

Sam Hires the Kids



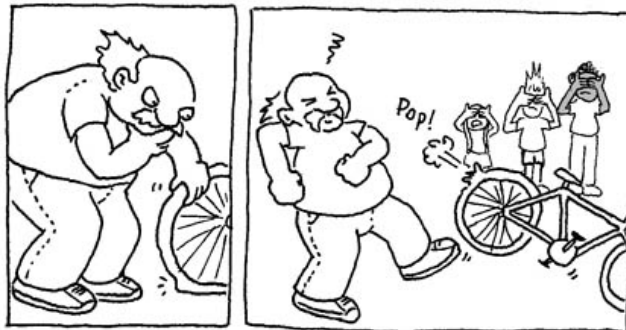
Sam has \$20.
The kids said, "Hire me! Hire me!"
Sam hires the kids.



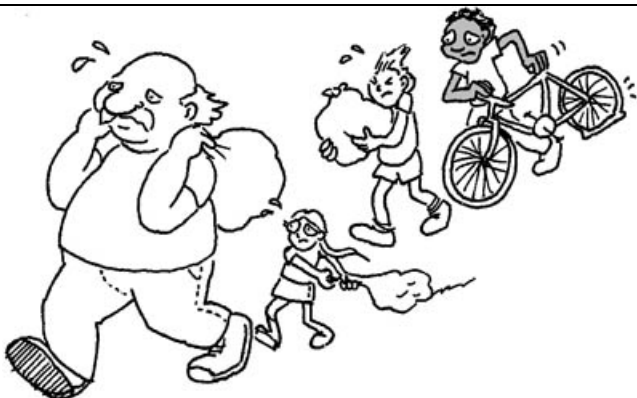
Sam and the kids hike in the pines.
They pack trash in sacks.



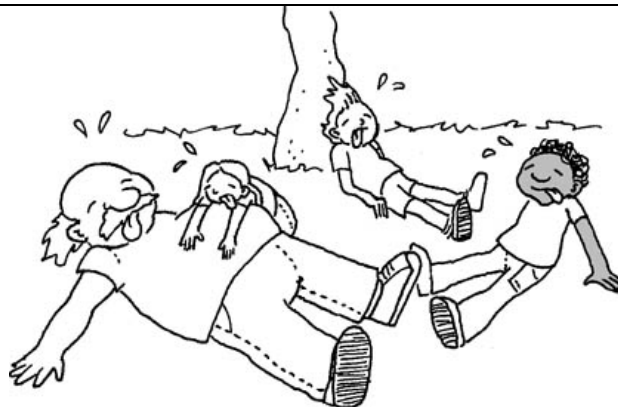
The trash sacks "ride" the bike.



The bike's tire is bad!
Sam kicks the tire.
The kids hide their eyes.


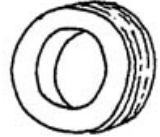





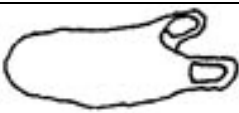

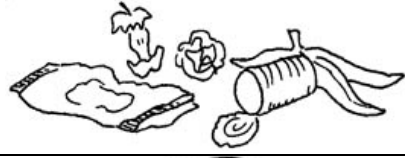

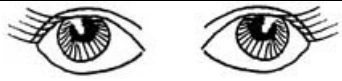


The trash sacks
can't ride the bike.



Sam and the kids are tired!

Lesson 13c, target letter combination: -ire

1		<i>hire</i>	
2		<i>tire</i>	
3		<i>tired</i>	
4		<i>hike</i>	
5		<i>ride</i>	
6		<i>pine</i>	
7		<i>bike</i>	
8		<i>sack</i>	
9		<i>pack</i>	
10		<i>trash</i>	
11		<i>hide</i>	
12		<i>eyes</i>	

