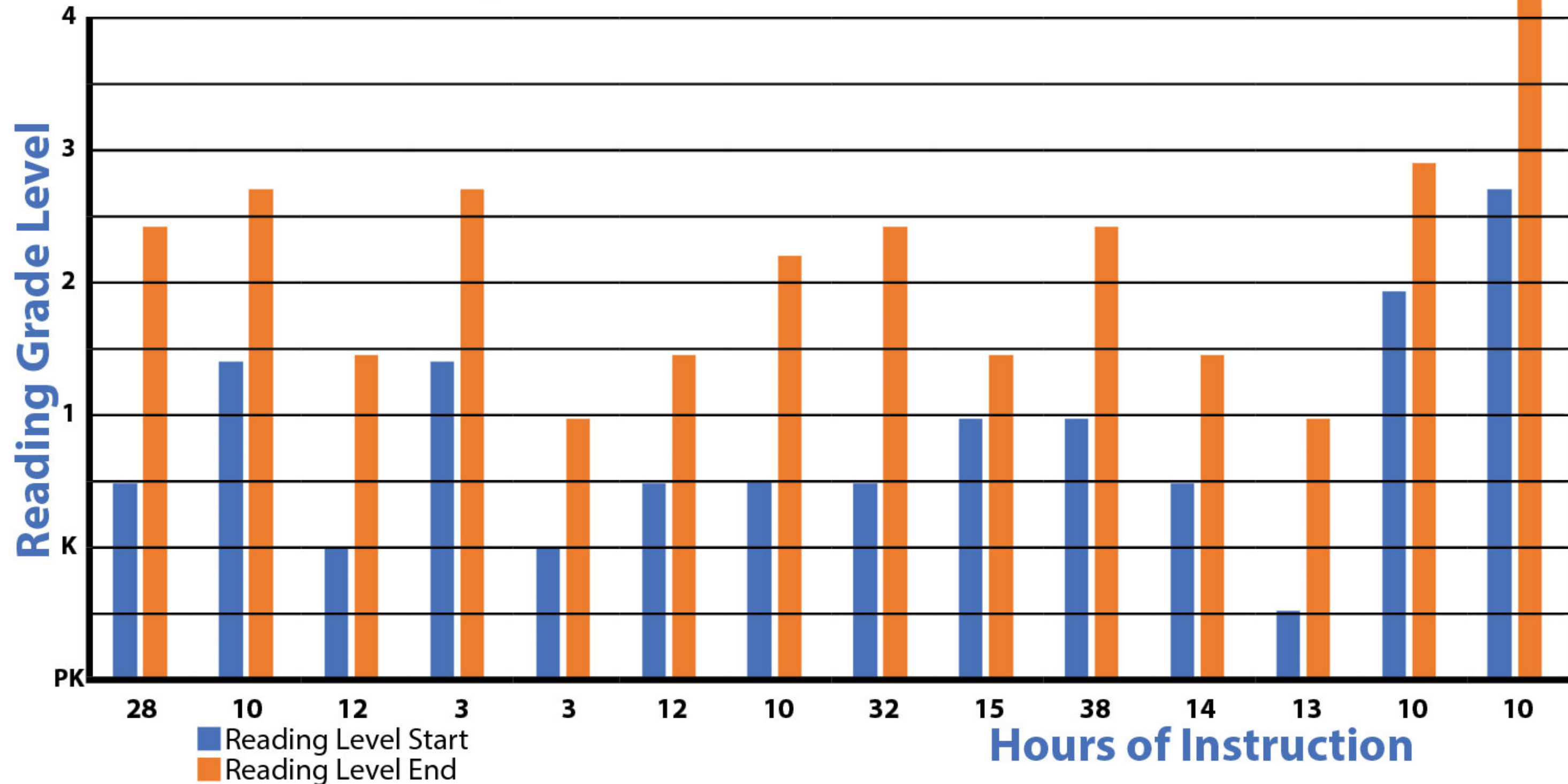
- New information only stays in short term memory for 30 to 60 seconds or less.
- Information stays in long term memory based on the individual's genetic makeoup.
- Practicing helps move material from short term memory into long term.

# What are Strong Learning SuperDecks?

SuperDecks are individual decks of cards, each focusing on a phoneme, word pattern, or other topic. With each SuperDeck, students can choose up to 15 games, including Go Fish, Memory, War, and Bingo.



## Reading Growth from Game-Based Instruction



**Average growth of 1.35 years from only 15 hours of intervention!**

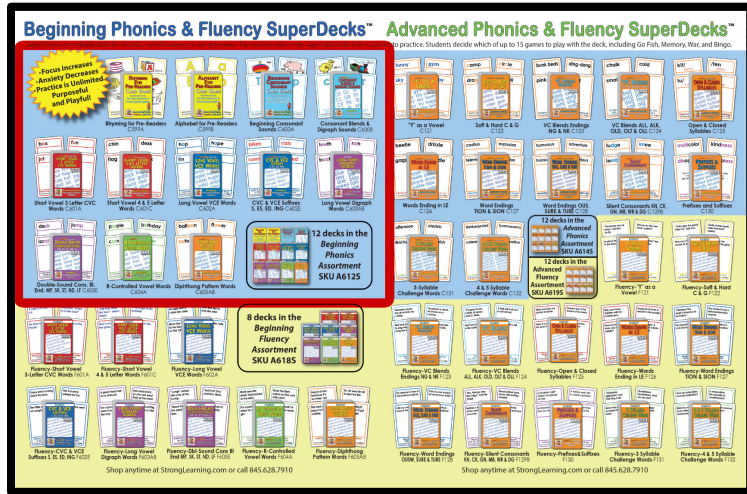
# Strong Learning®

## Phonics & Fluency SuperDecks

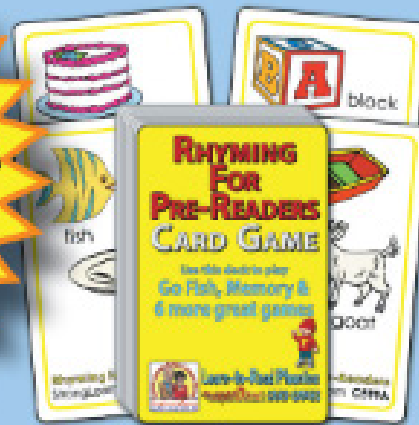
- Follow the Orton-Gillingham approach.
- May be used alone to learn and practice the phoneme, OR to enrich any reading program including Wilson, TC (Lucy Caulkins) and others.



