

ACTIVITY GUIDE

Episode 411: More Segmenting Syllables, and Hybrid Text **Book:** The Magic School Bus All Dried Up





Read It

Read the passage out loud.

Wow, the jackrabbit is amazing! Its ears act like an air <u>conditioner</u> to keep it cool. I also <u>discovered</u> some plants are <u>inedible</u>, which means you can't eat them.

Try It

Use the rules for **dividing syllables** on the words below.

conditioner

discovered

inedible

Phonics Skills

Words are made up of syllables. A **syllable** is a part of a word with a vowel sound.

Dividing Syllables

- Every syllable -Remember the has one vowel vowels are a, e, or vowel team. i, o, u and sometimes y. -Place a dot under each -This helps us vowel. make sure our syllables only have one vowel -Underline any vowel teams. sound! -Divide syllables -Two or more between a letters, usually consonant and vowels, a vowel, sometimes work together between <u>two</u> to make 1 vowel consonants, or between two sound, like ee. vowels. -Consonant -Keep digraphs blends usually or consonant stay together. Consonant blends blends are two together. consonants that make one sound, like ch-, or two consonants that slide together, like bl-.



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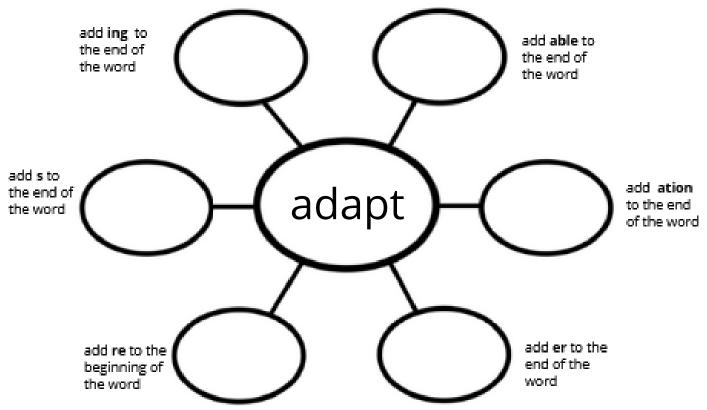
Episode 412: Words with Adapt, and More Hybrid Text **Book:** The Magic School Bus All Dried Up





Read It

Fill in each bubble by adding the suggested prefix and/or suffix to the base word.



Phonics Skills

A verb is a word that shows action

An **adjective** is a word that describes something

A **noun** is a person, place, or thing

A **base word** is a word that is complete all by itself

A **prefix** is added to the beginning, or the front, of a word to change the word and its meaning.

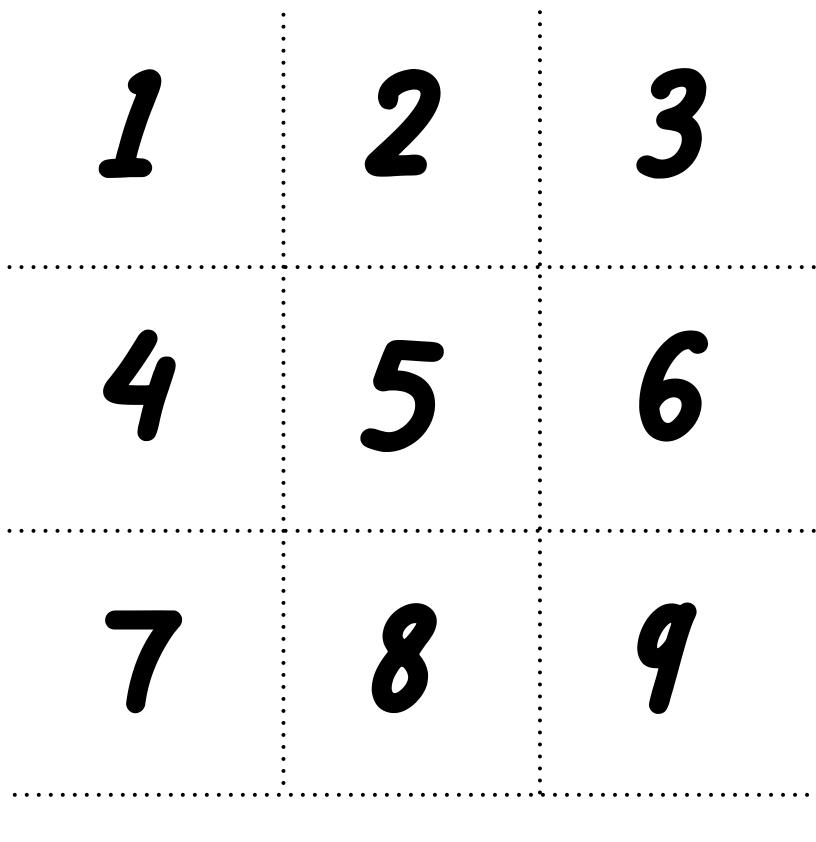
A **suffix** is added at the end of a word to change the word and its meaning

