

# The Train Game: Learning "Beyond The Alphabet" Sounds

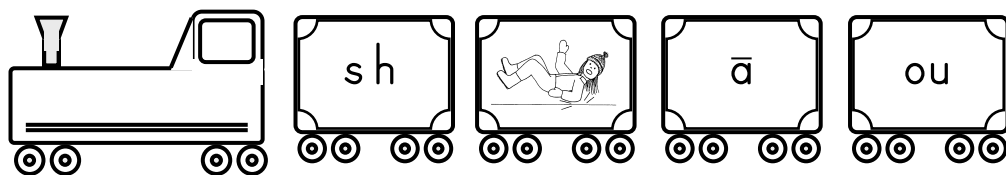
After students have learned to write all of the letters of the alphabet and have begun to read and spell short vowel words, they will be ready to start learning the "Beyond The Alphabet" sounds. Read Part 2 of the Sound Story aloud to the students. It introduces the four remaining long vowel sounds, along with three dotted vowel sounds (the two dots mean "not the regular sound"), five consonant digraph sounds, and two vowel diphthong sounds. Students are not expected to read words with these sounds at the short vowel level. However they can learn to associate the sound pictures from the sound story with the written symbols, in the same way that they originally learned the letters of the alphabet. In order to begin reading stories after completing the short vowel level, students will need to learn these letter patterns and sounds. The Train Game helps students learn them in an enjoyable, non-threatening way. You can continue to use the game as students begin the next set of books, *Phonetic Words And Stories*.

**To prepare the activity:** Print the train engines, train cars, and label cards on colored card stock. Laminate the pages if desired for extra wear. Print the Beyond The Alphabet Sound Chart. Cut out the engine and train car pieces. Some train cars show a letter or letter pattern. The rest of the cars show the matching sound pictures. Place the pieces in an envelope or plastic bag. Label the envelope or bag with one of the label cards.

**Sound Chart:** Use the Beyond The Alphabet Sound Chart as a visual reference while students are playing the game.

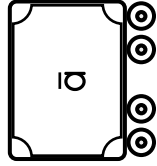
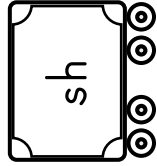
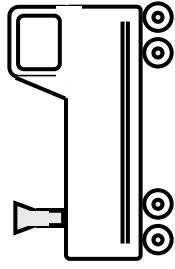
**To play the game:** Each student picks an engine. Then students take turns picking a train car and giving the sound for the letter pattern or picture shown on the car. If correct, the student places the section just to the right of his engine. If incorrect, the piece must be put back on the table face down. As the student accumulates more pieces, they are placed in a row, going to the right, to make the train longer and longer. If students run out of room, they can make the train turn as needed and continue to place the pieces. When all of the pieces have been collected, or time is up, students count the number of cars on their train. The student with the most pieces wins.

**Extension Activity:** After finishing the game, students can work together to put each train picture with its matching letter pattern.



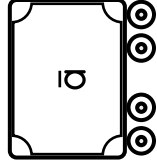
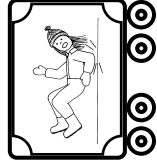
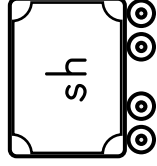
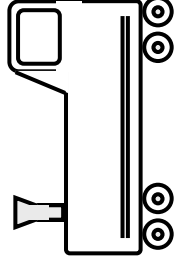
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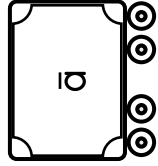
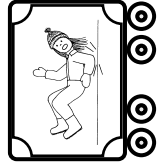
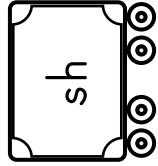
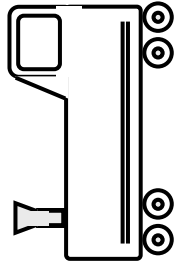
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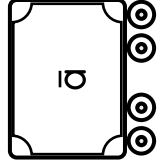
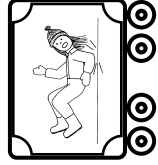
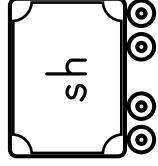
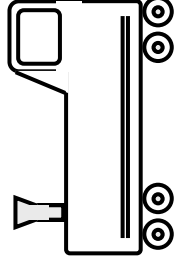
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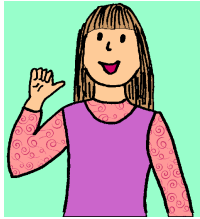
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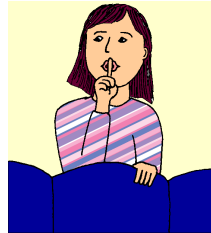