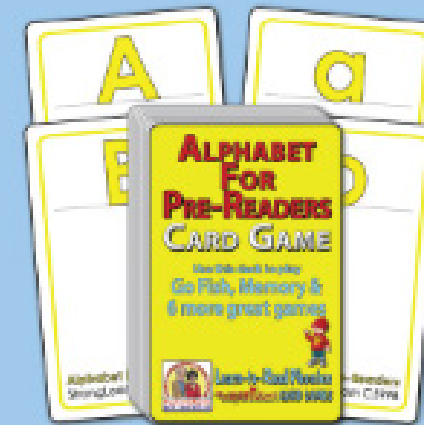
# 12 Beginning Phonics SuperDecks \$12.95 ea.



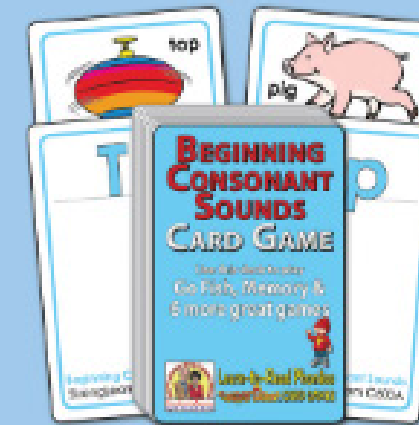
• Focus Increases  
 • Anxiety Decreases  
 • Practice is Unlimited  
 Purposeful  
 and Playful!



Rhyming for Pre-Readers  
C599A



Alphabet for Pre-Readers  
C599B



Beginning Consonant  
Sounds C600A



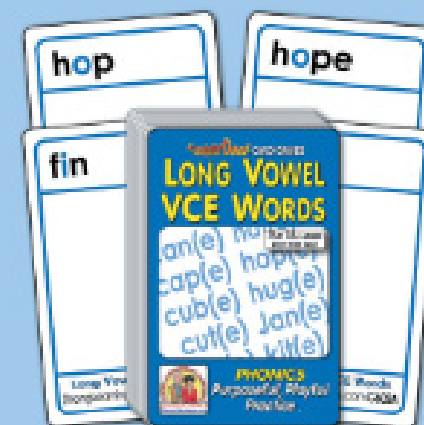
Consonant Blends &  
Digraph Sounds C600B



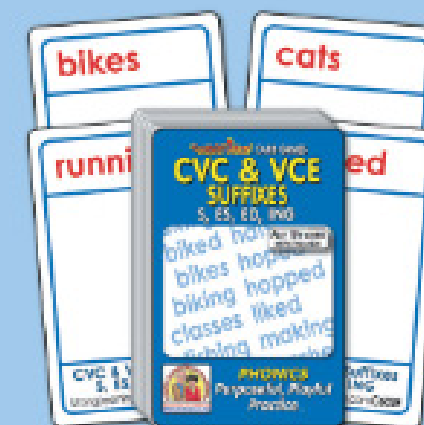
Short Vowel 3 Letter CVC  
Words C601A



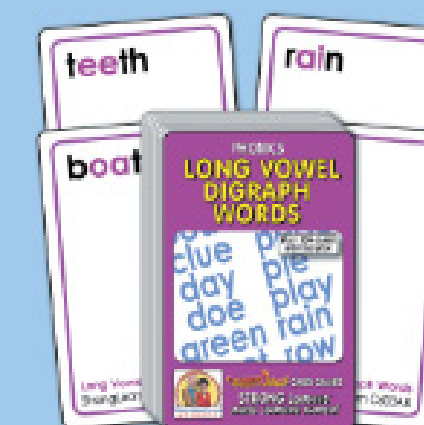
Short Vowel 4 & 5 Letter  
Words C601C



Long Vowel VCE Words  
C602A



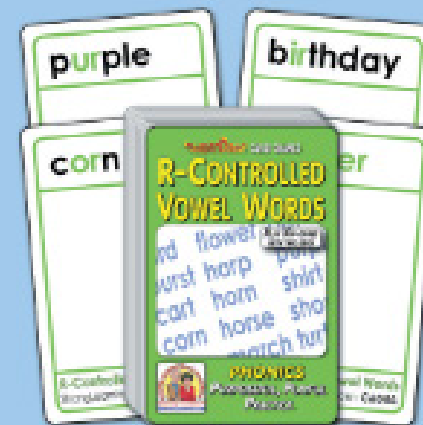
CVC & VCE Suffixes  
S, ES, ED, ING C602E



