

Parent / Teacher Guide

For

Tiger Tuesday® Learn-to-Read Kits

Learn-to-Read Kit 1: Rhyming & Alphabet Ages 3-5+

Contents: Storybook *The Tale of Tiger Tuesday*, 2 Tiger Tuesday FunBooks - Alphabet, Consonants, 4 Card Decks - Rhyming for Pre-Readers, Alphabet for Pre-Readers, Beginning Consonant Sounds, Consonant Blends & Digraph Sounds. **A575**

Learn-to-Read Kit 2: Phonics, Decoding & Fluency Ages 5-11+

Contents: Books 1 & 2 of the Hilltop Heroes Series: *Tiger Tuesday and the Hilltop Heroes*; *The Sleeping Skunk*, 5 Tiger Tuesday FunBooks - CVC, VCE, Vowel Digraphs, R-Controlled Vowels, Vowel Diphthongs, 7 Card Decks – CVC, VCE, Vowel Digraphs, R-Controlled Vowels, Vowel Diphthongs, Fluency 2, Prefixes & Suffixes. **A576**

Benefits

Tiger Tuesday Learn-to-Read Kits are effective aids for helping young students learn to read because they make it fun and easy for both the children and their teachers. The progression of levels is easy to follow because each level is color coded (beginning reading readiness with yellow and light blue, learning phonics with red, then dark blue, then purple, then green, then orange). Once you've determined a starting point, select an activity to do at that level—play a card game, complete pages in the FunBook, or perform a play. If a child is resistant to an activity, stop it and move to another activity. Learning happens no matter what Tiger Tuesday activity is chosen—practice with foundational phonemes and decoding is embedded in all Tiger Tuesday activities.

Research has shown that, in addition to the learning that takes place, there is a bonus to playing card and board games—they are beneficial in a myriad of other ways as well:

1. Children learn that **practice makes perfect** because quality of play begins at *their* skill levels (where they will experience successes, no matter how small). They will experience improvement as they play the games over and over.
2. Children are **practicing without realizing it!**
3. Family relationships and friendships grow stronger because everyone needs to **talk and listen** to each other even when competing.
4. Children develop **patience** while waiting for their turns.
5. Children learn **good sportsmanship**. They learn that **sometimes you win and sometimes you lose** and develop the skill of dealing with disappointment.
6. Children become more **confident** because the rules are the same for every player, no matter how old they are, and they are not at an automatic disadvantage based on age. Everyone has an equal chance to win!
7. Children learn **empathy**. For example, a child will help Mommy win if she keeps losing or will laugh with Grandma over something quirky one of them has done.
8. Children are given opportunities to use and practice a variety of skills all at once: **memorization, organization, pattern recognition, concentration, and following rules**.
9. Children learn how to **think on a higher cognitive level**. They learn how to strategize and evaluate what they need to do to win.
10. Playing cards and board games **involves interpersonal interaction**, which is essential to child development. Videogames have their place, but they cannot replace playing cards and board games, because they do not enhance a child's interpersonal skills.

Friendly Reminders

1. **Please be patient.** Learning and mastering any new skill requires changes in our brains. If your child struggles, go to a lower level. Within parameters you set, let the child choose the activity and note what your child likes to play or do. Many children simply need more time. The important thing is that they stay engaged and focused.
2. **Relax.** Learning to read is like taking a trip. Sometimes we come upon a bridge that is closed, but that doesn't keep us from getting to where we are going. It just takes finding another route and allowing more time to get there. And remember, you are the most important people in your children's lives. They pay attention to you and your reactions to determine how to feel about themselves. If you punish them, push them, or exhibit anxiety over their reading difficulties or any schoolwork—especially if they don't understand what it is they're supposed to do—they may perceive that you aren't proud of them regardless of what they know or don't know. If you relax, so will they.
3. If your child is having difficulty remembering letters, sounds, words, or can't stay on task for at least five minutes, s/he may not be developmentally ready to begin to read. If difficulty continues, especially beyond age six and upward, talk to your pediatrician. To solve a problem, we must first identify its source.
4. **Please, don't take away leisure time.** Physical play is not just an opportunity for energy release, but is also essential for optimal development.

Easy Directions for Kits 1 & 2 A575 and A576

1. Become familiar with the FunBooks and decks of cards. The FunBooks are spiral-bound to lay flat. The Alphabet and Consonants Funbooks are divided into “chunks” of letters or consonant sounds. CVC through Diphthong FunBooks have 7 chapters. Each chapter begins with a story, with word boxes containing new words and/or phrases students will encounter in the story. After the story are four reading comprehension and general knowledge questions, phonics worksheets, and a play script based on the story to be performed (read, not memorized) by students. The color-coded decks of cards are focused on the current phonemic pattern. Up to 10 different games can be played with each card deck. Directions are available in each deck. For additional game variations, and more detailed directions, visit www.StrongLearningStore.com/directions. Note: **The cards are not flash cards.** The cards are used to play games.
2. Every child begins at his or her own reading level. Go to the back page of this guide or of any FunBook and find the Strong Learning Center (SLC) Reading Inventory, **Student Record**. Then find the SLC-PI, Strong Learning Center Phonics Inventory, **Examiner Form**, included in each kit. Follow the easy directions at the top of the Examiner Form to establish the child's reading level. Instructions are provided on the Examiner Form about where to begin.
3. The order in which you do things doesn't matter. You may follow the order in the FunBooks or start with a play or game. The beauty of the Tiger Tuesday kits is that a child learns to read whether playing one of the card or board games, reading a story, performing in a play, or completing one of the activity sheets in the FunBook. Every activity offers opportunity for purposeful and playful practice.
4. It is recommended that the first session begin with the reading of *The Tale of Tiger Tuesday*—before playing the games or working in the FunBooks to familiarize your child with the Tuesday family, a group of characters who appear in all the books. Children love to hear this story over and over again, so you can read it anytime to them. (Eventually, they'll be reading it to you.) You may also watch the video, *The Tale of Tiger Tuesday*, on YouTube.
5. The books included in Kit 2, are short chapter books, on a Reading Level (RL) of grade 3-4, which you and your child can read at anytime. If your child is reading on the red level (CVC) or the dark blue level (VCE), he or she will likely have some difficulty reading them. However, as they move through the purple, green and orange levels, reading the chapter books will become easier and easier for children. Six books are planned in the series, beginning with Book 1: *Tiger Tuesday and the Hilltop Heroes*, where the all the heroes are introduced. Book 2 of the series, *The Case of the Sleeping Skunk*, are available now. You may choose to have the child watch the video *The Tale of Tiger Tuesday*, on YouTube to familiarize him or her with the Tuesday family characters. (If you purchased Learn-to-Read Kit 1, you already have a copy of the book.)