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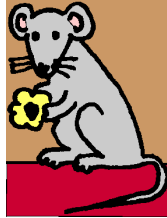
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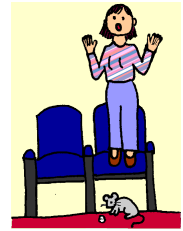
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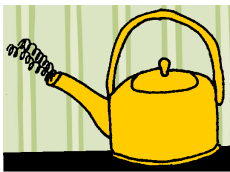
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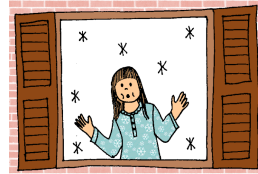
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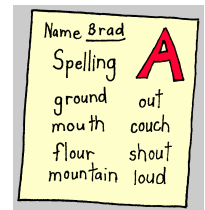
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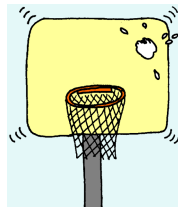
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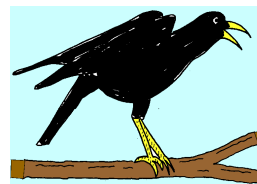
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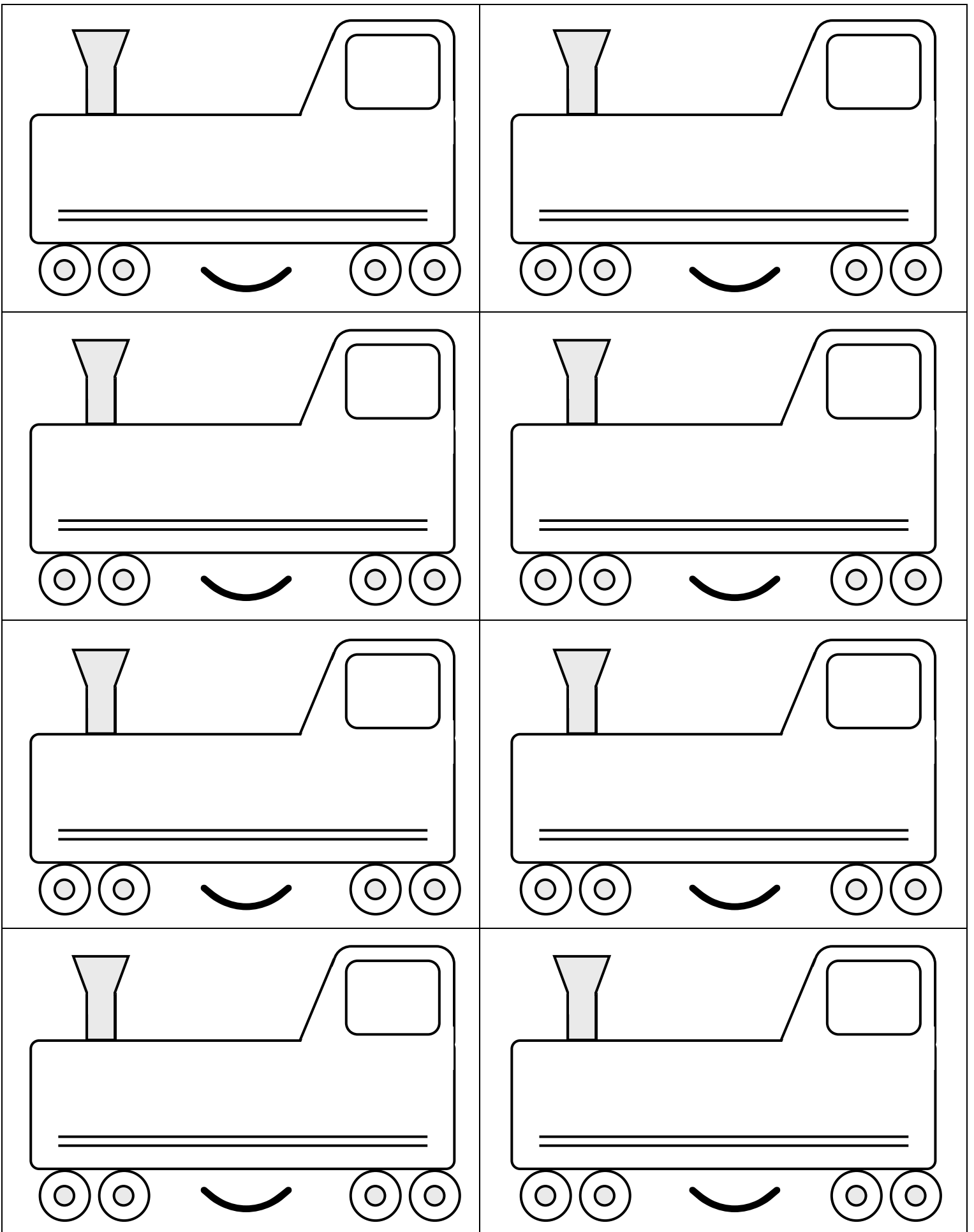