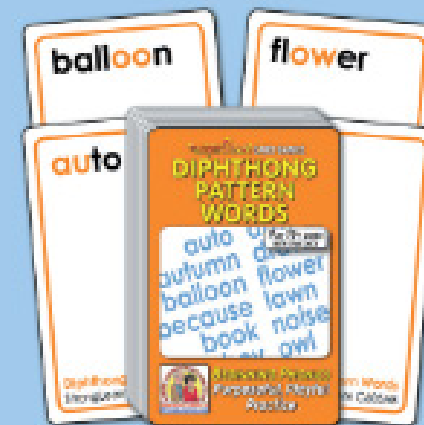
Long Vowel Digraph  
Words C603AB



Double-Sound Cons. Bl.  
End. MP, SK, ST, ND, LF C603E



R-Controlled Vowel Words  
C604A



Diphthong Pattern Words  
C605AB

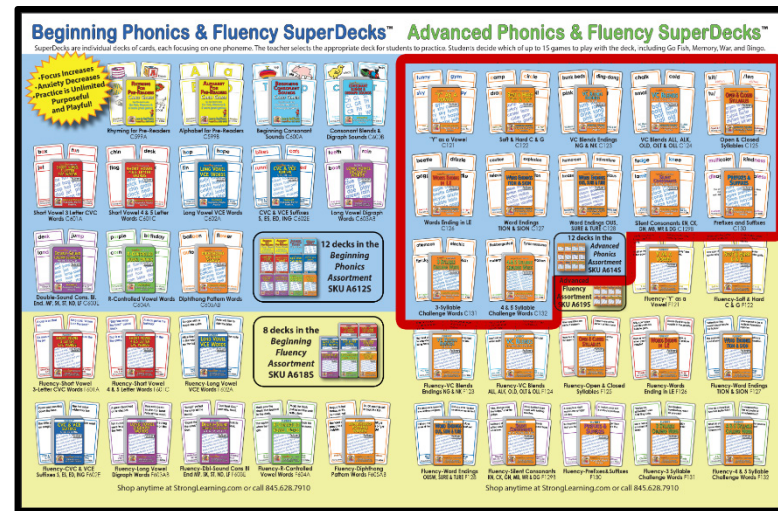


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 Beginning  
 Phonics  
 Assortment  
 SKU A612S

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**12-pack A612s**  
~~\$155.40~~ \$119.88  
 Save \$35.52



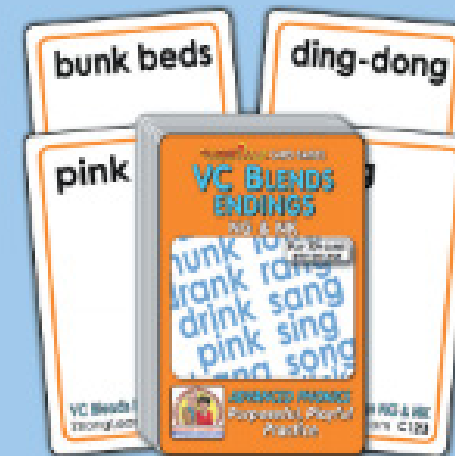
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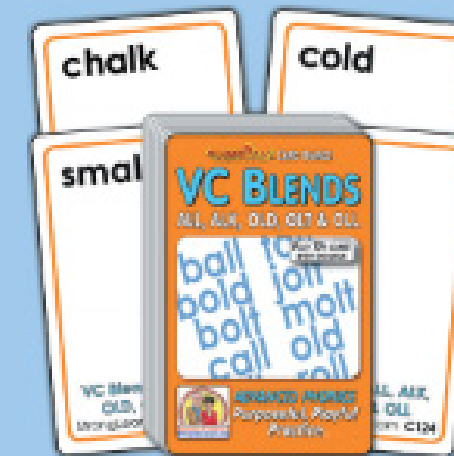
**"Y" as a Vowel**  
C121



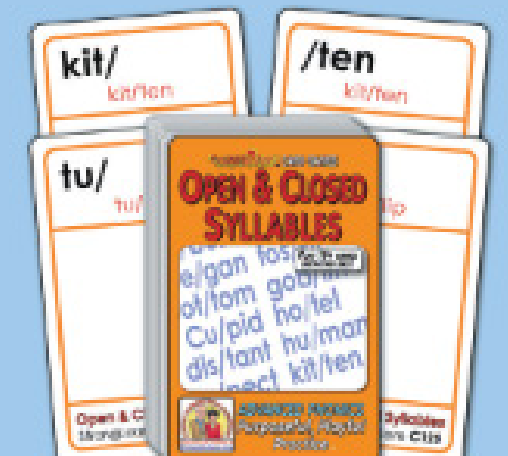
**Soft & Hard C & G**  
C122



**VC Blends Endings NG & NK**  
C123



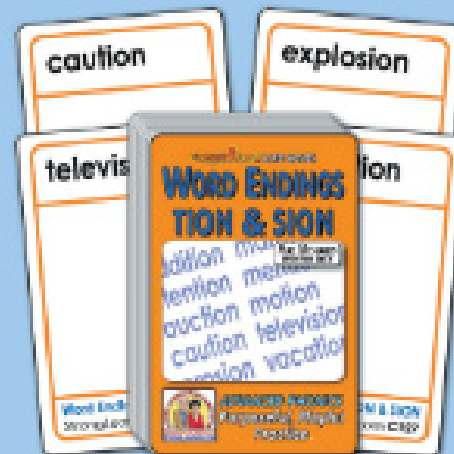
**VC Blends ALL, ALK, OLD, OLT & OLL**  
C124



**Open & Closed Syllables**  
C125



**Words Ending in LE**  
C126



**Word Endings TION & SION**  
C127



**Word Endings OUS, SURE & TURE**  
C128



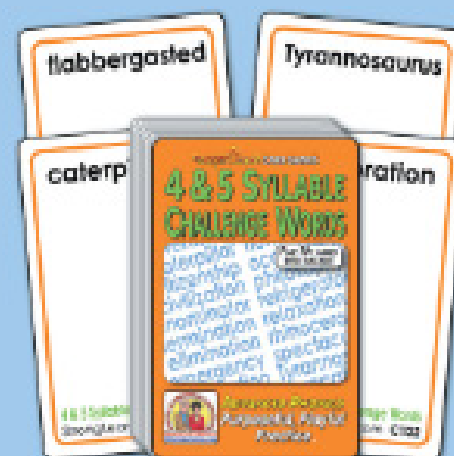
**Silent Consonants KN, CK, GN, MB, WR & DG**  
C129B



