Sticky Units of Sound -NG

Meet the -NG Family!

- 1. Say each unit out loud.
- 2. Write the keywords you created for each unit on your Doodle-a-Rule cards. Try to remember without looking!
- 3. Finally, rewrite your keyword placing a box around the unit.

Bonus: Try tapping out the sounds in your keyword!

Example: -ANG--- Rang--- Rang

Say it	Keyword	Box it and Tap it
ANG		
ING		
ONG		
UNG		

Search and Find

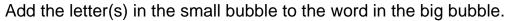
- 1. **Read** each sentence, and **highlight** any words that have one of our new units.
- 2. Next, draw a **box** around the unit.
- 1. I sing my song in the spring sun.
- 2. The bird sprung off the long branch and flapped its wing.
- 3. He tripped on the thing that he didn't hang up.
- 4. I felt a sting with the bang of my foot on the prong.
- 5. She clung to the rung of the strong ladder.
- 6. The phone rang, and I sprang to life.



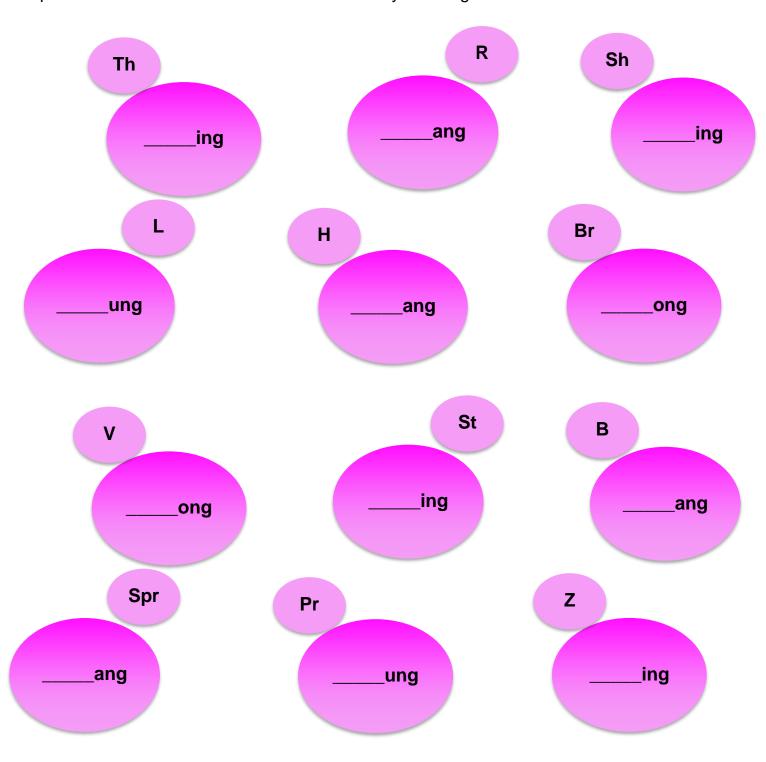
Sticky Units of Sound -NG

Independent Practice

Bubble POP!



"Pop" the bubble if it does not make a real word by crossing out the nonsense word!