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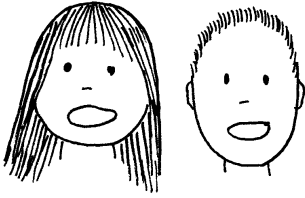





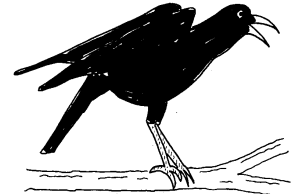
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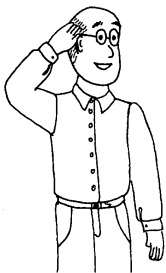
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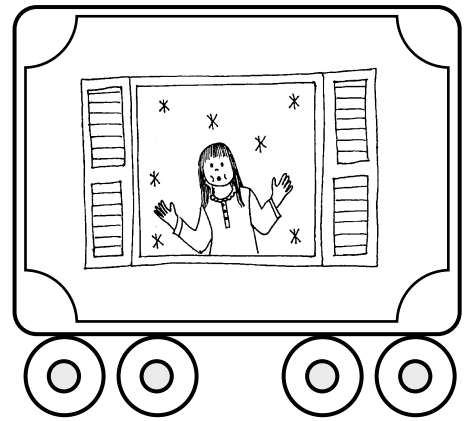
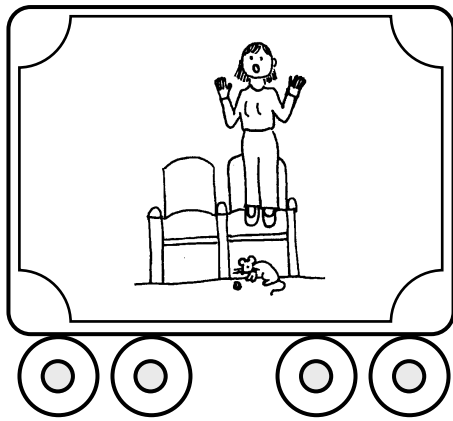
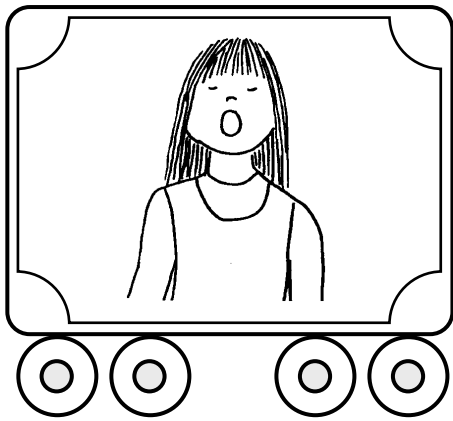