**Prefixes and Suffixes**  
C130



**3-Syllable Challenge Words**  
C131

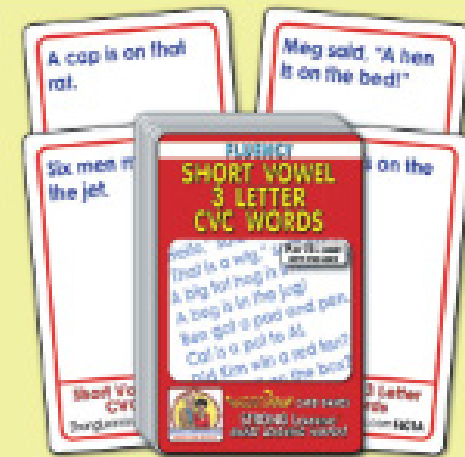
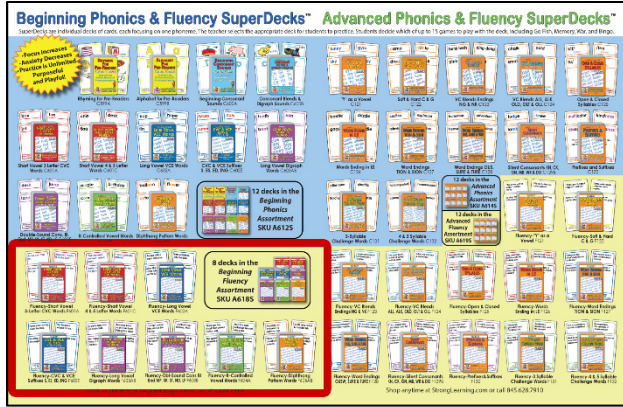


**4 & 5 Syllable Challenge Words**  
C132

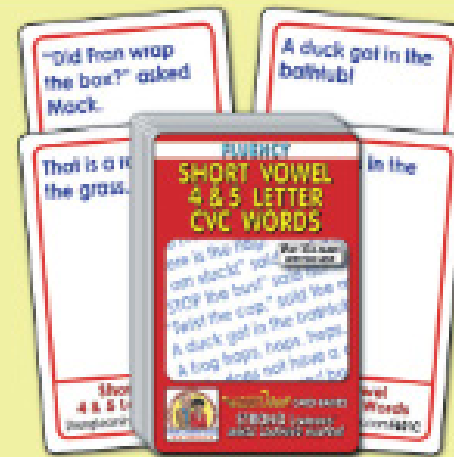
**12 decks in the Advanced Phonics Assortment SKU A614S**

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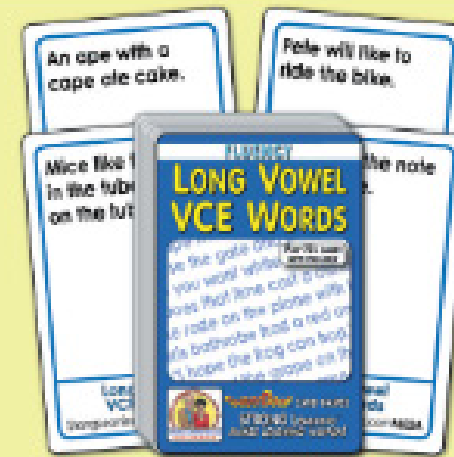
# 8 Beginning Fluency SuperDecks \$12.95 ea.



Fluency-Short Vowel  
3-Letter CVC Words F601A

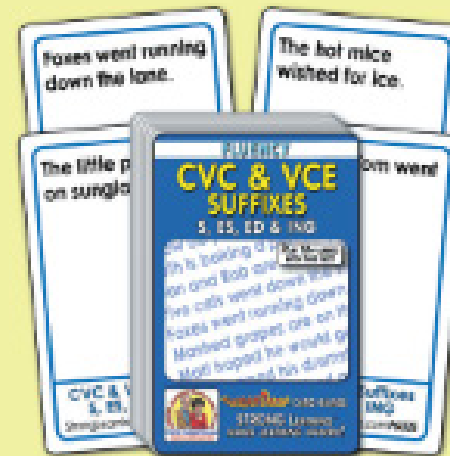


Fluency-Short Vowel  
4 & 5 Letter Words F601C



Fluency-Long Vowel  
VCE Words F602A

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**Beginning Fluency Assortment**  
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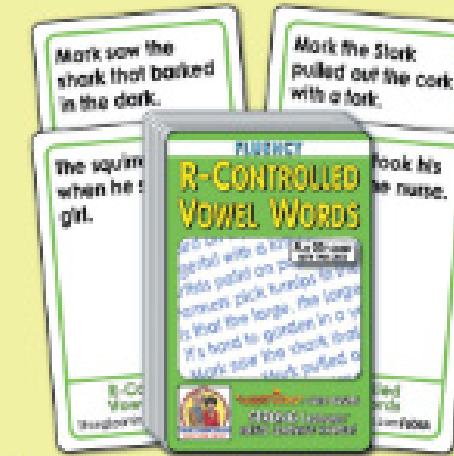
Fluency-CVC & VCE  
Suffixes S, ES, ED, ING F602E



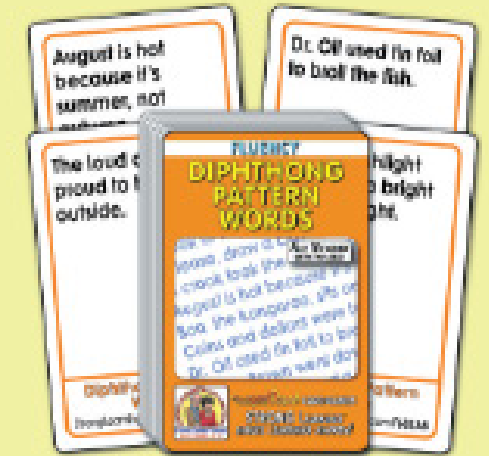
Fluency-Long Vowel  
Digraph Words F603AB



