4

COME ON Phonics

Consonant Blends

NE_Build & Grow

COME ON
Consonant Blends
Phonics

Contents

Unit 1

L-Blends 6

clap, clam, clip
glue, glove, glass
plum, plate, plane

Unit 2

L-Blends 14

black, blade, block
flag, flute, flame
sled, slip, slide

Review 1 22

Unit 3

R-Blends 24

bride, brick, brake
crab, crack, crane
drum, drag, dress

Unit 4

R-Blends 32

frog, frame, front
grape, grass, grill
trip, trace, truck

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Board Game 1 42

Unit 5 **S-Blends** 44

smile, smoke, smart
snake, sniff, snack
spin, spice, space

Unit 6 **S-Blends** 52

ski, skate, skunk
step, stone, stamp
swan, swim, swing

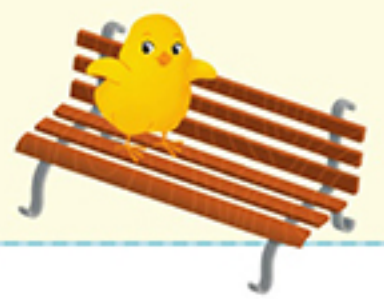
Review 3 60

Unit 7 **Digraphs** 62

chin, chick, chess
ship, shop, shell
whale, white, wheel

Unit 8 **Digraphs** 70

bench, lunch, branch
fish, wash, brush
king, long, bang



Review 4 78

Board Game 2 80

Word List 82

Sight Words 84

Materials (Game Sheet and Flashcards) 85

Unit Components

Introduction 1

The target letter combinations and sounds are introduced, and students practice blending each one into a word. Engaging illustrations make the phonics words easy for children to understand.

Practice 1

Students practice identifying the target sounds aurally.

Introduction 2

More words containing the target letter combinations and sounds are introduced. Students practice saying the words in a fun and simple chant.

Practice 2

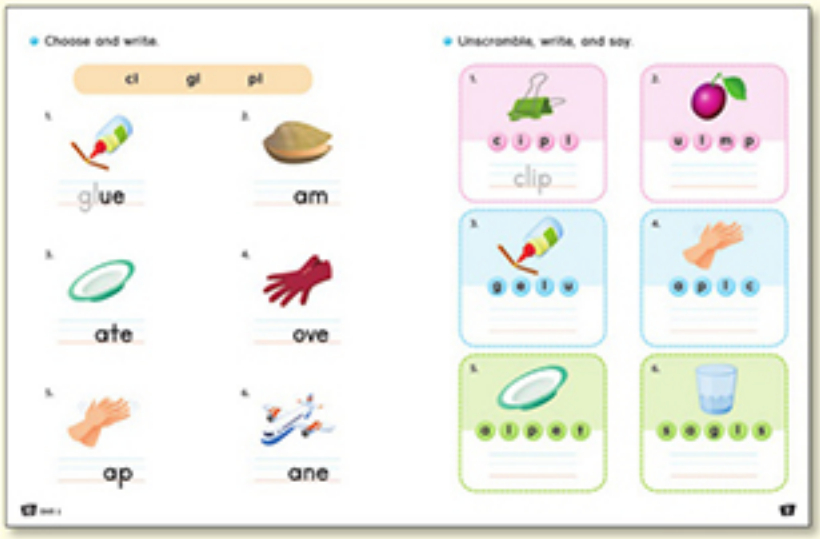
Students practice recognizing the letter combinations as they hear them.

Board Games

Use the included board games to provide a review of units 1–4 and 5–8 respectively. Students practice letter and word recognition through some friendly competition.

Reader

Let students challenge themselves to read simple sentences with the included phonics reader. Two short stories review the words from units 1–4 and 5–8 respectively.



Practice 3

Students practice all the target sounds and words with exercises for letter and word recognition.

Decodable Story

A decodable story with lively illustrations lets students begin reading words in sentences. In addition to reviewing phonics words, students are introduced to sight words.

Activity

Students use what they have learned to complete or participate in a fun activity.

DVD-ROM (E-Book)

Make lessons come alive with the *Come On, Phonics* e-book. The digital copy of the book includes audio material and animations to supplement the book's contents. Interactive games can be used for in-class or at-home practice.