Sticky Units of Sound -NG

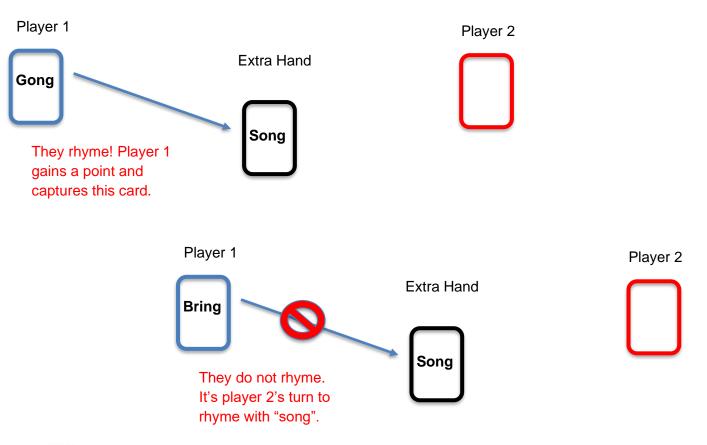
Instructor-Guided Practice

Rhyme Time Game Instructions

- Deal the cards until they are gone, dealing one pile per player, plus one extra hand.
- The extra hand goes in the middle face down. All players place their hands face down in a pile in front of them.
- Game play begins by turning over the top card of the extra hand.
- The first player turns the top card on their pile. If the word on that card rhymes with the one in the extra hand, that player gets a point and "captures" the card, and a new card is drawn by the next player from the extra hand. This will become the next target rhyming word. If their word does not rhyme, they place their drawn card on the bottom of their face-down pile, and the game moves on to the next player who will attempt to rhyme with the same word as the previous.
- Gameplay continues until one player has "captured" 5 cards to win the game.

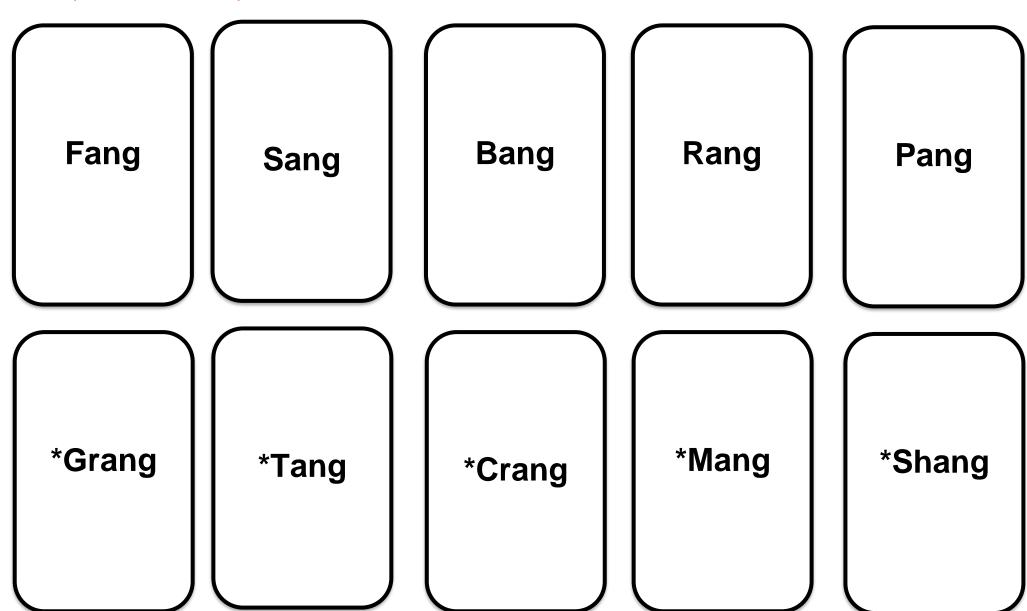
 Note: You may play to any agreed-upon number of "captured" cards to increase or decrease difficulty. Words marked with a star are nonsense words.

Example of Gameplay:



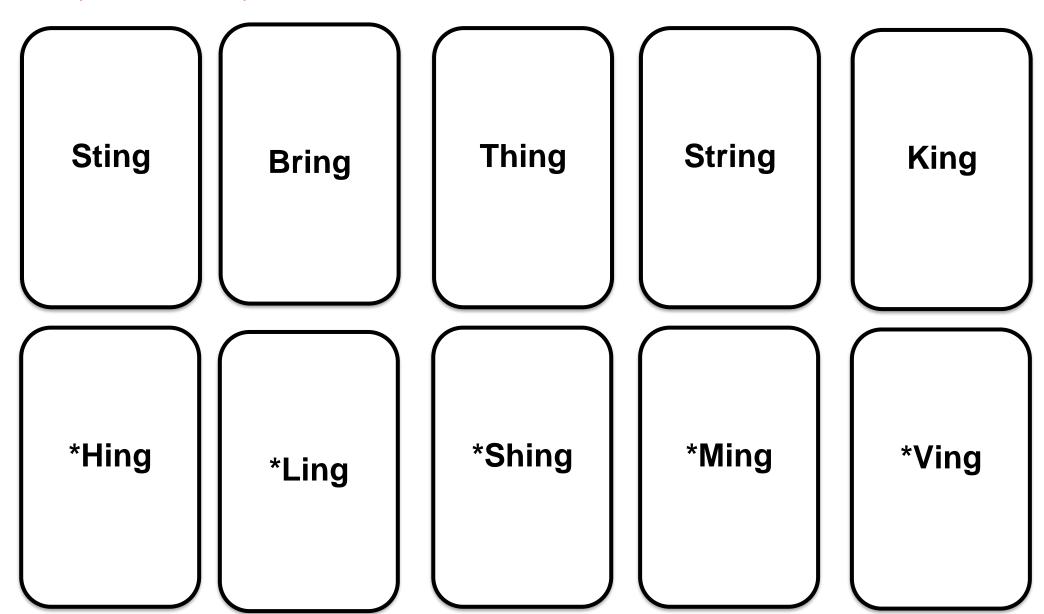


Sticky Units Sounds -NG: Rhyme Time Game Cards

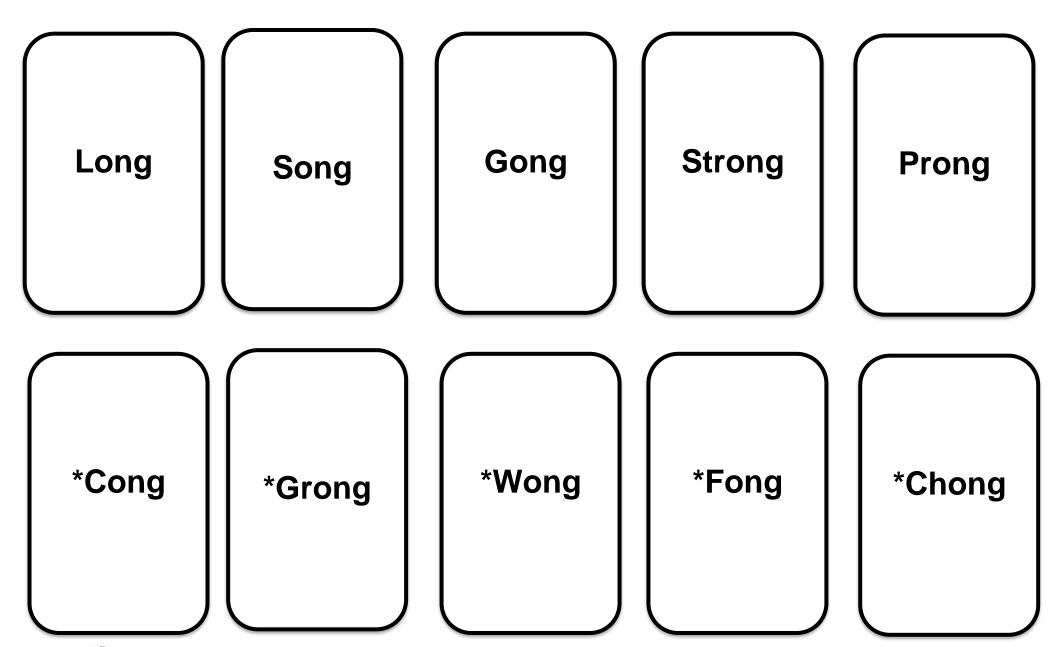




Sticky Units Sounds -NG: Rhyme Time Game Cards

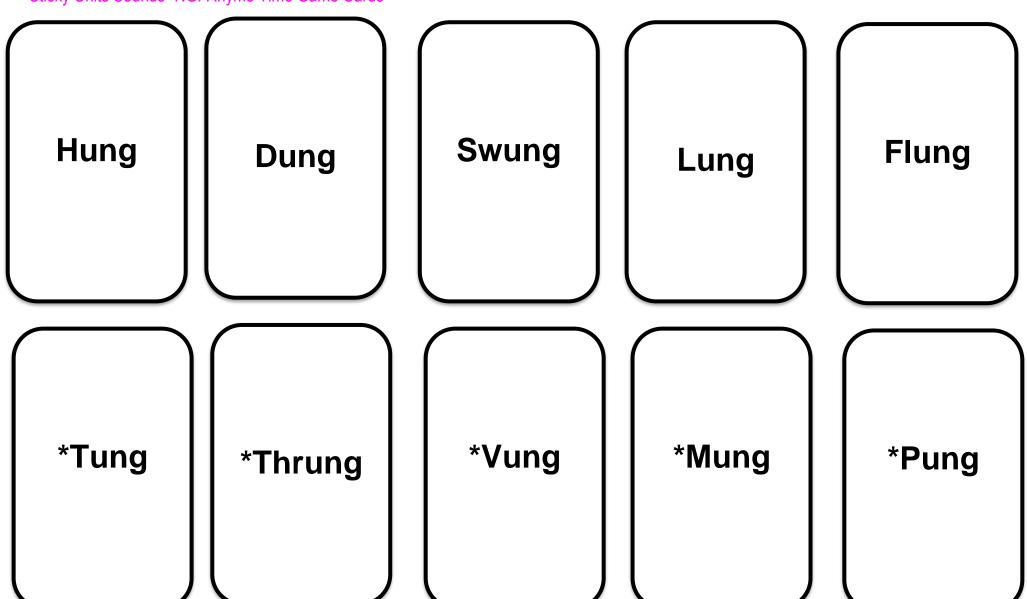








Sticky Units Sounds -NG: Rhyme Time Game Cards





Answer Key: Sticky Units of Sound -NG

- Meet the -NG Family!
 - 1. Say each unit out loud.
 - 2. Then, come up with a keyword to go with each unit.
 - 3. Finally, rewrite your keyword placing a box around the unit.

Bonus: Try tapping out the sounds in your keyword!

Example: -ANG--- Rang--- Rang

*Students may choose any keyword for this activity. These are just examples!

Say it	Keyword	Box it and Tap it
ANG	Sang	Sang
ING	Sting	Sting
ONG	Long	Long
UNG	Hung	Hung

Search and Find