Fluency-Double-Sound  
Consonant Blends  
End MP, SK, ST, ND, LF F603E



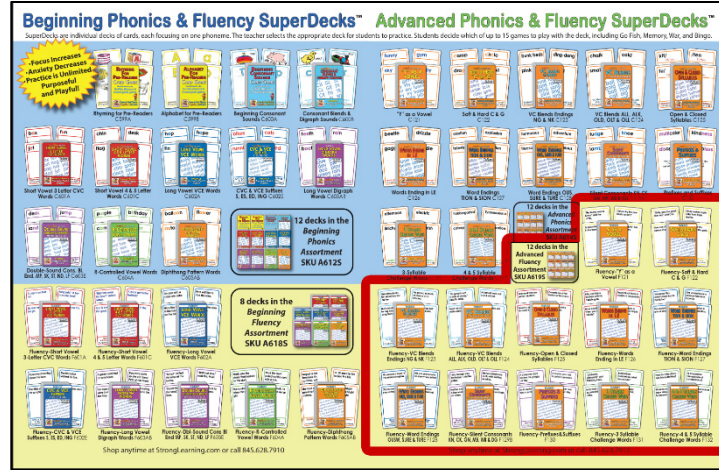
Fluency-R-Controlled  
Vowel Words F604A



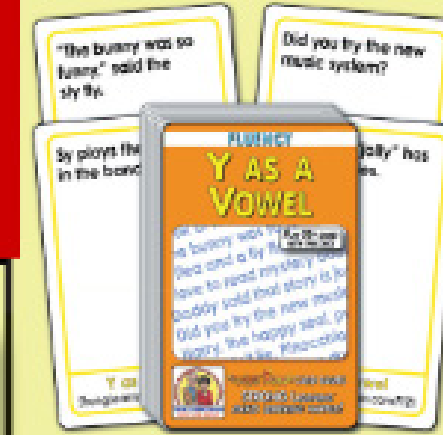
Fluency-Diphthong  
Pattern Words F605AB

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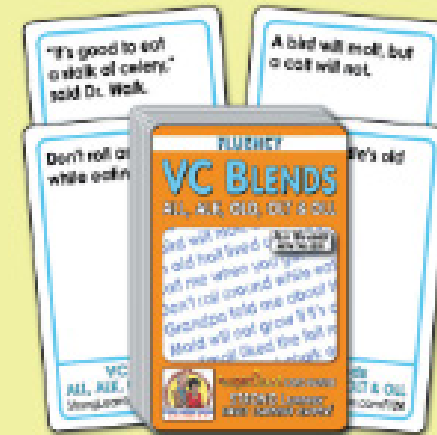
Fluency-"Y" as a  
Vowel F121



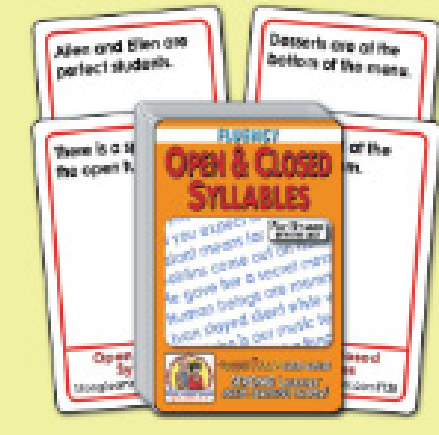
Fluency-Soft & Hard  
C & G F122



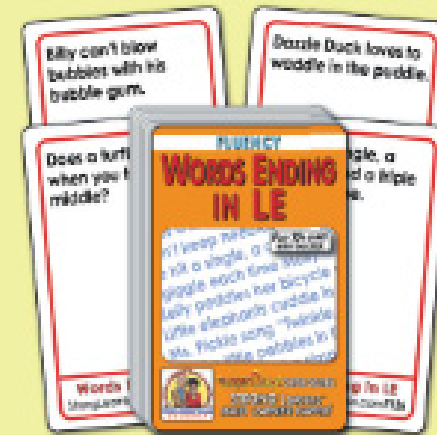
Fluency-VC Blends  
Endings NG & NK F123



Fluency-VC Blends  
ALL, ALK, OLD, OLT & OLL F124



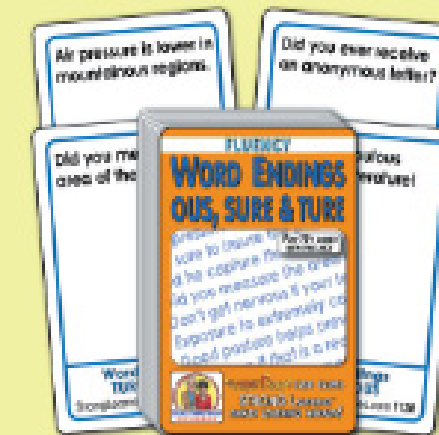
Fluency-Open & Closed  
Syllables F125



Fluency-Words  
Ending in LE F126



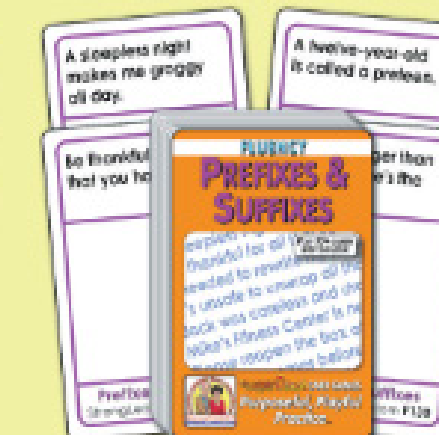
Fluency-Word Endings  
TION & SION F127



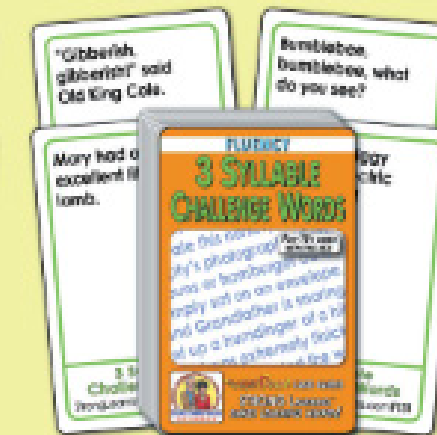
Fluency-Word Endings  
OUSW, SURE & TURE F128