NOTE: If this is the first time you have worked with phonics yourself, or you need to review the correct sounds of the consonants, vowels or phonemes, visit our free 5-part **Introduction to Phonics** series available at www.youtube.com/user/StrongLearning/videos

Chapter 1 - Tiger Tuesday's Family

- Pg. 3 Do you remember? big, brother, sister, little
 Pg. 3 Do you know? 2, 2, pets, sisters
 Pg. 5 CVC Word Find – bat, can, big, has, hop, run, pet
 Pg. 6 Phonics Fun – dog, frog, big, sister, little, Tommy
 Pg. 7 Rhyme Time – pig, pot, net, frog, Mom, dish
 Pg. 8 Word Jumbles – pet, mother, father, frog, Tiger, dog
 Pg. 9 Name Game – frog, dog, mother, hat
 Pg. 10 Circle & Write – run, big, jog, bat, hop, pet
 Pg. 10 Sentence Unscramble – Tiger has a big hat.

Chapter 2 - Tiger Tuesday and the Jet

- Pg. 15 Do you remember? Jet, big, fox, six
 Pg. 15 Do you know? 9, 7, pigs, foxes
 Pg. 17 CVC Word Find – jet, wig, big, pig, six, hop, rat, bus
 Pg. 18 Phonics Fun – box, pig, rat, fox, jet, bus
 Pg. 19 Rhyme Time – jet, box, wig, six, fox, dot
 Pg. 20 Word Jumbles – jet, box, pig, rat, fox, got
 Pg. 21 Name Game – pig, jet, rat, fox
 Pg. 22 Circle & Write – pig, fox, fat, bus, jet, rat
 Pg. 22 Sentence Unscramble – Tiger got on the bus.

Chapter 3 - Tammy Tuesday and Her Pals

- Pg. 27 Do you remember? Mitt, gum, pen, top
 Pg. 27 Do you know? 4, 6, mitts, pens
 Pg. 29 CVC Word Find – hat, pen, pin, map, pal, top, gum
 Pg. 30 Phonics Fun – top, gum, mitt, pen, pal, pals
 Pg. 31 Rhyme Time – top, gum, mitt, ten, bag, hat
 Pg. 32 Word Jumbles – pen, top, bat, pal, mitt, gum
 Pg. 33 Name Game – pen, top, mitt, gum
 Pg. 34 Circle & Write – pat, bat, hat, gum, not, pen
 Pg. 34 Sentence Unscramble – Tammy has a lot of pals.

Chapter 4 - Tiger Tuesday and Goes Fishing

- Pg. 39 Do you remember? Rod, big, hot, wet
 Pg. 39 Do you know? 2, 2, hats, fishing
 Pg. 41 CVC Word Find – rod, sun, net, hen, hot, bed, mad, wet
 Pg. 42 Phonics Fun – hat, hen, net, fish, rod, sun
 Pg. 43 Rhyme Time – hat, jet, ten, fish, cot, sun
 Pg. 44 Word Jumbles – hen, wet, hat, fish, rod, sun
 Pg. 45 Name Game – hen, rod, sun, hat
 Pg. 46 Circle & Write – fish, rod, hot, wet, net, hat
 Pg. 46 Sentence Unscramble – Tiger wants to go fishing.

Chapter 5 - Tiger Tuesday's Hand Fan

- Pg. 52 Do you remember? Fan, can pan, man
 Pg. 52 Do you know? Hot, 5, fans, sandwiches
 Pg. 54 CVC Word Find – bun, fan, net, hen, hot, man, pot
 Pg. 55 Phonics Fun – fan, can, pan, man, sandwich, hot
 Pg. 56 Rhyme Time – fan, hand, can, pot, bun, mop
 Pg. 57 Word Jumbles – fan, sandwich, hand, pan, can, sand
 Pg. 58 Name Game – pan, hand, can, sandwich
 Pg. 59 Circle & Write – fan, can, man, net, sun, hot
 Pg. 59 Sentence Unscramble – Tiger has a hand fan.

Chapter 6 - Tiger Tuesday's Big Brown Box

- Pg. 66 Do you remember? Cat, brown, Tuffy, four
 Pg. 66 Do you know? 5, 7, kittens, boxes
 Pg. 68 CVC Word Find – hen, box, bag, pot, pan, cat
 Pg. 69 Phonics Fun – box, milk, pan, cat, spots, little
 Pg. 70 Rhyme Time – hat, hen, milk, box, bag, pot
 Pg. 71 Word Jumbles – spots, big, brown, little, box, kitten
 Pg. 72 Name Game – box, frog, cat, hen
 Pg. 73 Circle & Write – kit, cat, box, big, pot, pan
 Pg. 73 Sentence Unscramble – Tiger plays in the box.

