

## Guide to Links on “LA Skills Web Sites-A”

### ABCs

#### ABC Match #1

From ReadWriteThink. Choose Learn (no timer) or Play (beat the timer) mode. Concentration-style game where students match the beginning letter sound to a picture.

#### ABC Match #2

Concentration-style game. Match capital letters (i.e. capital A to capital A). When students find a match, both cards turn to a smiley face when the student clicks on the next “card.”

#### ABCD Watermelon

From Between the Lions (PBS). Voice sings the alphabet, then says a word like “watermelon” or “cheeseburger” instead of the next letter. Student has to click the letter that comes next.

#### The Book Game

Students put books on a shelf in alphabetical order. Only the book with the correct letter will move into place; if an incorrect letter is clicked, nothing happens.

#### Alphabet Bears

From Paw Park. Students see five bears, each of whom has an alphabet letter on his shirt. Students click and drag to put the bears in alphabetical order on the amusement park ride. If a wrong letter is clicked, student hears “oops” and the bear pops out of the car.

#### Alpha Bricks

From Super Why. Students can select Easy, Medium, or Hard. Help the pig build a brick wall to keep out the big bad wolf. Bricks come out on a conveyor belt, and the student must click on the letter the pig says. When they click the correct letter, it goes into its place alphabetically on the wall.

#### Big Bird’s Letters

From Sesame Street. Student selects a letter to type on the keyboard. When the letter is typed, Big Bird says the letter and a word that starts with that letter as they appear on the screen.

#### Chicken Stacker

From Between the Lions. Choose one of the five vowel sounds. Click on a word as the chicken goes by if you hear that vowel sound. If you click the word before the chicken gets all the way across the screen, that chicken gets added to the stack.

### Kangaroo Confusion

From Paw Park. Baby kangaroos have lower case letters on their shirts and mommy/daddy kangaroos have capital letters. Students must match the baby animal to its parent.

### Clifford's Letter Match

Words are listed on the left side of the screen, and two letters are listed on the right side. Students must click and drag the word to its correct starting letter (for example, [f and t] or [m and w]). Student sees 10 words at a time and can select to play again with a new set of words when completing the first set.

### Picture Match

From ReadWriteThink. Students can choose Beginning Letter Sounds, Short Vowel Sounds, or Long Vowel Sounds. Students see a picture and hear its name and sort them into the appropriate boxes. For beginning letters, the student can type the letters he or she wishes, or the teacher can enter the letters that the student especially needs help with. Students have to type their name, but the game does not keep track of student progress or any other student information.

### Clifford's Puppy Letters

Students choose Easy or Hard. Students fill in the missing word in a sentence by clicking letters and dragging them to the correct spaces. In the Easy version, the letters are there and students just have to match them. In the hard version, the student hears the word but has to spell it himself.

### Starfall ABC

Student clicks a letter on a building block and hears its sound at the beginning of a word. Then that word is used in a sentence. At the bottom of the screen if students click a lower case vowel or the ABC icon, they will hear a song. There is also an icon for sign language.

### Missing Letters of the Alphabet

Students click inside a box, then type that missing letter on the keyboard. No audio.

### Undersea ABC

Click the letter bubble that Larry Lobster tells you to find. Choose from capital or lower-case letters. If student clicks the correct letter, Larry Lobster sings "Boom Chahka-Lahka-Lahka" or something similar and does a little dance. If the wrong letter is selected, Larry says "oops."

### Where's My Match?

Concentration-style game. Match upper and lower case letters. No audio.

### Alphabet Falls

From PBSKids. Students click the falling letter as its name is called, then put the letter in its correct place in the "code." The game gets progressively harder.

### Sunnie's Letters – five different icons

Students first make sure they know which letter each animal starts with. When they click Next, they are asked to find the animal whose name begins with a certain letter and click on that animal.

### Upper-Lower Match

From ABCya. T-shirts with capital letters are colored and t-shirts with lower case letters are white. Object is to color the lower-case t-shirt the same as the white t-shirt. Students must get all colors correct before moving on to the next level.

### Noddy's Pop and Spell

Help Noddy spell the word by popping the balloon that has the correct letter. Choose Easy, Medium, or Hard. Easy: all letters are showing, student just clicks the balloon with the initial letter. Medium: all letters are showing, student must click on each letter in the word (does not have to be in the correct order). Hard: student must spell the word on his own.

### Alphabetical Order

From ABCya. First the monkey sings the entire ABC song as he bounces from one letter to the next (in order). A couple of seconds after the song is over, the monkey swings by and "knocks down" all the letters. Students must put the letters back in the right order by clicking and dragging them into place.