- 1. **Read** each sentence, and **highlight** any words that have one of our new units.
- 2. Next, draw a **box** around the unit.
- 1. I sing my song in the spring sun.
- 2. The bird sprung off the long branch and flapped its wing.
- 3. He tripped on the thing that he didn't hang up.
- 4. I felt a sting with the bang of my foot on the prong.
- 5. She clung to the rung of the strong ladder.
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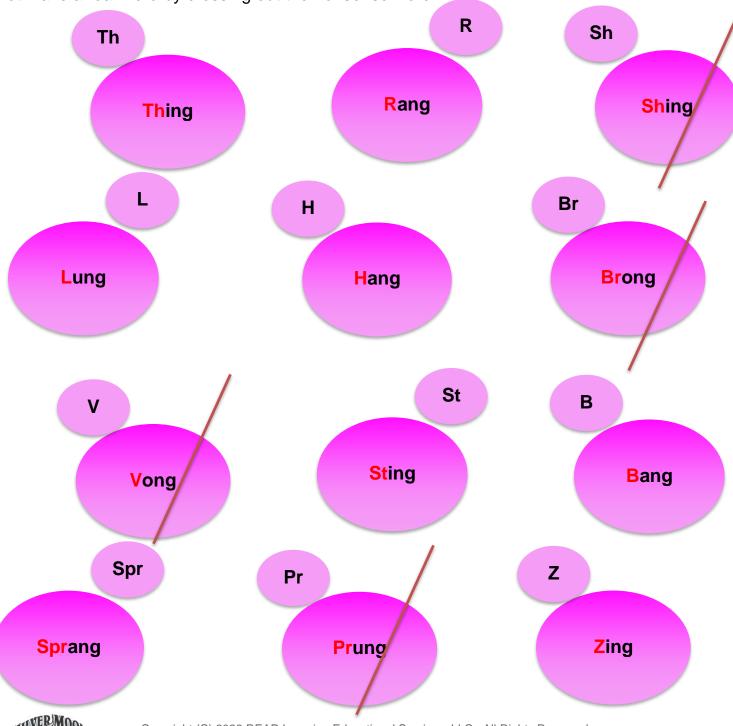
Answer Key: Sticky Units of Sound -NG



Independent Practice

Bubble POP!

Add the letter(s) in the small bubble to the word in the big bubble. "Pop" the bubble if it does not make a real word by crossing out the nonsense word!



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