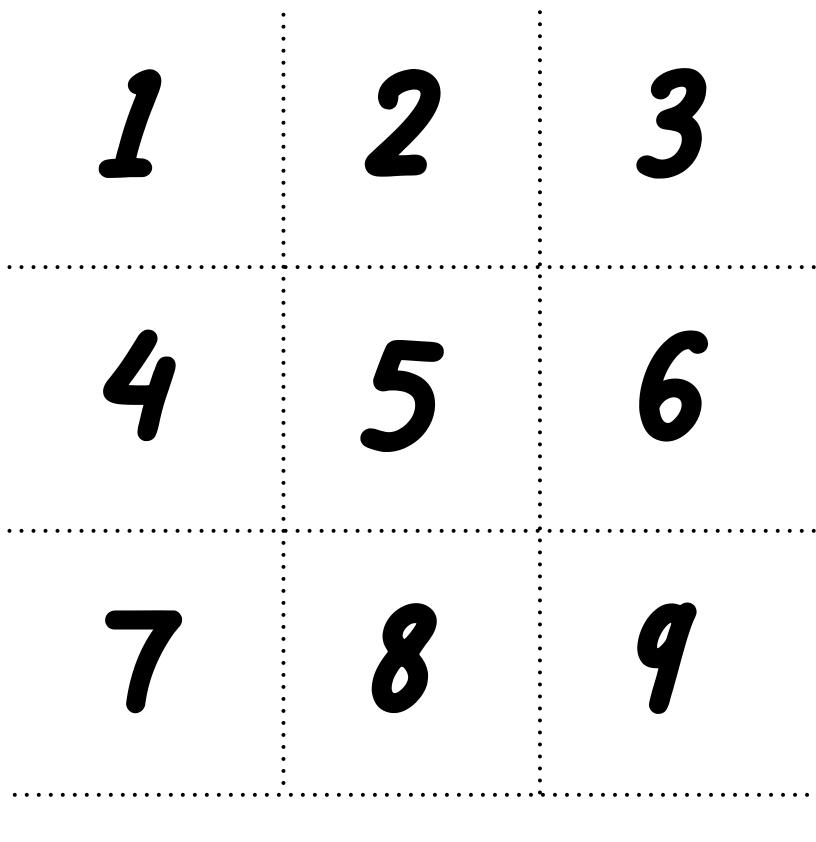
Fractions Take Action

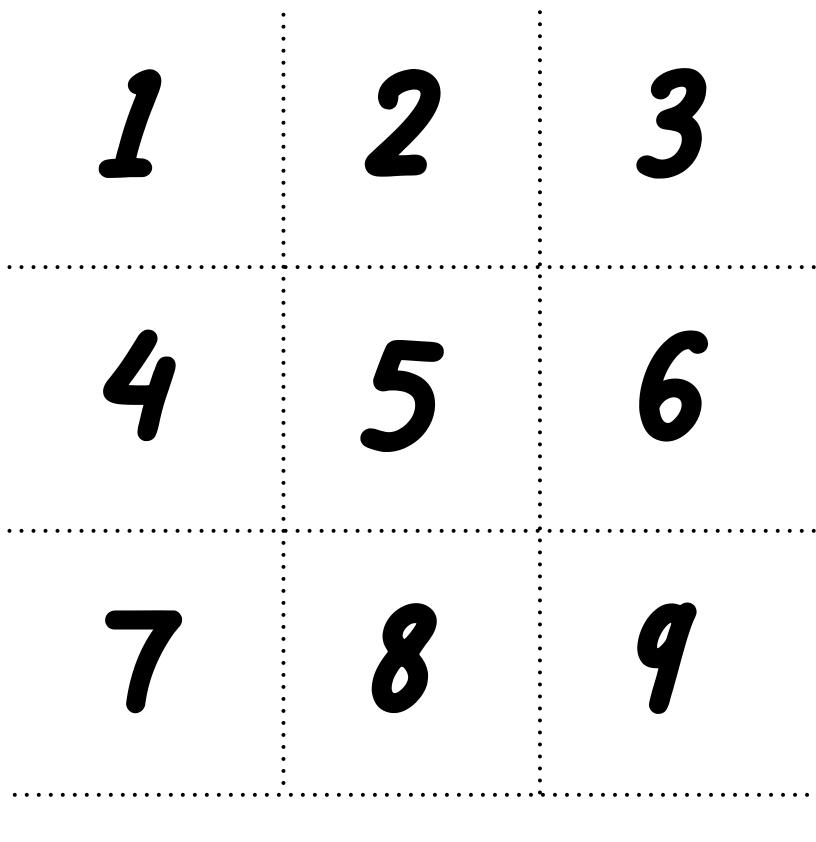
Directions:

- 1. Cut out and mix up the number cards and place them face down in a pile. `
- 2. Player 1 draws one card and decides whether that number will be the numerator or denominator for both players. Circle your choice on the recording sheet below. Then both players fill in that number on the recording sheet.
- 3. Next, each player draws on card to fill in the blank on the recording sheet for their fraction.
- 4. Compare the fractions. The player with the greater fraction earns 2 points.
- 5. If the fractions are equivalent, each player earns 1 point.
- 6. Repeat steps 2–5 but this time it's Player 2's turn to draw the first card. The player with the most points wins!

	Circle One:	Use <, >, or =		
		Player 1 Player 2		
Round 1	like numerators like denominators			
Round 2	like numerators like denominators			
Round 3	like numerators like denominators			
Round 4	like numerators like denominators			
Round 5	like numerators like denominators			





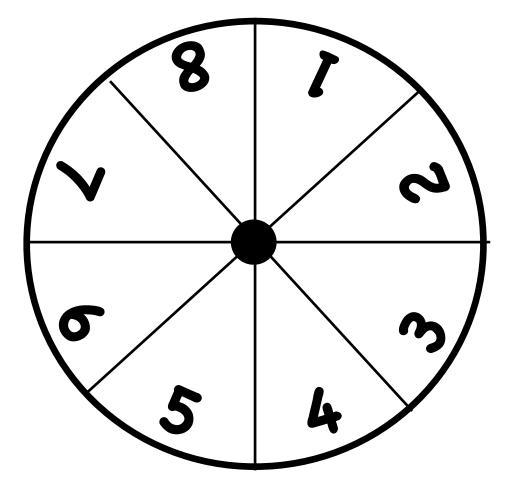


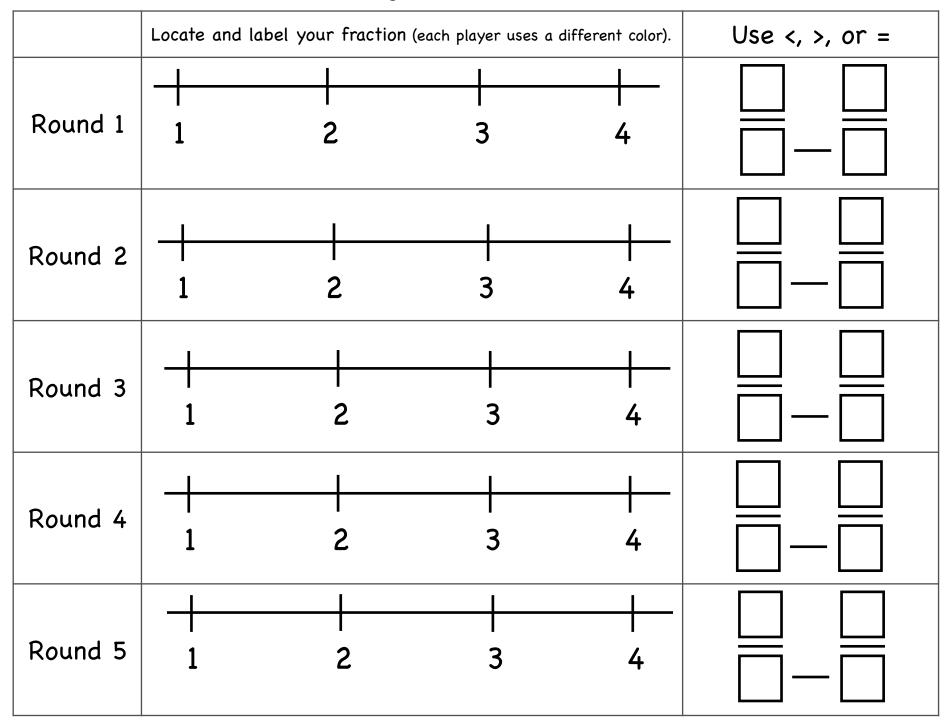
Spin To Win! (same denominator)