Chapter 7 - Tiger Tuesday Wins a Gold Cup

- Pg. 79 Do you remember? Baseball, swimming, singing, spelling
 Pg. 79 Do you know? 7, 3, singing, swimming
 Pg. 81 CVC Word Find – cup, win, swim, bag, sad, cap
 Pg. 82 Phonics Fun – cup, baseball, singing, swimming, spelling, ping pong
 Pg. 84 Rhyme Time – ball, cup, cap, pin, fin
 Pg. 85 Word Jumbles – swim, win, tap, cup, ball, gold
 Pg. 86 Name Game – swim, run, clock, cup
 Pg. 87 Circle & Write – cup, tick, win, jump, tock, swim
 Pg. 87 Sentence Unscramble – Tiger wins a gold cup.

Chapter 1 - Tommy Tuesday's Bike Ride

- Pg. 4 Do you remember? Bike, raking, cake, flute
 Pg. 4 Do you know? Seven, 10, hopped, I am
 Pg. 6 VCE Word Find – game, time, five, rake, bake, stove, flute, ride
 Pg. 7 Phonics Fun – flute, games, bike, rake, stove, ride
 Pg. 8 Rhyme Time – game, slide, flute, dime, cake, cane
 Pg. 9 Word Jumbles – game, bike, stove, flute, ride, time
 Pg. 10 Name Game – flute, dime, stove, cake, bike, game
 Pg. 11 Circle & Write – ride, time, rake, home, cake, game
 Pg. 11 Sentence Unscramble – Tommy went on a bike ride.

Chapter 2 - Tiger Tuesday's Mud Cake

- Pg. 18 Do you remember? Placemats, note, mud, Daddy
 Pg. 18 Do you know? Ten, 10, birth & day, place & mat
 Pg. 20 VCE Word Find – write, five, bike, make, came, note, dime
 Pg. 21 Phonics Fun – placemats, bike, note, cake, five, stones
 Pg. 22 Rhyme Time – dime, rake, bike, plate, note, cube
 Pg. 23 Word Jumbles – bike, dime, five, cake, placemat, note
 Pg. 24 Name Game – cake, bike, placemat, note, dime, nine
 Pg. 25 Circle & Write – dime, bike, cake, made, note, five
 Pg. 25 Sentence Unscramble – Tiger made a mud cake.

Chapter 3 - Tiger Tuesday's Grape Ices

- Pg. 33 Do you remember? Grape, vine, white, nine
 Pg. 33 Do you know? Four, 1, mashed, pennies
 Pg. 35 VCE Word Find – ice, grape, vine, huge, crate, cube, joke, white, use
 Pg. 36 Phonics Fun – grape, face, vine, plate, cube, nine
 Pg. 37 Rhyme Time – grape, plate, nine, poke, cube, face
 Pg. 38 Word Jumbles – nine, grape, plate, vine, joke, cube
 Pg. 39 Name Game – grape, cube, nine, plate, vine, joke
 Pg. 40 Circle & Write – grape, face, vine, joke, nine, cube
 Pg. 40 Sentence Unscramble – Tiger made grape ices.

Chapter 4 - Tiger Tuesday's Ice Skates

- Pg. 49 Do you remember? Skates, Tuffy, blockade, no
 Pg. 49 Do you know? Two, 14, skating, yelled
 Pg. 51 VCE Word Find – wake, blade, line, glide, skate, safe, inside, slide, nice, save
 Pg. 52 Phonics Fun – skate, ice, skates, blade, slide, line
 Pg. 53 Rhyme Time – gate, hide, face, dice, line, blade
 Pg. 54 Word Jumbles – safe, blade, side, glide, place, skate
 Pg. 55 Name Game – blade, slide, skate, cube, home, nine
 Pg. 56 Circle & Write – skate, slide, cube, blade, fine
 Pg. 56 Sentence Unscramble – Tiger went skating on the pond.

Chapter 5 - Tiger Tuesday's Kite

- Pg. 64 Do you remember? Springtime, kite, no, Tuffy
 Pg. 64 Do you know? 5:00 a.m., twelve & nine, robe, shine
 Pg. 66 VCE Word Find – excuse, robe, whole, rise, while, came, mine, hole, kite
 Pg. 67 Phonics Fun – bathrobe, kite, sunrise, twine, smile, time
 Pg. 68 Rhyme Time – smile, hole, cane, rose, nine, flute
 Pg. 69 Word Jumbles – outside, bathrobe, sunshine, sunrise, springtime, kite
 Pg. 70 Name Game – bathrobe, kite, sunshine, smile, hole, slide
 Pg. 71 Circle & Write – kite, hole, robe, smile, shine, side
 Pg. 71 Sentence Unscramble – Tiger went to fly his kite.

Chapter 6 - Tiger Tuesday's Day in Space

- Pg. 79 Do you remember? Pizza, space, yes, yes
 Pg. 79 Do you know? Sun, star, did not, it is
 Pg. 81 VCE Word Find – late, take, homemade, poke, space, fire, fine
 Pg. 82 Phonics Fun – space, stove, plate, holes, fire, home
 Pg. 83 Rhyme Time – space, hole, stove, plate, fire, home
 Pg. 84 Word Jumbles – hole, plate, stove, fire, space, home
 Pg. 85 Name Game – fire, space, hole, plate, stove, home
 Pg. 86 Circle & Write – space, fire, hole, take, like, home
 Pg. 86 Sentence Unscramble – Tiger went up in a rocket.