### Leo the Letter-Loving Lobster

From Scholastic. Students can choose from 12 different locations (i.e. home, supermarket, zoo). Students are shown three pictures from that category and must find the upper and lower case letter that matches the picture. After the student finds the letters for those three words, he is given the option to play again, visit a new place, or exit.

### Sky Riding

From Between the Lions. Letters can look different. Help the lion find all the different styles of the letters he's looking for.

## **Listening**

### **Boogie Band**

Choose easy, medium, or hard. Students re-create the sound patterns using the band instruments (like the game "Simon").

### **Chicken Coop**

From Professor Garfield. Match the word with the same beginning sound.

### **Clifford's Sound Match**

Students find the words that begin with the same sound as the picture name and click to put them in the box.

### **Cows Don't Quack**

From Curious George. The animals are making the wrong animal sound. Students must drag the correct speech bubble to each animal to make the animal say the correct sound.

### **Digby Mole's Rhyming Game**

From the BBC. Select Level 1, 2, or 3. Click the word that rhymes with the spoken word at the top. Level 1 has three-letter words; Level 2 has 4- and 5- letter words, but all the rhyming words have the same spelling pattern. Level 3 has words that rhyme but may or may not have the same spelling pattern (i.e. "verse" and "worse").

### **Fishing with Phonics**

From Professor Garfield. Garfield goes fishing and pulls up an object; the object's name, minus the first or last letter, is shown, and students must click and drag the correct missing letter to the word. Levels 1 & 2 are beginning consonants; Levels 3 & 4 are ending consonants.

### **Frog's Rhyming Machine**

From Word World. Frog says a word, and students click on the rhyming word.

### **Fuzzy Lion Ears**

From Between the Lions. Listen to the word, then click the letter that will complete the word.

### **Gus & Inky's Underwater Adventure (3 different icons)**

Chapter 1: several short activities that explore rhyming words, word recognition, letter names and letter sounds; Chapter 2: Rhyme Time - students participate in the story by finding words that rhyme to help Gus write his first hip-hop song; Chapter 3: Wild Word Roundup – students learn to listen for the sounds in words. Gus and Inky help them blend parts of words together and listen for beginning and ending sounds.

### The Hay Loft

From Professor Garfield. The two characters, Booker and Wade, each say part of an object's name; students click on the word that is made when combining the two sounds (i.e. n + et)

### Lanolin's Greenhouse

From Professor Garfield. Lanolin says a word, then asks what the new word would be if she changes the first sound to a different starting sound. Students choose from two rhyming pictures. (i.e. "If I say 'sock' and change the first sound to 'l', what is the new word?")

### Make Time to Rhyme

From Sesame Street. Mostly listening; students click Elmo or Hoots to hear the beginning or ending of a rhyme.

### Match of Mystery

From Professor Garfield. Select from five levels: short vowels, long vowels, vowel digraphs, vce pattern, or vowel diphthongs & digraphs. Concentration-style game where students find the matching sounds to uncover the "treasure."

### Meet the Gang

From Professor Garfield. Listen and find the matching word.

### Orson's Waller

From Professor Garfield. Click the word that matches the sounds that Orson says (i.e. Orson will say "w" and "eb" – student clicks on web).

### Reggie Loves to Rhyme

From Scholastic. Students can choose from 12 different locations (i.e. home, supermarket, zoo). Click the top picture to hear its sound, then click on another picture that rhymes. After the student finds all the rhyming words, he is given the option to play again, visit a new place, or exit.

### Pounce

From Between the Lions. Pounce (i.e. click) on the word you hear.

### Bo's Pumpkin Patch

From Professor Garfield. Listen to the word, take away the first letter, and what is left? Click on the correct sound.

### Sassy Seals

From Paw Park. Click the fish that has the same beginning sound as the word that the seal says.

### Savanna Symphony

From PBSKids. Click the animals in the order they make their sound (like the game "Simon").

### Tina's World

Follow the directions to help Tina find the bugs. Students must click on the landmarks in the order that Tina names them.

### Blending Bowl

From *Between the Lions*. Football players crash together to make words. Students choose a "player" (rime ) and an opponent (onset). They watch and listen as those two "football players" get closer together to form a word.

### What's in the Bag?

From *ReadWriteThink*. Students hear three words that describe what's in the bag (e.g. "whiskers," "soft," and "purring"). When they click Continue, they are given three choices as to what is in the bag and they click on the correct word/picture.

### The Word-Dropping Cat

Listen to the spoken sentence. From the three words listed, click the word that is missing from the written sentence.

### Fearless Frieda

Frieda says a word and student must type the letters of that word on their keyboard.

### Fearless Frieda 2

Frieda says a word and student must type the letters of that word on their keyboard. Long vowels.

