

CK RULE

ACTIVITY PACK





Common Core Curriculum



Phonological Awareness

RF.1.2b – Orally produce single-syllable words by blending sounds (phonemes), including consonant blends

RF.1.2c – Isolate and pronounce initial, medial vowel, and final sounds (phonemes) in spoken single-syllable words

RF.1.2d – Segment spoken single-syllable words into their complete sequence of individual sounds (phonemes)

Phonics and Word Recognition

RF.K.3 – Know and apply grade-level phonics and word analysis skills in decoding words

RF.K.3b – Associate the short sounds with the common spellings (graphemes) for the five major vowels

RF.1.3a – Know the spelling-sound correspondences for common consonant digraphs (two letters that represent one sound)

Language: Conventions of Standard English

L.1.4a – Use sentence-level context as a clue to the meaning of a word or phrase



Ontario Curriculum



Reading Familiar Words

Automatically read and understand some high-frequency words and words of personal interest or significance in a variety of reading contexts

Reading Unfamiliar Words

Predict the meaning of and solve unfamiliar words using different types of cues

Spelling Unfamiliar Words

Spell unfamiliar words using a variety of strategies that involve understanding sound-symbol relationships, word structures, word meanings, and generalizations about spelling



Contents and How to Use Them



Memory Match

This activity allows students to practice decoding CK Rule words. Students match decoded words with the corresponding pictures. Print and cut out the sets of word and picture cards for individual students or small groups. Students will use these cards to play a memory match game either by themselves or with a partner.

-CK Tales

These passages allow students to practice reading -CK words and identify them within the passages. Each passage contains a number of -CK words. Students circle (or highlight) the focus -CK words within the passage and then rewrite the words on the lines provided. They then draw pictures showing what the passage is about.

-CK/Non-CK Words Sorting Mat

This is a sound discrimination activity that allows students to identify when to spell a word ending in the /k/ sound with **-ck**. Students will need a set of the picture cards and a printout of the sorting mat. Students lay picture cards face down on the sorting mat and take turns flipping one over and saying the name of the picture. Then, they will sort the cards into the appropriate row on the sorting mat, according to the ending sound and vowel sound they hear in the word. If the word has a short vowel followed directly by a /k/ sound, they will spell the word in the space beneath the picture card with a **-ck** ending. Students take turns until all picture cards have been sorted. This activity can also be completed individually.

Spinner: Make a -CK word

This activity practices the CK Rule by having students generate CK words by adding beginning consonants, blends and digraphs to vowel/ck combinations. To play, have students set up their spinners by placing a paperclip in the center of the paper and a pencil tip on the center dot so that the paperclip can move around the pencil tip. Students spin the spinner and then make a word by adding an onset to the rime that the paperclip stops on. Students receive points for the words they create: 1 point for words starting with a single consonant; 2 points for words starting with a blend; and 3 points for words starting with a digraph. This game can be played in pairs or small groups.



Contents and How to Use Them



Read/Spell Game

This is a fun culminating game where students will consolidate their knowledge of -CK words through reading and spelling. Print out the game board and the word and picture cards. The word cards are the 'Read Cards' and the picture cards are the 'Spell Cards'. Students play in partners or small groups and take turns rolling a die and moving a game piece the number of spaces rolled. When a player gets to a space that says 'Read', he/she picks up a card from the 'Read' pile and read the word on that card. If the word is read correctly, the student keeps the card and the turn is over. If it is not read correctly, it's returned to the bottom of the pile and the turn is over. If a player lands on a space that says "Spell", he/she picks up a "Spell" card and spells the word that the image represents. Similarly, if it's spelled correctly, he/she keeps the card, whereas if it's spelled incorrectly, it's discarded. An answer page is provided and can be glued or stapled into a file folder so that students can check their answers. When the first player gets to the 'Finish' space, he/she receives an additional 5 points and the game is over. To determine the winner, students count the number of cards in their hands at 1 point per card. The player with the most points wins the game.

-CK Stairs and Slides

This is another sound identification activity, in which students must determine whether or not the images they land on are spelled with a -ck, and record it on their scorecards. Print out the game board and one scorecard for each player. Collect one game piece per player and a die. Students will also need crayons or bingo dabbers to mark off a space under 'CK Words' or 'Not CK Words' on their scorecards. Students take turns rolling the die and moving the number of spaces rolled. When someone lands on an image, he/she must identify which spelling of /k/ that word contains (based on the short vowel/long vowel rule) and fill in a circle under the correct spot on his/her scorecard. If the player lands on a space at the top of a slide, the game piece 'slides' to the space at the end of the slide and the player records the /k/ spelling of that image. If a player lands on a space with the bottom step of the stairs, the game piece will 'climb up' the steps to the space at the top of the stairs and the player records the /k/ spelling in that image. Every eight squares will include a directive, such as 'Miss a Turn' or 'Trade Places'. The first player to land on the end square, OR fill up a scorecard column, wins.