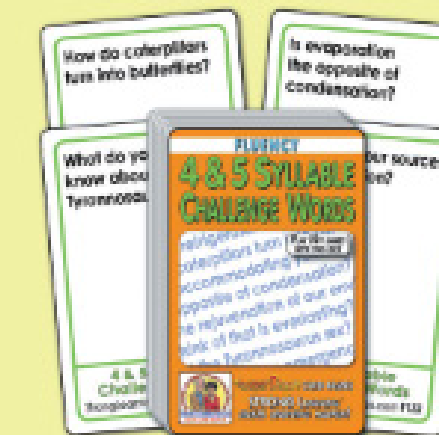
Fluency-Silent Consonants  
KN, CK, GN, MB, WR & DG F129B



Fluency-Prefixes & Suffixes  
F130



Fluency-3 Syllable  
Challenge Words F131



Fluency-4 & 5 Syllable  
Challenge Words F132

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# Surprise Quiz

True or False?

Does Purposeful Playful Practice  
Turn Struggling Readers into  
Readers?



**Answer: Yes!**

**BUT**

**WHAT struggling reader  
wants to practice?**

**Answer:**

**Those**

**Playing games with  
SuperDecks**



# Phoneme Combo-Packs \$24.95

Each money-saving Combo-Pack includes

- 1 Phonics SuperDeck– shipped
- 1 Fluency SuperDeck– shipped
- 10 Downloadable Lessons (story, story in play form, reading & writing activities plus more.

**Soft & Hard C & G**

**Word Bank**  
bicycle cent gerbil  
cage circle giraffe  
camp dragon luggage  
celery face orange

**Across**  
1. He keeps his pet bird in a \_\_\_\_\_.  
2. We like to \_\_\_\_\_ out during the summer.  
3. \_\_\_\_\_ is a color and a fruit.  
4. I have a pet \_\_\_\_\_.  
5. Leave your \_\_\_\_\_ in our room.  
6. Get your \_\_\_\_\_ and let's ride.  
7. The \_\_\_\_\_ is the tallest animal at the zoo.

**Down**  
1. Does a \_\_\_\_\_ breathe fire?  
2. We sat in a \_\_\_\_\_ around the campfire.  
3. It's fun to eat a stalk of \_\_\_\_\_.  
4. Before bedtime, wash your hands and \_\_\_\_\_.  
5. Nothing costs only one \_\_\_\_\_.

11 - Soft and Hard "C" and "G" Copyright © Strong Learning, Inc., www.StrongLearning.com

**Play: Tiger Tuesday's Soap Boat**

Thursday, Monday, Daddy, Mommy, Tammy, Tommy, Trudy, Tuffy

house, pond

use talking to Thurman and

at out of soap for the boat race  
I know how to make it go really fast.  
race today.

Thurman.

it. Ribbit, ribbit, ribbit.

you're saying. You don't think I'll win. We'll become rich and famous.

Let's go Thurman.

**NARRATOR:** When Tiger and Thurman arrived at the pond, all the children from Tuesday Street were standing side by side. Each one had a boat. All the boats were sailboats. One was not a sailboat. That was Tiger's soap boat. He called it soap on a rope. A rope was tied to the soap boat one end and the other end of the rope was in Thurman's mouth.

**DADDY:** Hello boys and girls. I'm happy you're all here for the boat race.

**MOMMY:** Please put your boats into the pond. When Mr. Tuesday says 'go,' let go of your boat.

48 - Vowels Digraphs Copyright © Strong Learning, Inc., www.TigerTuesday.com

Chapter 3

Tiger Tuesday's Soap Boat

Tiger wants to win a sailboat race.

Words with Vowel Digraphs

Rule: When two vowels go walking, the first one does the talking.  
ai (rain), ay (play), ea (eat), ee (feet), ie (pie), oa (goat), oe (toe), ow (slow), ue (blue)

sail	soap	boat	feet
tied	greet	Tuesday	rain
please	tree	today	scr

Other Words

let's	bubble	hello	
says	other	more	

Tiger was in his tree house talking to Thurman and Marshmallow. "You know what?" he said. "I made a boat out of soap for the boat race today. I have soap that can float. I know how to make it go really fast."



Tiger Tuesday's Soap Boat  
Do you remember?

Circle the correct answer.

1. Tiger's boat was made out of (s, o, a, p).
2. Thurman was (a, t, t, e, d).
3. Marshmallow (r, i, b, b, i, t, t, e, d).
4. Did Tiger's soap (c, a, n, f, l, o, a, t).

Circle the correct answer.

1. The next boat race was (5, 10, 20, 25) days away.
2. If 20 boats entered into the race, how many were there together? (25, 30, 40, 50)
3. Let's means (l, e, t, 's).
4. The word said (s, a, i, d).

40 - Vowels Digraphs

Tiger Tuesday's Soap Boat  
Phonics Fun

Rule: When two vowels go walking, the first one does the talking.  
ai (rain), ay (play), ea (eat), ee (feet), ie (pie), oa (goat), oe (toe), ow (slow), ue (blue)

Write the missing vowel digraphs.