Chapter 7 - The Tuesdays' New Phones

- Pg. 95 Do you remember? Spelling, homework, reading, bad
 Pg. 95 Do you know? 7, 4, playing, riding
 Pg. 97 VCE Word Find – alone, rude, homework, white, online, pineapple, cake, note, dine, pancakes, phone
 Pg. 98 Phonics Fun – phones, five, pancakes, pineapple, homework, games
 Pg. 99 Rhyme Time – home, line, game, face, bone
 Pg. 100 Word Jumbles – rude, rule, alone, game, home, phone
 Pg. 101 Name Game – game, home, phone, pancake, five, pineapple
 Pg. 102 Circle & Write – rude, phone, dine, line, use, pine
 Pg. 102 Sentence Unscramble – The Tuesday children got phones.

Chapter 1 – When Tuffy Tuesday Needed Glasses

Pg. 5 Do you remember? Tuffy, summer, laugh, nobody
 Pg. 5 Do you know? Teeth, fall, you are, you will
 Pg. 7 VCE Word Find – toad, teach, street, afraid, meatball, coat, easy, meal
 Pg. 8 Phonics Fun – toad, coat, window, snow, sleep, true
 Pg. 9 Rhyme Time – snow, toad, teeth, teach, sleep, coat
 Pg. 10 Word Jumbles – teeth, window, snow, coat, week, sleep
 Pg. 11 Name Game – teeth, coat, sleep, toad, snow, window
 Pg. 12 Circle & Write – coat, sleep, window, snow, toad, teeth
 Pg. 12 Sentence Unscramble – Tuffy was afraid to put on his glasses.

Chapter 2 - Tiger Tuesday's Snail in a Pail

Pg. 23 Do you remember? Train, no, no, snail
 Pg. 23 Do you know? 12, 5, not happy, sea & shore
 Pg. 25 VCE Word Find – sea, coast, pail, feet, train, beach, wait, sleep, peach, stream
 Pg. 26 Phonics Fun – beach, pail, train, snail, cheese, peach
 Pg. 27 Rhyme Time – peach, pail, train, toast, sleep, boat
 Pg. 28 Word Jumbles – coast, beach, pail, train, boast, snail
 Pg. 29 Name Game – boat, pail, train, sleep, snail, cheese
 Pg. 30 Circle & Write – boat, train, pail, snail, cheese, sleep
 Pg. 30 Sentence Unscramble – Tiger went to the beach.

Chapter 3 - Tiger Tuesday's Soap Boat

Pg. 40 Do you remember? Soap, happy, sleep, no
 Pg. 40 Do you know? 7, 25, let us, compound word
 Pg. 42 VCE Word Find – tie, real, please, greet, today, tree, boat, Tuesday, scream, soap, sail
 Pg. 43 Phonics Fun – soap, screamed, sailboats, floated, clean, week
 Pg. 44 Rhyme Time – peach, pail, train, toast, sleep, boat
 Pg. 45 Word Jumbles – scream sail, boat, week, float, clean
 Pg. 46 Name Game – goat, ice, cream, boat, cheek, sail, bean
 Pg. 47 Circle & Write – goat, cheek, sail, bean, cream, boat
 Pg. 47 Sentence Unscramble – Tiger made a soap boat.

Chapter 4 - Tiger Tuesday Walks on a Rainbow

Pg. 56 Do you remember? Tiger, Trudy, Marshmallow, no
 Pg. 56 Do you know? After, arc, rainbow, sea
 Pg. 58 VCE Word Find – beach, dream real, always, wait, rainbow, paint
 Pg. 59 Phonics Fun – rainbow, meatballs, painted, Dreams, cream, rained
 Pg. 60 Rhyme Time – rain, beat, paint, dream, cream, chain
 Pg. 61 Word Jumbles – meatballs, rain, dream, point, rainbow, cream
 Pg. 62 Name Game – rainbow, paint, ice cream, rain, meatballs, dream

Pg. 63 Circle & Write – rain, meatballs, dream rainbow, meat, paint
 Pg. 63 Sentence Unscramble – Tiger said he walked on a rainbow.

Chapter 5 - Tiger Tuesday Learns to Read

Pg. 71 Do you remember? Tiger, Daisy, Green, place
 Pg. 71 Do you know? 6, 30, no one, 3
 Pg. 73 VCE Word Find – daisy, meet, green, speak, leap, tail, each, read
 Pg. 74 Phonics Fun – Daisy, Green, teach, read, toast, oatmeal
 Pg. 75 Rhyme Time – peach, green, tie, toast, blue, bow
 Pg. 76 Word Jumbles – reading, afraid, green, easy, teach, daisy
 Pg. 77 Name Game – green, bow, toast, daisy, teach, read
 Pg. 78 Circle & Write – daisy, read, bow, green, teach, toast
 Pg. 78 Sentence Unscramble – Ms. Daisy is Tiger's teacher.

Chapter 6 - Tiger Tuesday's Thanksgiving Story

Pg. 87 Do you remember? Pilgrims, seeds, peas, Lincoln
 Pg. 87 Do you know? November, 11th, thankful, feast
 Pg. 89 VCE Word Find – feast, oak, load, peace, coffee, okay, treaty, sweet, tray
 Pg. 90 Phonics Fun – oak tree, pie, tray, sea, sailboat, tail
 Pg. 91 Rhyme Time – feet, glue, tray, beak, road, dream
 Pg. 92 Word Jumbles – blueberry, tray, sweet, peace, feast, treaty
 Pg. 93 Name Game – feet, tray, tie, ice cream, sail, pie
 Pg. 94 Circle & Write – pie, feet, blue, tray, treaty, feast
 Pg. 94 Sentence Unscramble – The Pilgrims sailed on the Mayflower.