Glossary of -CK Images



back



black



block



brick



check



chick



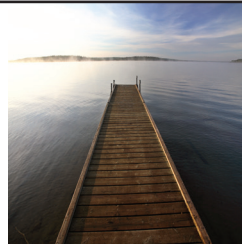
click



clock



crack



dock



duck



kick



lick



lock



neck



pick



puck



rock



sack



sick



sock



stick



suck



track



truck

chick

stick

lick

lock

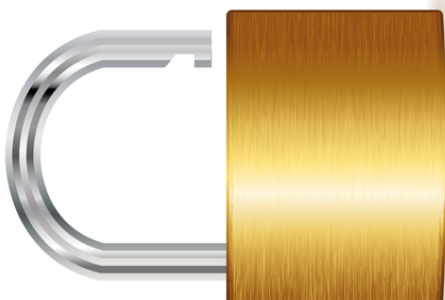
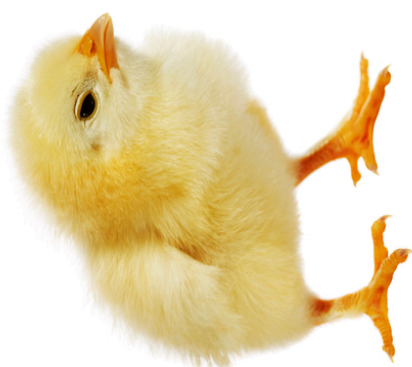
track

check

duck

sock

clock



back

dock

rock

suck

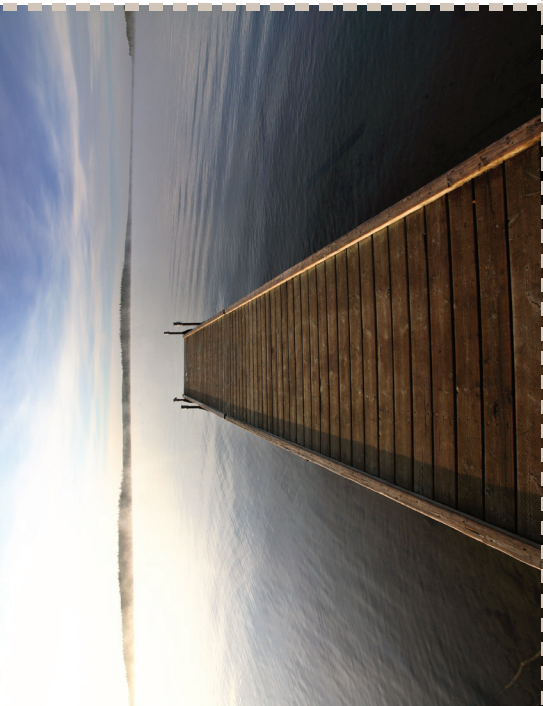
puck

kick

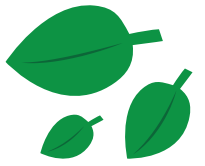
truck

crack

neck



Name: _____



-CK Tales: Chuck Got Stuck

Read the story and circle all of the (-CK) words. Then write the words on the lines below and draw a picture of the story in the box.

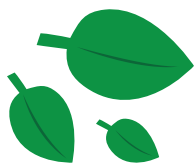


CK Words

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Chuck got up and went for a hop on the brick path. He fell on the crack and got stuck in the muck. As you can tell, Chuck was down on his luck. The trick to get up was to kick his back foot. He kicked and he kicked and grabbed onto a rock. He pulled himself out, and picked himself up. Chuck was no longer stuck but he checked the clock and had to run.





Name: _____

-CK Tales: Jack and Nick

Read the story and circle all of the -CK words. Then write the words on the lines below and draw a picture of the story in the box.