1. Tiger made a boat out of s\_\_p. (oa, ea)
2. All the children scr\_\_med (ai, ea) for the boat to win.
3. All the boats were sailb\_\_ts. (ea, oa)
4. Bubbles fl\_\_ted (ee, oa) out of the pond.
5. Tiger said he would help cl\_\_n (ea, ai) the pond.
6. There was going to be another boat race next w\_\_k. (oa, ee)

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Vowel Digraphs - 4

Play: Tiger Tuesday's Soap Boat

Cast: Tiger, Thurman, Marshmallow, Narrator, Daddy, Mommy, Tammy, Tommy, Trudy, Tuffy

Setting: Tree house, pond

NARRATOR: Tiger was in the tree house talking to Thurman and Marshmallow.

TIGER: You know what? I made a boat out of soap for the boat race today. I have soap that can float. I know how to make it go really fast. If you help me, we'll win the boat race today.

THURMAN: Woof! Woof! Woof!

TIGER: I knew you would help me, Thurman.

MARSHMALLOW: Ribbit, ribbit, ribbit. Ribbit, ribbit, ribbit.

TIGER: Marshmallow, I know what you're saying. You don't think I'll win with a soap boat. You'll see. We'll win. We'll become rich and famous. Let's go Thurman.

NARRATOR: When Tiger and Thurman arrived at the pond, all the children from Tuesday Street were standing side by side. Each one had a boat. All the boats were sailboats. One was not a sailboat. That was Tiger's.



**STORY - Words with Soft & Hard**

Rule: When "c" or "g" is followed by "e", "i", or "y," it is soft. When "c" or "g" is followed by "a", "o", "u", "o", "y," it is hard. For example, city, ice, gym. (Soft c's sound like an "s." Soft "g's" sound like a "j.") When "c" or "g" is followed by any other letter, it is usually HARD. For example, cat, go, grass.

luge	cold	cereal	orange	coc
circus	clowns	gigantic	toboggan	ra

**Other Words**

scrambled	weather	sledding
instead	enough	pretend
aerodynamic		

**Tiger Wants a Luge**

The Tuesdays were eating scrambled eggs and drinking orange juice on a winter morning. "Is there anything you would like to do today?" "I want to go camping," said Tommy as he poured cereal into his cereal bowl. "Tommy, we can't go camping," said Thurman.

**Tiger Wants a Luge**

**Do you remember?**

Circle the correct answer.

1. A luge is (bigger, smaller) than a toboggan.
2. Who wanted to go camping? (Tommy, Thurman)
3. (Thurman, Marshmallow) told Tommy he was thinking about the luge.
4. The Tuesday family drank (cider, orange juice) on a winter morning.

**Do you know?**

Circle the correct answer.

1. The word "entire" means (all, some).
2. True or False? "Dusk" is the time between sunset and sunrise.
3. How many syllables does the word "luge" have?
4. The sound of the letter "u" in "luge" is (short, long).

**Tiger Wants a Luge**

**Tell the Story in Picture**

Illustrate the story. Draw pictures of what is happening at the beginning of the story, the middle of the story, and the end of the story. Then draw what you think happens next.

BOX 1. BEGINNING	BOX 2. MIDDLE
BOX 3. END	DRAW WHAT HAPPENS NEXT

**Play: Tiger Wants a Luge**

Cast: Tiger, Thurman, Marshmallow, Tuffy, Trudy, Tommy, Tammy, Mom, Dad, Narrator

Setting: The Tuesdays' house, kitchen, and front yard

**NARRATOR:** The Tuesdays were eating scrambled eggs, and cereal and drinking orange juice on a Saturday winter morning.