Chapter 7 – The Tuesdays' Poem of the Week

Pg. 103 Do you remember? Toast, roast, wheat, meat
 Pg. 103 Do you know? 7, Sunday, 3, week
 Pg. 105 VCE Word Find – glue, Wednesday, clay, cheese, Saturday, wheat, roast, Sunday
 Pg. 106 Phonics Fun – toast, pie, beans, wheat, tea, cream
 Pg. 107 Rhyme Time – pie, toast, dream, beat, tea, tray
 Pg. 108 Word Jumbles – roast, toast, tea, wheat, coffee, meat
 Pg. 109 Name Game – toast, tea, ice cream, beat, peanut, pizza pie
 Pg. 110 Circle & Write – glue, clay, cream, tea, pie, toast
 Pg. 110 Sentence Unscramble – Sunday breakfast is eggs on toast.

R-Controlled Vowels

Chapter 1 – Tiger Tuesday’s Farm

- Pg. 5 Do you remember? Farm, no, turtle, Tammy
Pg. 5 Do you know? Quarter, less, surprised, vowel digraph
Pg. 7 R-Controlled Vowels Word Find – farm, horse, circle, corn, turtle, bird
Pg. 8 Phonics Fun – (ar) farm, (or) horse, (ir) circle, (or) corn, (ur) turtle, (ir) bird
Pg. 9 Rhyme Time – bark, horse, cart, horn, farm, shirt
Pg. 10 Word Jumbles – corn, farm, circle, cart, horse, turn
Pg. 11 Name Game – cart, circle, barn, corn, horse, turtle
Pg. 12 Circle & Write – bird, barn, horse, car, circle, corn
Pg. 12 Sentence Unscramble – Tiger made an animal farm.

Chapter 2 – Tiger Tuesday and the Purple Turtle

- Pg. 21 Do you remember? Yes, purple turtles, large, not to go
Pg. 21 Do you know? 16, compound word, cavern, le
Pg. 23 R-Controlled Vowels Word Find – dirt, thorn, cavern, purple, smart, ignore
Pg. 24 Phonics Fun – cavern, turtle, dirt, Bart, Corn, purple
Pg. 25 Rhyme Time – corn, skirt, Bart, bark, thorn, jar
Pg. 26 Word Jumbles – dark, jar, turtle, cavern, dirt, purple
Pg. 27 Name Game – Tiger, corn, turtle, thorn, jar, purple
Pg. 28 Circle & Write – Tiger, thorn, smart, purple, turtle, bird
Pg. 28 Sentence Unscramble – Tiger wanted a purple turtle.

Chapter 3 – Tiger Tuesday’s Marching Band

- Pg. 36 Do you remember? Recorder, harmonica, harp, Star
Pg. 36 Do you know? \$100, \$1.00, east, Atlantic
Pg. 38 R-Controlled Vowels Word Find – march, turn, guitar, perfect, birthday, twirl, star
Pg. 39 Phonics Fun – soap, screamed, sailboats, floated, clean, week
Pg. 40 Rhyme Time – harp, shirt, car, girl, horn, star
Pg. 41 Word Jumbles – harp, guitar, march, recorder, twirl, star
Pg. 42 Name Game – star, march, guitar, harp, recorder, twirl
Pg. 43 Circle & Write – harp, guitar, twirl, recorder, star, march
Pg. 43 Sentence Unscramble – Tiger made a marching band.

Chapter 4 – Tiger Tuesday’s Valentine Cards

- Pg. 53 Do you remember? Rushing, e, morning, Tuffy
Pg. 53 Do you know? 15, 3, love, rhyme
Pg. 55 R-Controlled Vowels Word Find – burst, store, person, darling, corner, first, flower
Pg. 56 Phonics Fun – cards, heart, tart, girls, car, flower
Pg. 57 Rhyme Time – flower, car, girl, bird, card, heart
Pg. 58 Word Jumbles – flower, heart, horse, star, twirl, girl
Pg. 59 Name Game – heart, flower, girl, car, horse, star
Pg. 60 Circle & Write – girl, horse, car, star, flower, cover
Pg. 60 Sentence Unscramble – Tiger gave Thurman a Valentine card.

Chapter 5 – Trudy’s Cardboard Piano

- Pg. 70 Do you remember? Cardboard, care, did, well
Pg. 70 Do you know? Black, 88, 2, compound
Pg. 72 R-Controlled Vowels Word Find – short, teacher, sherbet, cardboard, purse, park, hurt, skirt, concert
Pg. 73 Phonics Fun – cardboard, thirteen, purse, skirt, concert, Saturday
Pg. 74 Rhyme Time – purse, card, singer, curl, dart, third
Pg. 75 Word Jumbles – hard, purse, hurt, thirty, cardboard, sherbet
Pg. 76 Name Game – singer, thirty, thirteen, first, purse, cardboard
Pg. 77 Circle & Write – purse, hurt, first, cardboard, concert, surprise
Pg. 77 Sentence Unscramble – Trudy had a cardboard piano.

Chapter 6 – Tiger Tuesday and the Spelling Bee

- Pg. 87 Do you remember? Is a trick, is a trick, follows the rule, follows the rule
Pg. 87 Do you know? 4, 24, following a rule, children show science projects they made by themselves
Pg. 89 R-Controlled Vowels Word Find – desert, never, everyone, remember, perfect, bird
Pg. 90 Phonics Fun – Tiger, dessert, Thurman, star, Marshmallow, person
Pg. 91 Rhyme Time – bird, burn, perch, cart, first, curled
Pg. 92 Word Jumbles – her, learn, Earth, bird, fur, worm
Pg. 93 Name Game – bird, worm, perch, Earth, curl, fur
Pg. 94 Circle & Write – fur, bird, curl, perch, her, dessert
Pg. 94 Sentence Unscramble – Tiger did not enter the spelling bee.