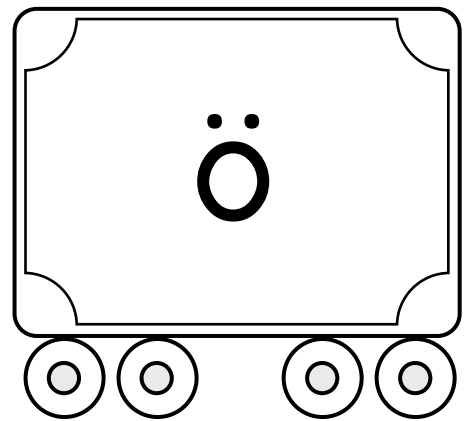
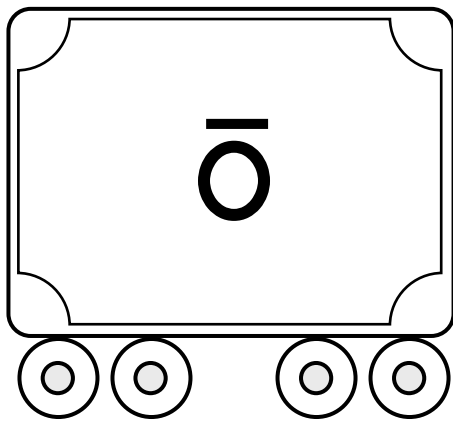
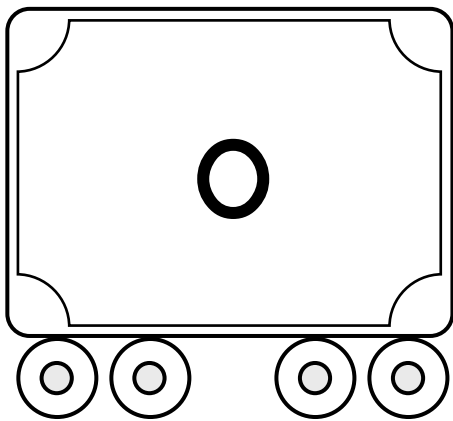
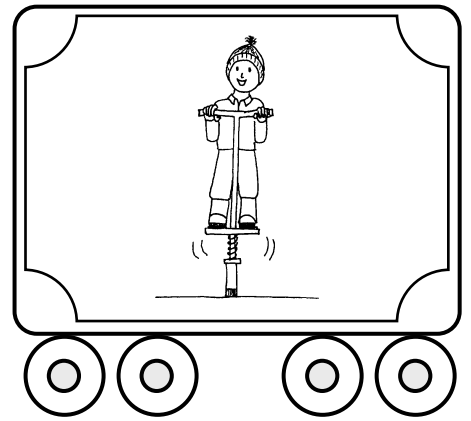
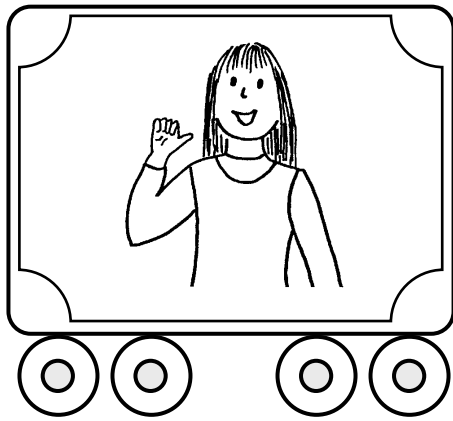
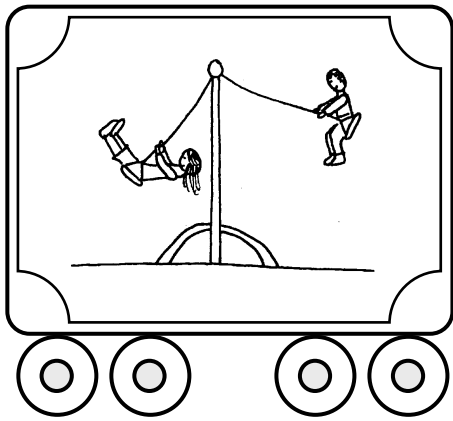
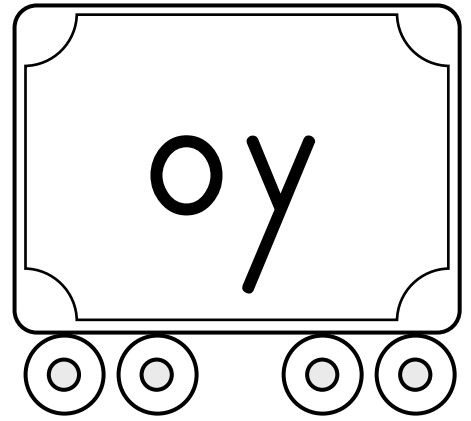
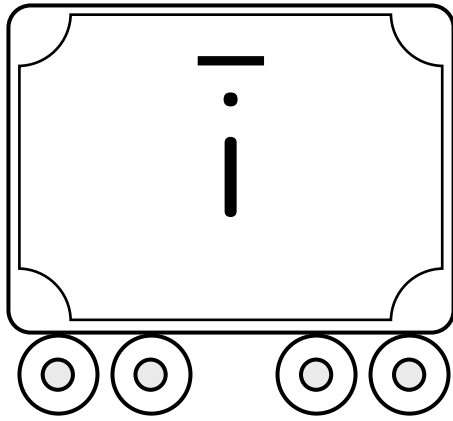
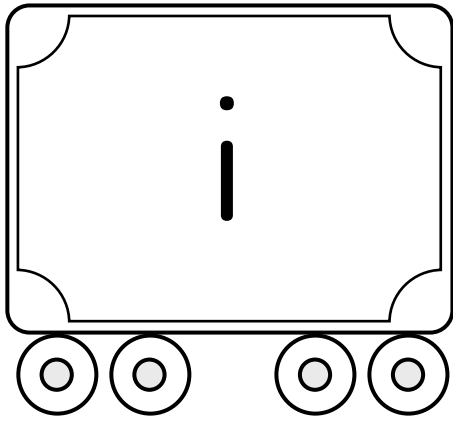