## Reading

Emily Elizabeth and Clifford links (4 English, 4 Spanish) –

Students click to hear each sentence of the story read aloud. On the third sentence of each page, students can select a word to fill in the blank, and the picture changes to represent what the sentence now says.

Fox in Socks Prepositions

From Seussville. Click and drag the prepositional words so that the phrase matches the picture. Pictures get progressively harder as students have to use different prepositions in the correct places in the phrase (i.e. "Fox-in-Socks on box on Knox"). No audio.

Professor Garfield's Storybook Reader

From Professor Garfield. Click to select a story – either "Garfield in the Park" or "Garfield and the Beanstalk." Narrator asks students to think about some questions before they begin reading – what do you think the story will be about, do you know another story about a beanstalk, etc. There is an icon to click to hear the story read aloud, "quick quizzes," and opportunities for students to predict what will happen next.

Binky's Story Scramble

From PBSKids. Three different panels each contain part of a story, but they are in the wrong order. Students click to drag the parts of the story to the correct location.

Starfall Learn to Read

Select from 15 different stories. Simple decoding, with audio. Lots of fill-in-the-missing-letter games, too.

Starfall It's Fun to Read

Select from 7 different stories. Students click words to fill in the blanks.

Starfall I'm Reading!

Read along as you hear each story read out loud. Choose from fiction/nonfiction, plays, myths, etc.

Tumblebooks

Choose from talking Story Books, Chapter Books, Nonfiction Books, etc

International Children's Digital Library

Online books from many countries, in many languages. Go to <http://www.childrenslibrary.org/icdl/AdvancedSearchCategory?ilang=English> to search for books by age level, language, subject area, etc.

National Geographic Little Kids: Animals

Short nonfiction – choose your animal. No Audio.

National Geographic Young Explorer

Nonfiction; click icon to hear the words read aloud.

## Words

### Compound Words Line Match (3 different icons)

Connect the words on the left with the correct words on the right to create compound words.

### Hig Pig

Type the one-syllable rhyming words that match the definition (i.e. "an indoor rodent = "house mouse").

### Superwhy: Opposites

Students listen to the word, then click the word that is the opposite of that word. As the correct words are clicked, a picture is revealed.

### Hopposites

From Between the Lions. Click the word that means the opposite of the spoken word and help Hopposite Bunny hop to his snack.

### Matilda Syllables Game

Drag the dotted line between the letters to correctly divide the syllables.

### Memory Match – Contractions

Concentration-style game. Match the contraction to the pair of words from which the contraction is made.

### Spin and Spell

Click a word and listen to how it is pronounced. Then spell the word by clicking the correct letters on the spinner board. Click Submit when you are ready to check the answer.

### Word Wizard

From ReadWriteThink. Unscramble vocabulary words from four different books (Corduroy, The Very Hungry Caterpillar, Chrysanthemum, Franklin in the Dark) to make new words, according to the definition given.

### Put it on the Shelf

4-letter sight words – click and drag a picture to match its word on the shelf.

### Making Bread

From Between the Lions. Click the word that best completes the sentence.

### The Problem with Chickens

From Between the Lions. Combine the onset with the rime as dictated by the speaker.

### Dog's Letter Pit

From PBSKids. Click on dog to make him jump into the pit and splash the letters. Click the letters from those splashed that will make the spoken word/sound.

### Nina Loves to Name Things

From Scholastic. Students can choose from 12 different locations (i.e. home, supermarket, zoo). Students click and drag objects into a box if the object belongs at the location. After the student finds all the correct words, he is given the option to play again, visit a new place, or exit.

### Word Play

From Between the Lions. Click a verb and watch it play – the word will do whatever its name says (i.e. bounce, pop, melt, etc.)

### Make a Word

From Scholastic. Students click and drag vowels to the middle position to make cvc words.

### Word Family Sort

From ReadWriteThink. Click on a vowel to begin a word sort with words in that vowel family. Then click and drag the blue word to the correct word family column.

### Roy the Zebra (4 icons)

All of these sites deal with sight words. Click and drag the high-frequency word to its correct location, order, or color.

## **Writing**

### ABC Magic Writing Slate

Students learn to use the mouse by clicking and dragging to form letters. Sort of a combination of handwriting and mouse practice.

### Acrostic Poems

From ReadWriteThink. Students enter their name and a topic, and are then asked to brainstorm words about that topic. They then use the letters from their topic word and all their brainstormed words to write their acrostic. Students can print and/or save their poem.

### Comic Creator

From ReadWriteThink. Students decide title, subtitle, number of panels for their cartoon. They can add from a small selection of graphics (people, speech bubbles, props) and type the captions. Students can print their cartoon, but not save.

### Postcard Creator

From ReadWriteThink. Learn the parts of a postcard, then learn how to write one yourself.