Chapter 7 – The Tuesdays’ Halloween Party

- Pg. 102 Do you remember? Marshmallow, witch, hobo, monster
Pg. 102 Do you know? Hour, 2, 60, 4
Pg. 104 R-Controlled Vowels VCE Word Find – serve, party, monster, finger, hamburger, winner, silver, dinner, scarf, cider
Pg. 105 Phonics Fun – cider, flower, monster, scarf, sharp, silver
Pg. 106 Rhyme Time – harp, flower, finger, cider, dart, bird
Pg. 107 Word Jumbles – silver, finger, cider, party, monster, shirt
Pg. 108 Name Game – bird, dart, monster, finger, shirt, cider
Pg. 109 Circle & Write – bird, fingernail, monster, dart, cider, shirt
Pg. 109 Sentence Unscramble – The Tuesdays had a Halloween party.

Diphthongs

Chapter 1 – Thurman and the Dog Show

- Pg. 5 Do you remember? Dog, mouse, zoo, lawn
Pg. 5 Do you know? Grass, seesaw, very proud, successfully
Pg. 7 R-Controlled Vowels Word Find – broil, autumn, joy, right, goose, clown
Pg. 8 Phonics Fun – mouse, seesaw, football, goose, clown, lawn
Pg. 9 Rhyme Time – goose, mouse, clown, flower, yawn, zoo
Pg. 10 Word Jumbles – zoo, goose, rooster, seesaw, clown, mouse
Pg. 11 Name Game – clown, zoo, rooster, ouse, goose, seesaw
Pg. 12 Circle & Write – rooster, clown, goose, zoo, mouse, seesaw
Pg. 12 Sentence Unscramble – Thurman was afraid of dogs.

Chapter 2 – Tammy’s Pen Pal

- Pg. 23 Do you remember? Don’t know, best, sad, rain
Pg. 23 Do you know? 25, 7, 50, Atlantic
Pg. 25 R-Controlled Vowels Word Find – count, pouch, about, Australia, dawn, good, balloon, New York
Pg. 26 Phonics Fun – Australia, flounder, kangaroos, pouch, Joy, dawn
Pg. 27 Rhyme Time – dawn, boy, draw, stool, cloud, kangaroo
Pg. 28 Word Jumbles – Australia, pouch, cloud, drawer, joy, kangaroo
Pg. 29 Name Game – Kangaroo, flower, dawn, Australia, cloud, drawer
Pg. 30 Circle & Write – point, frown, night, drawer, cloud, stool
Pg. 30 Sentence Unscramble – Tammy got a pen pal named Joy.

Chapter 3 – I’ll Be Your Best Friend

- Pg. 42 Do you remember? Coins, best, mistake, foot
Pg. 42 Do you know? Nickel, \$2.00, boxes, dog
Pg. 44 R-Controlled Vowels Word Find – proud, couch, because, hound, applaud, growl, knew, audience, bow, coin
Pg. 45 Phonics Fun – coins, books, toys, room, foot, growled
Pg. 46 Rhyme Time – coin, toy, hound, broom, book, foot
Pg. 47 Word Jumbles – coin, hound, foot, growl, toy, room
Pg. 48 Name Game – foot, hound, lawn, book, coin, toy
Pg. 49 Circle & Write – foot, coin, hound, lawn, toy, book
Pg. 49 Sentence Unscramble – Bill said he was Tommy’s best friend.

Chapter 4 – The Months of the Year Holiday Show

- Pg. 59 Do you remember? January, May, August, November
Pg. 59 Do you know? 365, 4, dome, clap
Pg. 61 R-Controlled Vowels Word Find – scooter, wow, sound, mouth, sweater, tower, strawberry, soon, field
Pg. 62 Phonics Fun – school, couch, joined, stood, applauded, bowed

- Pg. 63 Rhyme Time – coin, couch, moon, cow, wood, noon
Pg. 64 Word Jumbles – bow, soon, stood, couch, moon, choose
Pg. 65 Name Game – applaud, school, August, couch, moon, noon
Pg. 66 Circle & Write – applause, August, noon, stood, school, moon
Pg. 66 Sentence Unscramble – The Tuesdays wrote a poem about the months of the year.

Chapter 5 – Tiger Wants to Play Football

- Pg. 74 Do you remember? Football, little, kicked, asked
Pg. 74 Do you know? Smaller, oval, bully, over
Pg. 76 R-Controlled Vowels Word Find – tower, awesome, scooter, bedroom, oil, field
Pg. 77 Phonics Fun – autumn, scooter, foot, football, oiled, join
Pg. 78 Rhyme Time – wood, coin, boy, mouth, soup, foot
Pg. 79 Word Jumbles – foot, ground, wood, scooter, join, oil
Pg. 80 Name Game – football, scooter, mouth, foot, coin, boy
Pg. 81 Circle & Write – boy, football, foot, coin, mouth, scooter
Pg. 81 Sentence Unscramble – Tiger wanted to play football.

Chapter 6 – Tiger Tuesday Goes Camping

- Pg. 92 Do you remember? Campout, south, foil, teddy bear
Pg. 92 Do you know? 10, south, feet, good
Pg. 94 R-Controlled Vowels Word Find – foil, loud, sound, noise, tonight, count, wow, crawl, hoot, campout
Pg. 95 Phonics Fun – south, foil, August, owl, crawling, sound
Pg. 96 Rhyme Time – hound, cloud, broom, mouth, foot, lawn
Pg. 97 Word Jumbles – August, crawl, owl, south, foil, loud
Pg. 98 Name Game – foot, owl, lawn, campout, foil, August
Pg. 99 Circle & Write – south, owl, campout, foot, August, foil
Pg. 99 Sentence Unscramble – Tiger Tuesday had a campout.

