

Elaine's Stain



Elaine is painting a wall in the rain.



She looks down and sees a stain.

"Oh, no, it's the rain!" says Elaine.

"The rain is making a stain! What a pain!"



"Is it not just darker paint?" asks Jane.

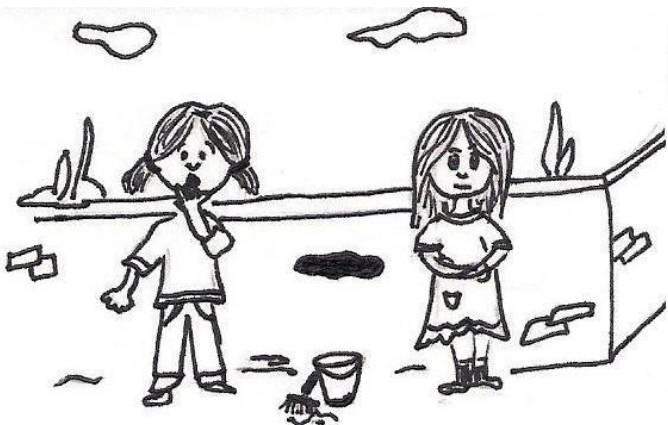
"No! The main stain is from the rain," exclaims Elaine.



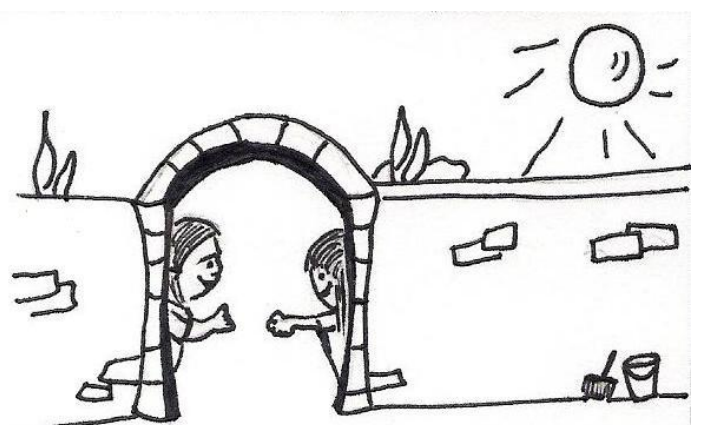
Elaine has an idea.

"Let's paint it," she says.

"Let's wait for it to dry," suggests Jane.








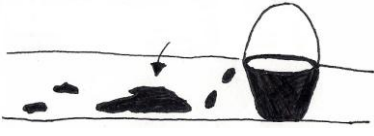



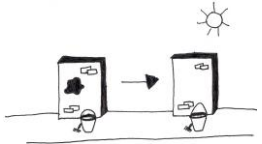


"I'm afraid that it won't fade," says Elaine. They decided to wait.



Elaine was afraid, but they had some fun. And the stain did fade... (no need to be afraid!) ... in the sun!

Word List

1		<i>Elaine</i>	
2		<i>stain</i>	
3		<i>painting</i>	
4		<i>wall</i>	
5		<i>rain</i>	
6		<i>pain</i>	
7		<i>Jane</i>	
8		<i>main</i>	
9		<i>exclaims</i>	
10		<i>wait</i>	
11		<i>afraid</i>	
12		<i>fade</i>	

Snap

The purpose of the game is to practise reading ai words and to strengthen auditory discrimination by identifying rhyming word pairs.

1. Cut out the cards, glue onto coloured paper, and laminate (optional).
2. Deal all of the cards to the players. Players place the piles face down.
3. The first player turns over his/her top card, places it face up on the table, and reads the word. Then the second player does the same.
4. If the words rhyme, the first player to tap the centre of the table and say 'SNAP' gets the cards.
5. If the words do not rhyme, the cards remain in the centre. The players continue to take turns turning over cards and reading the words. When there is a rhyming pair, the first player to tap the centre and say 'SNAP' gets all the cards.
6. Once the cards have all been used or if there haven't been any matches, start over by dealing the cards again.
7. The player with the most matches at the end of the game wins.

Note:

- a) Since there are only 8 pairs of cards, the game is best played with 2 players.
- b) You can make additional cards of rhyming word pairs from other lessons.
- c) In order to ensure that players are using auditory discrimination to determine whether or not 2 words rhyme, rather than relying on how the words look, you may suggest that each player close his/her eyes while the other player reads a word. This will also ensure that players don't call out 'SNAP' before the word has been read.
- d) Some words have more than one possible match.

stain	train
painting	fainting

wall	ball
pain	rain
wait	bait
fade	made
main	brain
claim	blame