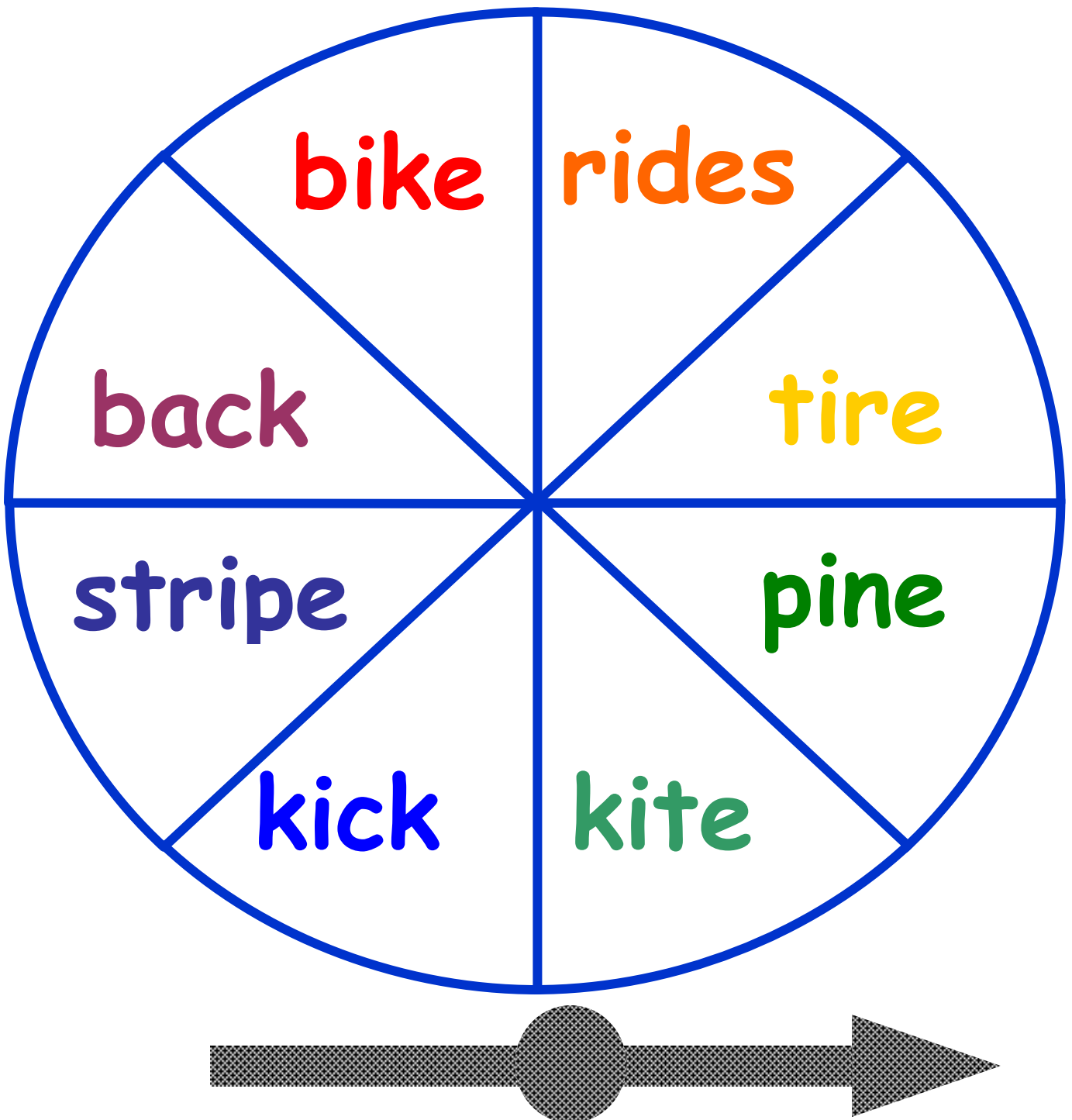
Lesson 13c, target letter combination: -ire





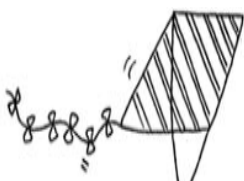
Spin-a-Rhyme

Preparation: Glue the board and arrow onto cardboard, cut out, and attach the arrow to the center point of the wheel, using a pin or tack, to make the spinner.



Glue the rhyme cards onto card stock and cut out.

Play: Arrange the cards face up. Set a time limit and take turns spinning the spinner. It points to a word; read the word out loud and take from the pot either the picture card with the word's definition, or a word that rhymes with it. (If it lands on a line the player can choose which word it points to.) When you reach the time limit, whoever has the most cards wins. (You may run out of cards for certain words, if the spinner lands on them more often.)



Nike	Mike	hike	
sides	brides	hides	
hire	spire	entire	
mine	nine	spine	
Sprite	bite	site	

Lesson 13c, target letter combination: -ire

pick	stick	sick	
pipe	ripe	snipe	
crack	sack	pack	