**DAD:** Is there anything you would like to do today?"

**TOMMY:** I want to go camping.

**TUFFY:** Tommy, we can't go camping. It's too cold to go camping. There's snow on the ground.

**TAMMY:** I want to go to the circus. Clowns are so funny.

**TRUDY:** Tammy, the circus doesn't come here until the weather is warmer.

**TIGER:** I want to stay home and go sledding on a luge.

**TAMMY:** Do what?

**TIGER:** Go sledding on a luge.

**THURMAN:**

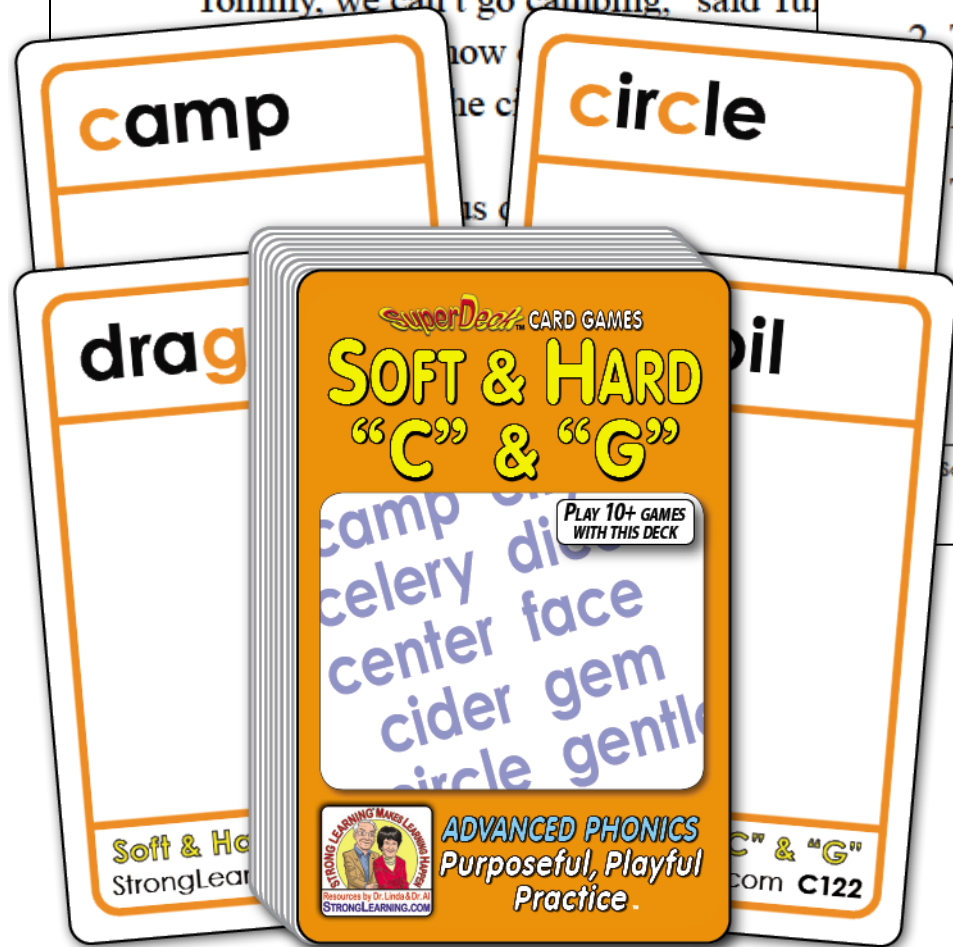
**TIGER:** T

toboggan

**MOM:** Tig

**TIGER:** T

13 - Soft and Har

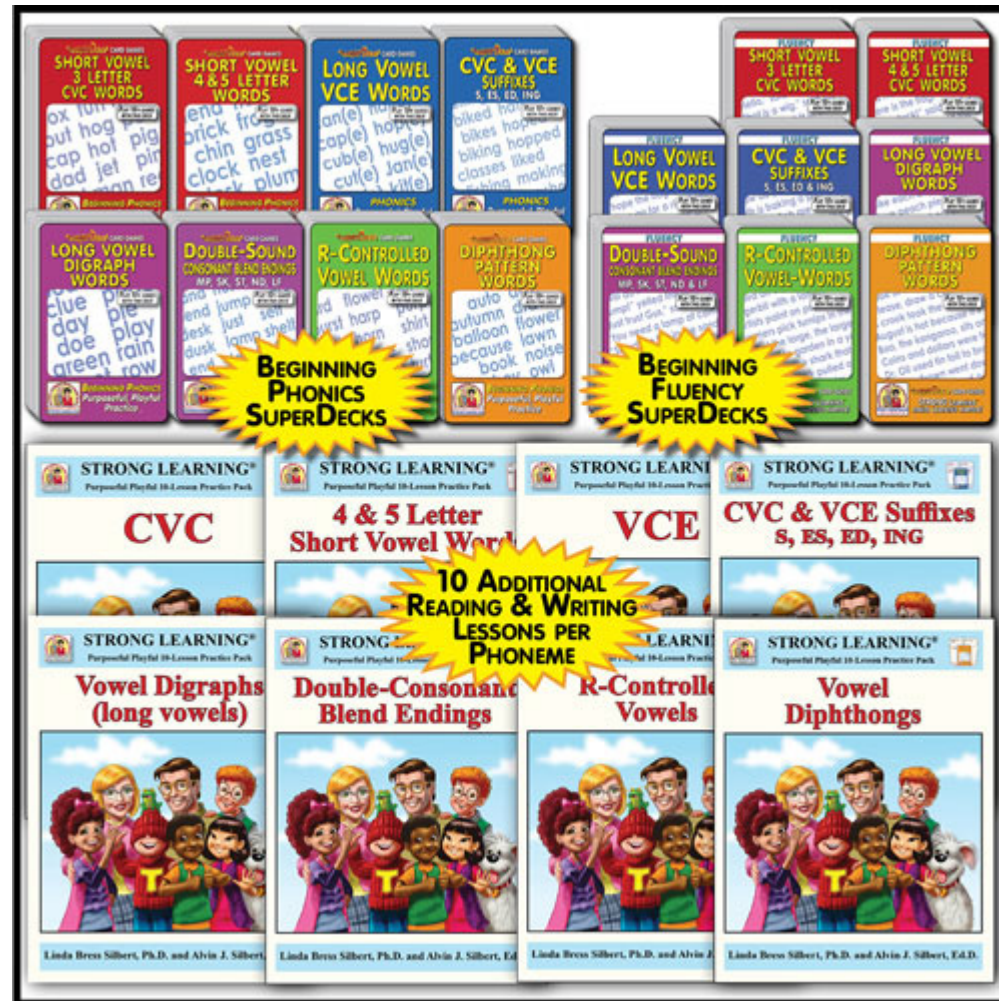




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2. Soft & Hard C & G
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4. VC Blends ALL, ALK, OLD, OLT & OLL
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Let's play  
9-Square  
Bingo for  
*Purposeful  
Playful  
Practice*



## 9-Square BINGO Game

**Make your own Bingo card.** Fill in all 9 squares using the letters, words, or phrases that appear on the List card or Word card or Word List. Be sure to fill in the squares *randomly*. Get any 3 in a row, column, or diagonal, to win BINGO!


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## 25-Square BINGO Game

**Make your own Bingo card.** Fill in all 24 squares using the letters, words, or phrases that appear on the List card or Word List. Be sure to fill in the squares *randomly*. The center box is FREE. Get any 3 in a row, column, or diagonal, to win BINGO!  
If the Word List has fewer than 24 items, players write FREE on any empty squares on their Bingo sheets. For example, if there are 22 items on the Word List, players write FREE in 2 additional squares. In this version, a BINGO requires getting two sets of 5 in a row.

		FREE		

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# Word List

blue

rain

boat

row

clue

sleet

day

snail

doe

snow

goat

teach

green

teeth

meet

tie

pail

toad

peach

today

pie

toe

play

true

Long Vowel  
Digraph Words

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**Let's play**  
**Go Fish for**  
***Purposeful***  
***Playful***  
***Practice***



**Let's play**  
**Showdown for**  
***Purposeful***  
***Playful***  
***Practice***



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