

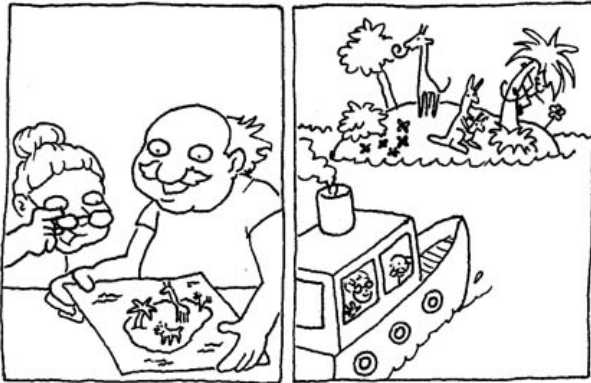
Plant and Animal Island



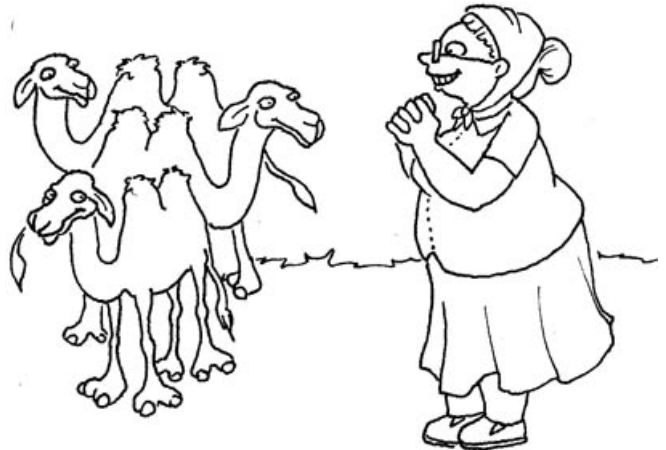
Sara has an atlas. Sam has a map.
They talk.



Sara likes animals.
Sam likes plants.



They pick an island that has plants
and animals!
They plan an island trip.



The island has little camels.
Sara smiles at them.


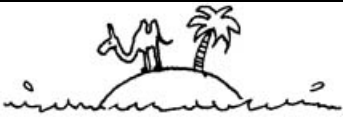





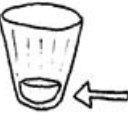



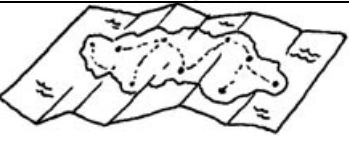


Sam likes the island's red and black
plants.



Sam and Sara are tired. They rest.
They had a salad.
They like their island trip.

Lesson 14, target letter: l (L)


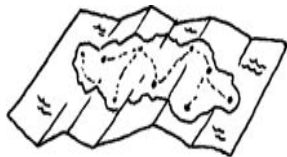





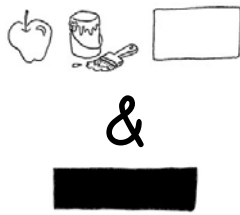

1		<i>atlas</i>	
2		<i>island</i>	
3		<i>plants</i>	
4		<i>animals</i>	
5		<i>like</i>	
6		<i>smile</i>	
7		<i>black</i>	
8		<i>little</i>	
9		<i>camel</i>	
10		<i>salad</i>	
11		<i>tired</i>	
12		<i>map</i>	



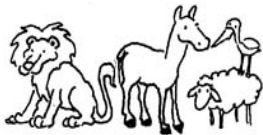



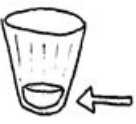

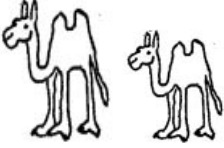
Lesson 14, target letter: I (L)

Plant and Animal Island Lotto

Preparation: Glue two boards and cards onto card stock, color in reds, (laminare), cut out.

Play: Store the cards in a bag. Learner picks out a card and reads it out loud. Tutor and learner both check their boards to see if they have the word. Whoever has it on his board gets the card. The first player to get three in a row in any direction (or to fill his board, if you have time) wins.

Plant and Animal Island		
		
		
		

Plant and Animal Island		
		
		
		

Lesson 14, target letter: l (L)

Game cards to cut out:

Sam	map	plants
island	talk	smile
like	red and black	tired

Sara	atlas	animals
plan	trip	pick
little	salad	camels