Chapter 7 – The Tale of Tiger Tuesday

- Pg. 114 Do you remember? Button, Acorn, Trudy, Tiger
Pg. 114 Do you know? 7, nonfiction, fiction, fiction
Pg. 116 R-Controlled Vowels VCE Word Find – poodle, wooden, sweater, cloud, stood, threw, brook
Pg. 117 Phonics Fun – brook, shouted, house, enjoyed, neighborhood, threw
Pg. 118 Rhyme Time – house, book, saw, light, sleigh, school
Pg. 119 Word Jumbles – book, enjoy, school, crowd, loud, head
Pg. 120 Name Game – house, sleigh, book, light, mouse, saw
Pg. 121 Circle & Write – light, book, sleigh, mouse, house, saw
Pg. 121 Sentence Unscramble – Tiger made Tuesday Street come alive.

Student's Name _____ Date _____ Age _____

DIRECTIONS: The STRONG Learning Reading Inventory (SLC-RI) is used both 1) to evaluate the level at which a student should begin the program as well as which FunBook and SuperDeck card game to use, and 2) to monitor students' progress. Administered individually, the appropriate level can usually be determined within a few minutes.

STUDENT FORM: Place the Student Form in front of the student. Sit in such a way that you can easily point to items on the form as directed. Neither the student nor the examiner writes on the student form.

EXAMINER FORM: Follow the instructions in the Directions/Marking Area, saying aloud the portion that appears in quotation marks. Proceeding in sequential order, circle on the Examiner Form any items the student misses. At the end of each category, say encouraging words such as "Okay," "Good" or "Great!" whether the answers given were correct or incorrect.

NOTE: At no time should you provide hints or corrections of any kind to the student. When evaluating a student's mastery of phonics rules, ignore any mispronunciations not relevant to the rule being assessed.

	Category	Directions/Marking Area (Record total number missed in block to the right.)	
1	Letter Recognition Upper Case	<p>Point to each letter and say, "Tell me the letter as I point to it."</p> <p style="text-align: center;">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</p> <p>If the student misses 3 or more, begin with the Tiger Tuesday Alphabet FunBook, SuperDeck Alphabet for Pre-Readers C599B and SuperDeck Rhyming for Pre-Readers C599A. If student misses 2 or fewer items, move on to item #2 and have the student practice the missed letter(s) using the above game.</p>	
2	Letter Recognition Lower Case	<p>Point to each letter and say, "Tell me the letter as I point to it."</p> <p style="text-align: center;">a v c e i j r m d s u f y t w k h l p q x b g o n z</p> <p>If the student misses 3 or more, begin with the Tiger Tuesday Alphabet FunBook, SuperDeck Alphabet for Pre-Readers C599B and SuperDeck Rhyming for Pre-Readers C599A. If student misses 2 or fewer items, move on to item #3 and have the student practice the missed letter(s) using the above game.</p>	
3	Consonant Sounds	<p>Point to each letter and say, "Tell me the SOUND of each letter as I point to it."</p> <p style="text-align: center;">b h v n t r q f k g x m w s p j c d z l y</p> <p>If the student misses 3 or more, begin with the Tiger Tuesday Consonant FunBook and SuperDeck Beginning Consonant C600A. If student misses 2 or fewer items, move on to item #4 and have the student practice the missed sound(s) using the above game.</p>	
4	<p>Double-Sound Consonant Blends with L or R A double-sound consonant blend consists of two consonants sounded together in such a way that each is heard.</p> <p>Examples: frog, crop, glad, flag, blue, press</p>	<p>Point to each blend combination and say, "Say the SOUND of each of the blends aloud as I point to it."</p> <p style="text-align: center;">BL (BLUE) CL (CLAP) FL (FLAG) GL (GLAD) PL (PLAY) SL (SLOW) BR (BRAG) CR (CROP) DR (DRESS) FR (FROG) GR (GROW) PR (PRESS) TR (TRUCK)</p> <p>If the student misses 2 or more, begin with the Tiger Tuesday Consonant FunBook and SuperDeck Consonant Blends & Digraph Sounds C600B. If student misses 1 or none, move on to item #5 and have the student practice the missed beginning consonant blend(s) using the above game.</p>	
5	<p>Single-Sound Consonant Blends SH, TH, WH, CH, & PH A single-sound consonant blend consists of two consonants that sounded together make one sound.</p> <p>Examples: ship, chick, thin, white, phone</p>	<p>Point to each blend combination and say, "Say the SOUND of each of the blends aloud as I point to it."</p> <p style="text-align: center;">SH (SHOP) TH (THUMB) WH (WHAT) CH (CHIN) PH (PHONE)</p> <p>If the student misses two or more, begin with the Tiger Tuesday Consonant FunBook and SuperDeck Consonant Blends & Digraph Sounds C600B. If a student misses 1 or none, move on to item #6, and have the student practice the missed consonant blend(s) using the games above.</p>	
6	<p>Double-Sound Consonant Blends SK and ST and Silent Consonant Ending CK</p>	<p>Point to each blend combination and say, "Say the SOUND of each of the blends aloud as I point to it."</p> <p style="text-align: center;">SK (SKIT & DESK) ST (STEP & NEST) CK (ROCK)</p> <p>If student misses two or more, begin with the Tiger Tuesday Consonant FunBook and SuperDeck Consonant Blends & Digraph Sounds C600B. If a student misses 1 or none, move on to item #7a, and have the student practice the missed consonant blend(s) using the games above.</p>	

