

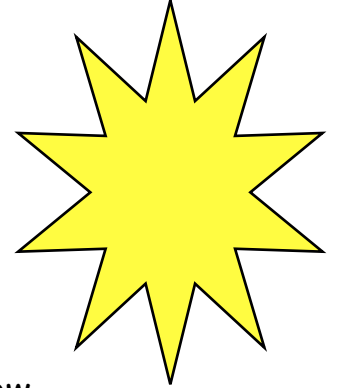
# Radar Vision

Super Heroes see through code words with "Radar Vision." This is how they out-smart the cruel and the bad in the world, and how they help us get "home." Vowels often disguise themselves, but with Radar Vision we can figure them out, and read them right!

You can play Radar Vision with any simple trail game you already have on hand. In each turn, players use superhero Radar Vision to read one "code word" (actually, a syllable division practice word).

## Game Preparation:

Find some pictures of super heroes who could lend their radar vision to help read code words. Re-decorate any game you have on hand with your super hero pictures, or just lay down one superhero picture by each player to act as helpers in any trail game you choose,. Make a star or simply provide a yellow square of paper to be the source of Radar Vision.



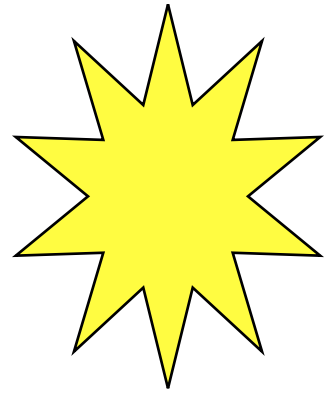
Before play, have a set of word cards to divide in syllables (A sample set is printed below). In the game, these are the code words that will be needed to get players home or help them find the treasure or whatever. Nonsense words are the very hardest to divide. Students need to know and trust the syllable division rules to get them right. They may be discouraged at first, but when they get in practice, nonsense words will give them a chance to show off.

Cut out the code words below, or make up your own to fit your students' reading level and interests. Try to print or type the words with more space than usual between all the letters to make it easier to divide. (I expanded the spaces in super and supper below by 4 points.) If the words are laminated, they can be marked with plastic markers and washed before the next game.

For students who need to review the short and long sounds of the vowels, have a set of single vowel cards on hand. You might also want to practice with super and supper before you begin play on the game cards. (See below.)

## Directions:

1. Draw a code word from the pile on the table, and place it over a radar vision star of your making.
2. Mark two separate vowels with one small v over each as you say, "**Vowel Vowel**"
3. Mark the consonant or consonants between them with a small c or doorknob dots underneath each consonant as you say, "**Consonant Fun**"
4. Mark the division in the code word and say, "**Split up two or kick away one.**" Use a hyphen for a kicking foot after open syllables. After closed syllables, use a slash between the two consonants to stand for a door. After all, it's the "consonant door" that is closing in the vowel, so that it can't call out it's name or say its long sound.
5. Read the code word.
6. Roll your die and move that number of spaces along in the game of your choice.



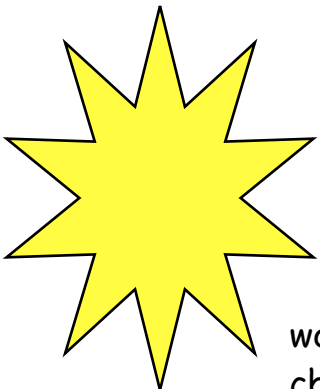
## Syllable Division Chant (steps two through 4 above in sum):

Chant the first two lines while marking a code word:

**Vowel, vowel, consonant fun,  
Split up two or kick away one.**

The last four lines may help with vowel-sound decisions

**After that you'll be a good sport  
Start out sounding, long or closed short  
Vowel free? No consonant door?  
See if it can let its name roar!**

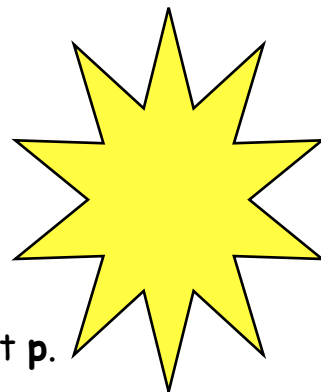


It's helpful to know that there may be a "choice" of vowel sounds in either open or closed syllable words. Some rule-breaking open syllables such as **ro** in robin and **ca** in camel have vowels that sound short even though they should be open and free. "Wild Old Words" such as cold and colt have long vowel sounds in closed syllables; these are among the exceptions. It's still worth trying any new word the rule-way first. Game practice "code words" are usually chosen because they **do** follow the rules.

## Practice Radar Vision Syllable Division with Super and Supper

(If you have a point earning system going, you could make tick marks to score your student's thinking as you go along.)

v      v  
**Super**      **su-per**  
•



1. One point each for marking the vowels **u** and **e**.
2. One point for marking a doorknob-dot under the consonant **p**.
3. One point for explaining that you kick away the **p**, because there's only one consonant between two vowels. That's what makes the first syllable open and the vowel say its name or its long sound. Write a hyphen for a kicking foot before the **p**.
4. One point for reading the word super.

v      v  
**Supper**      **sup/per**  
• •

1. One point each for marking the vowels **u** and **e**
2. One point for marking consonant doorknob-dots under **p** and **p**
3. One point for Explaining that you split up the two consonants which makes the first syllable closed and the first vowel short.
4. One point for reading the word supper

Choose or make up an equal number of “code words” that begin with open syllables as words that begin with closed syllables. A starter set of each is prined below.

halo	tuba	meter
tiger	baby	spider
fading	zebra	crazy
lazar	clover	Tony

running	kitten	mister
sister	master	twister
fuzzy	sandy	faster
panting	happy	better