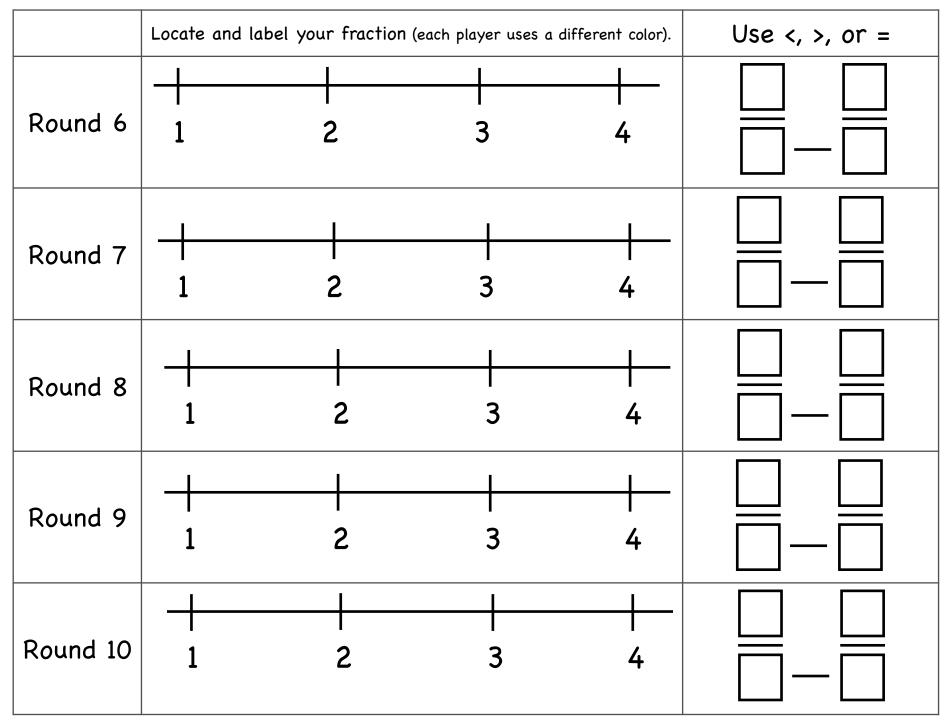
Materials: make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet

Directions:

- 1. Player 1 chooses a denominator for the first round: 2, 3, 4, 6, or 8.
- 2. Each player spins for the numerator of their fraction.
- 3. Use the recording sheet. Each player, locate and label your fractions on the same number line.
- 4. The greatest fraction wins and picks the denominator for the next round.
- 5. Repeat for 10 rounds. The player who wins the most rounds, wins the game.







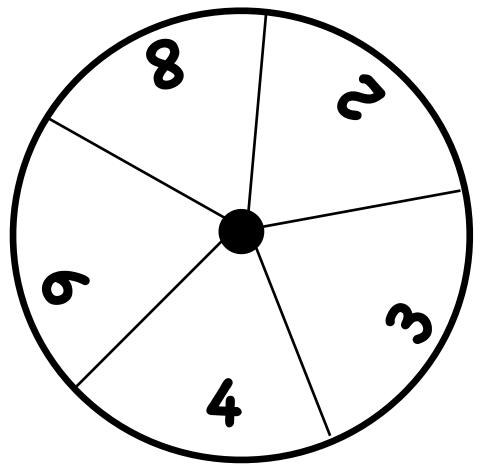
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Spin To Win! (same numerator)

Materials: make a spinner with a pencil and paperclip, 2 different color crayons, recording sheet

Directions:

- 1. Player 1 chooses a numerator for the first round: 2, 3, 4, 6, or 8.
- 2. Each player spins for the denominator of their fraction.
- 3. Use the recording sheet. Each player, locate and label your fractions on the same number line.
- 4. The greatest fraction wins and picks the numerator for the next round.
- 5. Repeat for 10 rounds. The player who wins the most rounds, wins the game.



	Locate and label your fraction (each player uses a different color).				Use <, >, or =
Round 1	1	2	3		
Round 2	1	2	 3	 	
Round 3	1	2	 3		
Round 4	1	2	3		
Round 5	1	2	3		

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	Locate and lo	abel your fraction (Use <, >, or =		
Round 6	- 1	2	3	4	
Round 7	1	2	3		
Round 8	- 1	2	3		
Round 9	1	2	3		
Round 10	1	2	 3		

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