	Category	Directions/Marking Area (Record total number missed in block to the right.)	
7a	Vowel Recognition A, E, I, O, U	Turn the STUDENT form over and say, "Say the vowels in order." If student misses one or more, start with the Introductory Lesson Plans in the Level 1 - CVC FunBook.	
7b	Short Vowel Sounds	Point to each vowel and say, "Say the short vowel SOUND as I point to each letter." I (INCHWORM) U (UPTOWN) A (ALLIGATOR) E (ELEPHANT) O (OTTER) If student misses two or more on either 7a or 7b, begin with Introductory Lesson Plan 1 in the Level 1 - CVC FunBook. Also use the SuperDeck Short Vowel 3 Letter CVC Words C601A and SuperDeck Short Vowel 4 & 5 Letter Words C601C. If a student misses 1 or none, move on to item #8, and have the student practice the missed vowel sound(s) using the games above.	
8	Consonant - Vowel - Consonant (CVC) Vowels followed by consonants in words or syllables are usually short. Examples: hat, egg, goblin, up	Point to each item and say, "Say each NONSENSE WORD as I point to it." HAP (CAP) KET (PET) FIP (RIP) DOB (MOB) DUB (TUB) If the student misses two or more, begin with the Level 1 - CVC FunBook and SuperDeck Short Vowel 3 Letter CVC Words C601A and SuperDeck Short Vowel 4 & 5 Letter Words C601C. If a student misses 1 or none, move on to item #9, and have the student practice the missed vowel sound(s) using the games above.	
9	Silent "E" (VCE) When a vowel is followed by a consonant, and the consonant is followed by a final "e," the vowel is usually long and the "e" is silent. Examples: cake, Pete, bike, hope, tube	Point to each item and say, "Say each NONSENSE WORD as I point to it." HAPE (CAPE) KETE (PETE) FIPE (RIPE) DOBE (LOBE) DUBE (TUBE) If the student misses two or more, begin with the Level 2 - VCE FunBook, SuperDeck Long Vowel VCE Words C602A and SuperDeck Compound Words 1 C602C. If a student misses 1 or none, move on to item #10, and have the student practice the missed vowel sound(s) using the games above.	
10	Vowel Digraphs AI, AY, EA, EE, IE, OA, OE, OW, UE For certain double vowels, like those above, the first vowel is long and the second is silent. Remember, "When two vowels go walking, the first one does the talking." Examples: rain, tea, pie, boat	Point to each item and say, "Say the sound of each PAIR OF LETTERS as I point to it." AI (RAIN) AY (PLAY) EA (EAT) EE (FEET) IE (PIE) OA (GOAT) OE (TOE) OW (SLOW) UE (BLUE) If the student misses two or more, begin with the Level 3 - Vowel Digraphs FunBook, SuperDeck Long Vowel Digraph Words C603AB and SuperDeck Reading Fluency 1C603D. If the student says "OW" as in "cow," say, "That's right. Can you also tell me the other sound 'OW' makes?" If a student misses 1 or none, move on to item #11, and have the student practice the missed vowel sound(s) using the games above.	
11	"R" Controlled Vowels AR, ER, IR, OR, UR Single vowels followed by an "r" usually result in a new sound. Examples: car, fern, bird, corn, fur	Point to each item and say, "Say the sound of each PAIR OF LETTERS as I point to it." AR (CAR) ER (FERN) IR (BIRD) OR (CORN) UR (FUR) If student misses two or more, begin with the Level 4 - R-Controlled Vowel FunBook and SuperDeck R-Controlled Vowel Words C604A. If a student misses 1 or none, move on to item #12, and have the student practice the missed vowel sound(s) using the games above.	
12	Diphthongs Many times two vowels blend together to form a new sound. Examples: clown, oil, boy, auto, saw, food, look	Point to each item and say, "Say the sound of each PAIR OF LETTERS as I point to it." OI (OIL) OY (BOY) EA (HEAD) OO (BOOK) OO (POOL) OW (COW) OU (OUT) IGH (RIGHT) AU (AUTO) AW (CLAW) IE (CHIEF) EW (STEW) EIGH (EIGHT) If student misses two or more, begin with the Level 5 - Diphthongs FunBook and Diphthong Pattern Words C605AB. If the student pronounces "OW" with a long vowel sound, as in "slow," say, "That's right. Can you also tell me the other sound 'OW' makes?" If student misses 1 or none, have the student practice the missed diphthong using the games above.	

NOTE: Students who move through the Strong Learning® Reading Inventory and demonstrate no gaps in phonetic decoding skills are ready to move on to the Tiger Tuesday® and the Hilltop Heroes series.

Name _____ DOB: _____

Pre-Test Date: _____ Age at Pre-Test: _____ Post-Test Date _____ Age at Post-Test: _____

	LETTERS & PHONEMES	Max	* Right Pre	* Right Post
1	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	26		
2	a v c e i j r m d s u f y t w k h l p q x b g o n z	26		
3	b h v n t r q f k g x m w s p j c d z l y	21		
4	bl cl fl gl pl sl br cr dr fr gr pr tr	13		
5	sh th wh ch ph	5		
6	sk st ck	3		
7b	i u a e o	5		
8	hap ket fip dob dub	5		
9	hape kete fipe dobe dube	5		
10	ai ay ea ee ie oa oe ow ue	9		
11	ar er ir or ur	5		
12	oi oy ea oo ow ou igh au aw ie ew eigh	12		
	TOTALS	135		

Right Post-Test — # Right Pre-Test

_____ x 100 = Percentage Improvement

Right Pre-Test