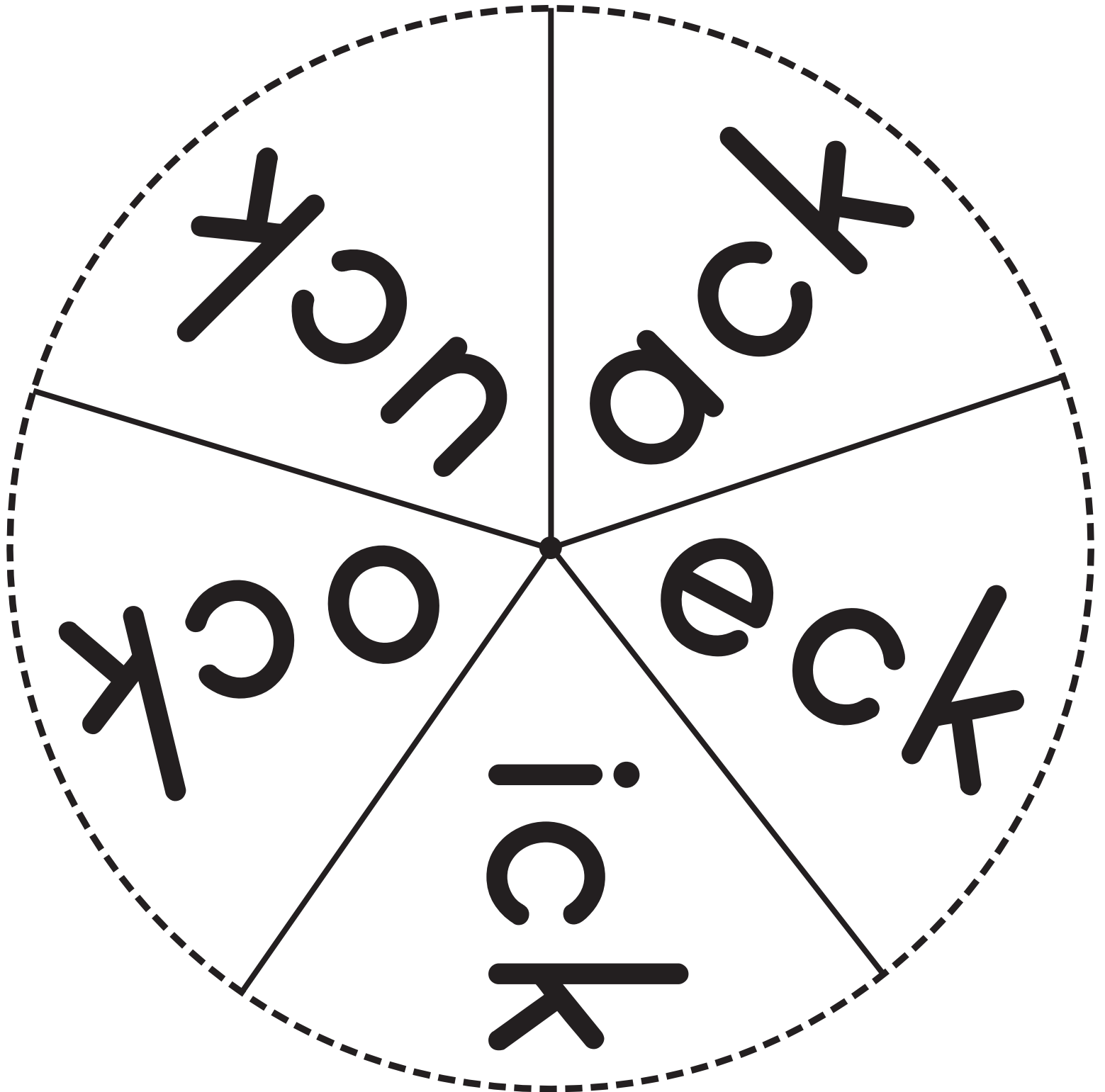
Jack the duck wore a black tux and red socks everywhere he went. His pal Nick the Chick was sick one day, so Jack got in his truck and went to Nick's shack. When Jack got to Nick's shack, he heard a sad quack and it gave him a shock. Nick had red specks on his neck and his back. He was stuck in bed resting. Jack was glad that he went. His visit helped Nick the Chick to no longer be sick. Nick let out a happy "Cluck, cluck!"

CK Words

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



Make a -CK Word Spinner



Make a -CK Word: Points Value

Consonants = 1 point	Blends = 2 points	Digraphs = 3 points
b c d	bl br sc	ch
f g h	cl cr sk	sh
j k l	fl dr sl	th
m n p	gl fr sm	wh
r s t	pl gr sp	
v w x	sl pr st	
y z	qu tr sw	

Make a -CK Word Scorecard

Words

Point
Value

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Total Points:

Words

Point
Value

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

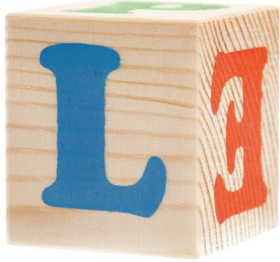
Total Points:



Sorting Picture Cards



Sorting Picture Cards



Sorting Picture Cards



Read Cards

stick

check

sock

block

crack

clock

lock

puck

duck

rock

track

sack

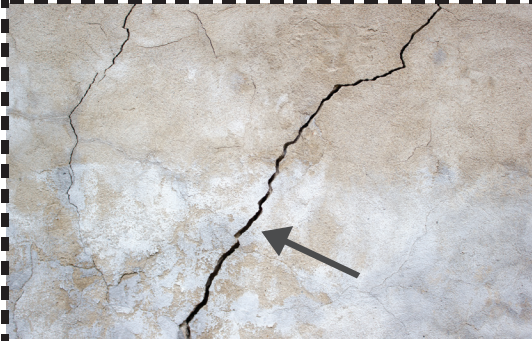
chick

back

truck



Spell Cards



READ/SPELL ANSWER KEY



stick



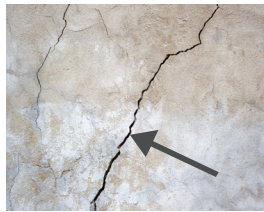
check



sock



block



crack



clock



lock



puck



duck



rock



track



sack



chick



back



truck



STAIRS AND SLIDES SCORECARD

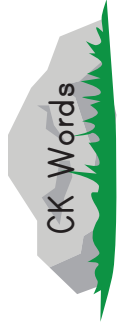
Name _____





STAIRS AND SLIDES SCORECARD

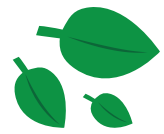
Name _____







Supplementary Activities For the Classroom



Large Group

-CK Item Classroom Hunt

Look around the classroom and find as many –CK words as possible. Include students' names, as well as book titles in the room.

Write own 'Duck Tale'

Give students a bank of five –CK words, and have them write a story using all of them.

-CK Word Anchor Chart

Have students each pick a –CK word and draw an illustration of it. Post students' words and illustrations onto a wall in the classroom to create an anchor chart.



Small Group

-CK Mystery Words

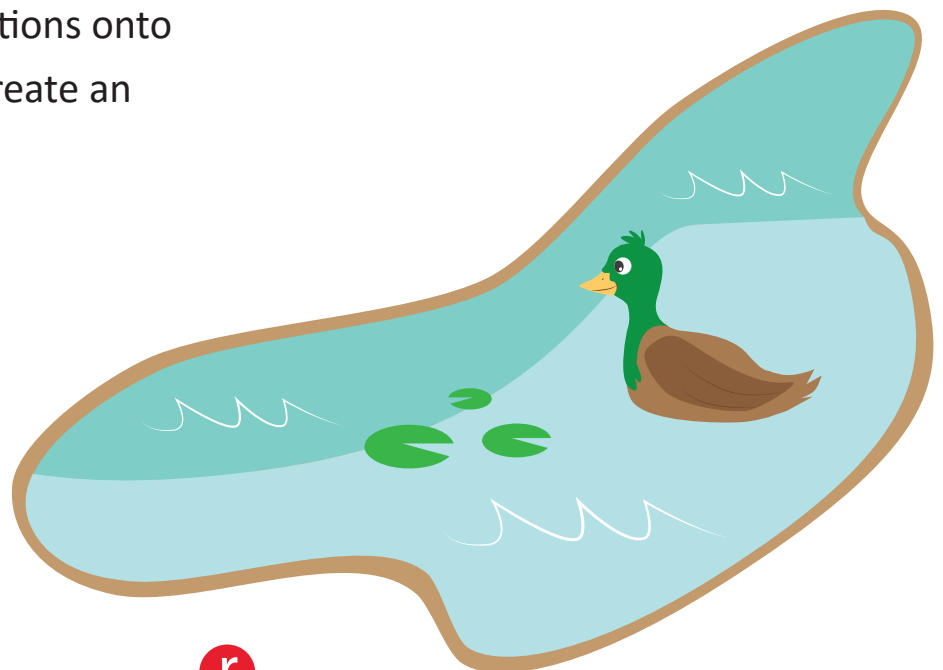
Each student tapes a –CK word to his or her back, and walks around the group asking “Yes or No” questions until he or she guesses the word.

-CK Pictionary and Charades

Students take turns pulling a –CK word from a pile, and either draw it or act it out.

-CK Rhyme Toss

In pairs, toss a ball back and forth while calling out rhyming –CK words.





Supplementary Activities For Home



CK Hopscotch

-Draw a hopscotch and write a different vowel/CK combination in each square (i.e., ack, eck, ick, ock, uck). Students say a word with that letter combination when landing on that square.

-CK Item Hunt

Search for items/words in the home that end in -CK.

-CK Crafts

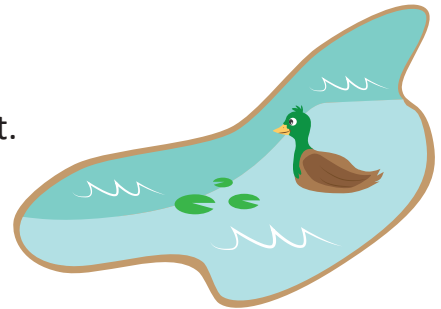
Make 10 -CK words using pipe cleaners, playdough, letter tiles, paint, glitter glue, etc.

-CK Word Collage

Cut different -CK words out of magazines and paste together.

Sensory Bag

Put colored jello in a large Ziploc bag and write -CK words in it.



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