Sounds

Words

Chants

Stories

Games

Unit 1

L-Blends

- Listen and repeat. 03

L-Blends

cl **gl** **pl**

c + l → cl

c l ap

g + l → gl

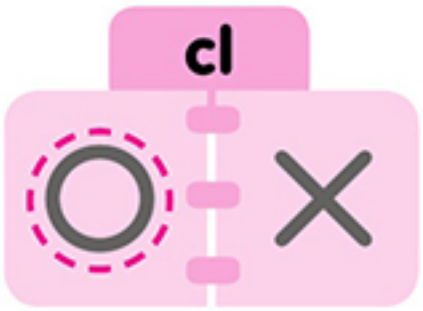
g l ue

p + l → pl

p l um

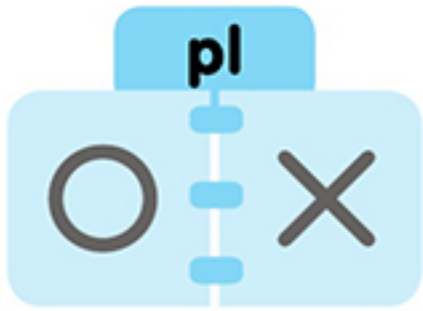
Listen and circle. 04

1. cl



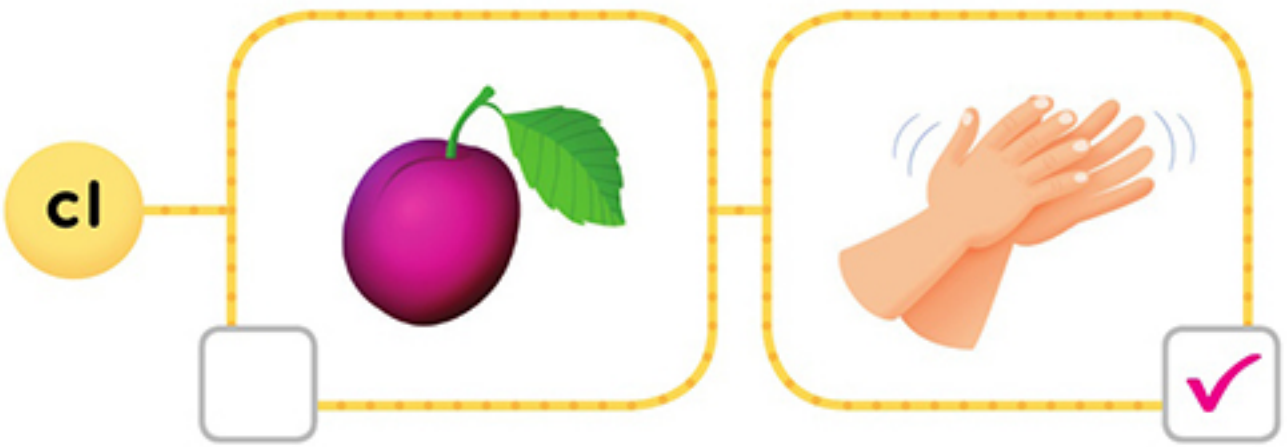
2. gl

3. pl



Listen and check. 05

1.



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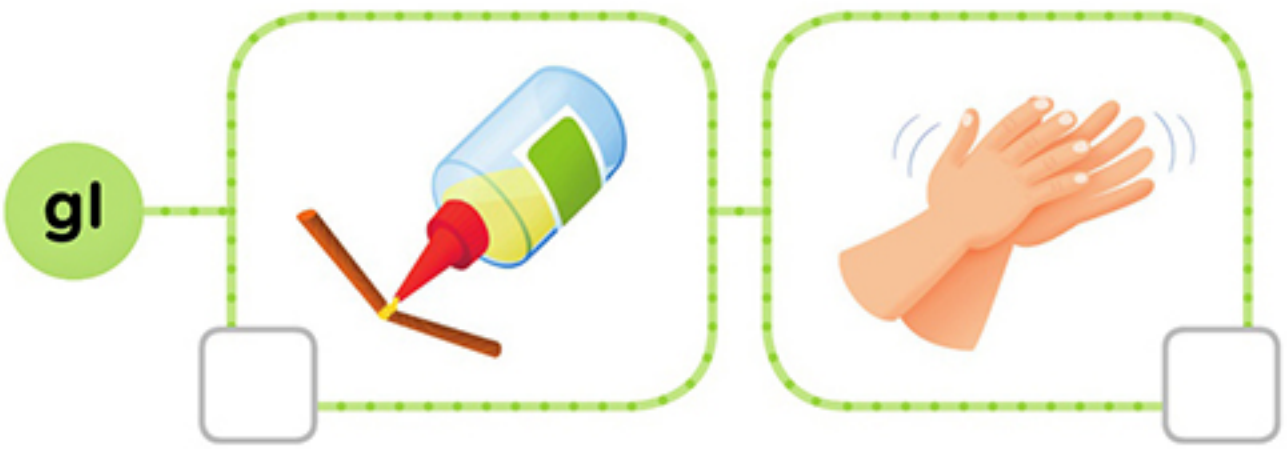
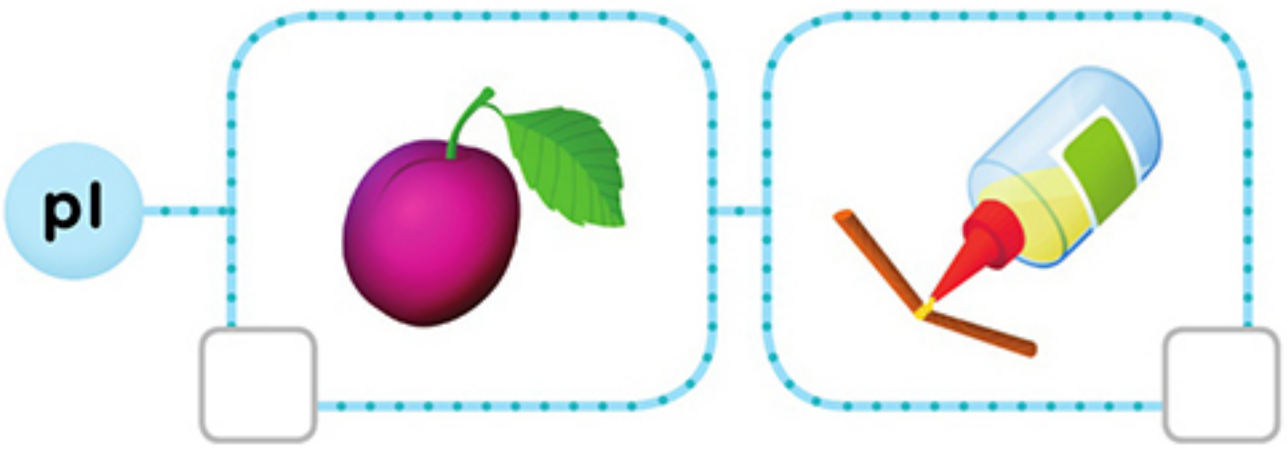
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