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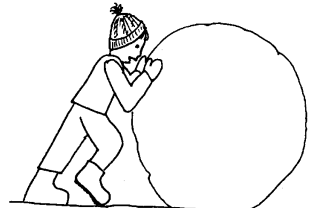
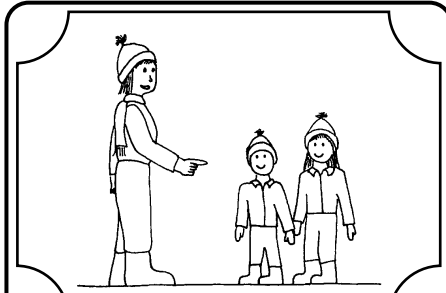




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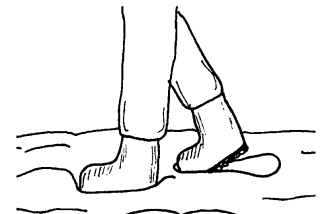
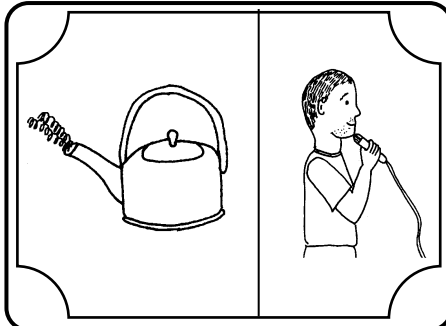
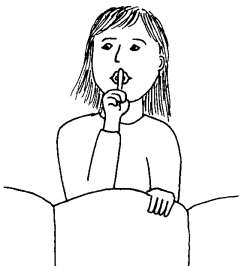
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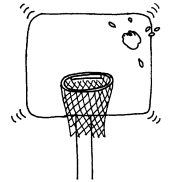
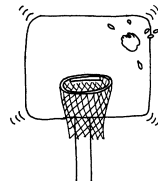
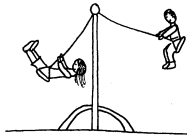
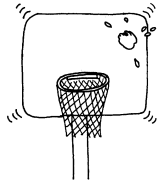
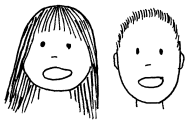
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