

TEXAS INSTRUMENTS

# Speak & Spell™

CARTRIDGE



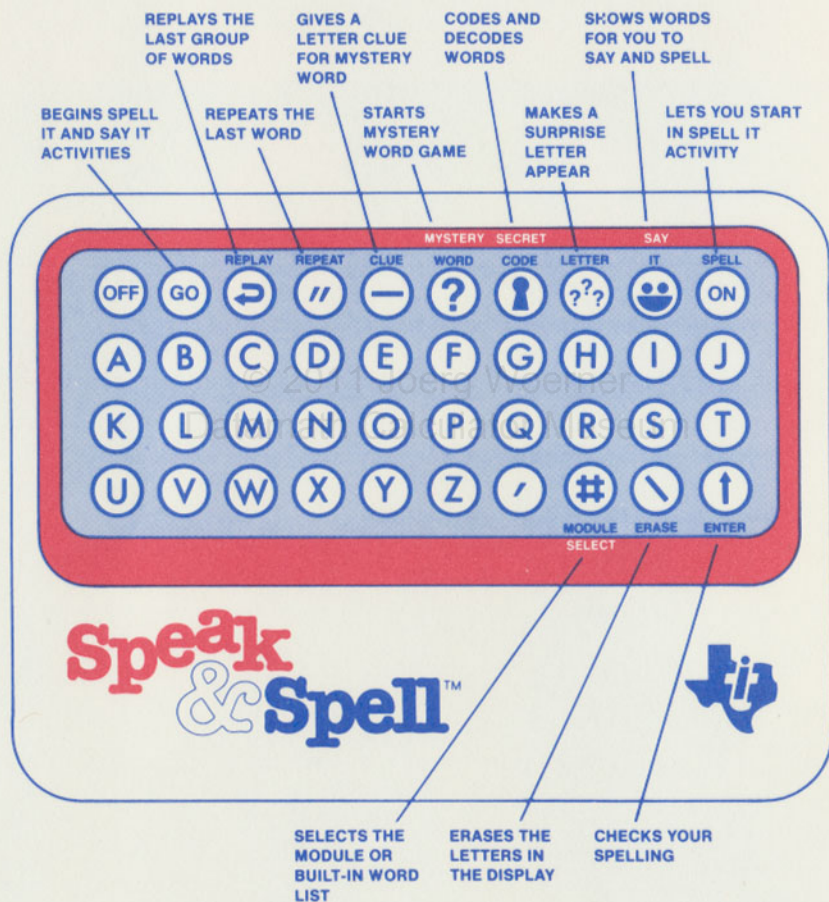
## VOWEL POWER™

GRADES 2 - 4

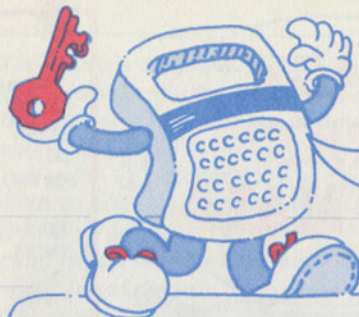
With Vowel Power on your side, different vowel combinations can be a snap to pronounce and spell.

This cartridge expands the built-in vocabulary of the Speak & Spell unit by 140 words.

# THE KEYS TO SPEAK & SPELL FUN







# MEET THE VOWELS!

Vowels are very special letters. They turn other letters into words. All words have at least one vowel.

Vowels can make many sounds. My Vowel Power module has a level for each kind of vowel.

## LEVEL A – SHORT VOWEL WORDS

Most of the time when a vowel says a sound other than its name, it is a short vowel sound. For

example,

class  
help  
switch  
clock  
much

## LEVEL B – LONG VOWEL WORDS

When vowels say their names in a word, they are called long vowels. Like,

name  
wheel  
right  
toast  
unite

## LEVEL C – 2-LETTER VOWEL WORDS

Sometimes two vowels (and y and w) work together to make a new vowel sound. Like,

oo – cook, smooth  
oi, oy – point, toy  
au, aw – cause, draw  
ou, ow – cloud, clown

## LEVEL D – VOWEL-R WORDS

When R follows a vowel, it changes the vowel's sound. Like,

smart  
germ  
third  
snore  
church

You'll be learning about and using all of these vowels as you have "Fun With Vowel Power."

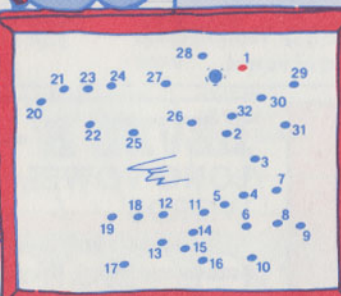


# CAGE THE ANIMALS

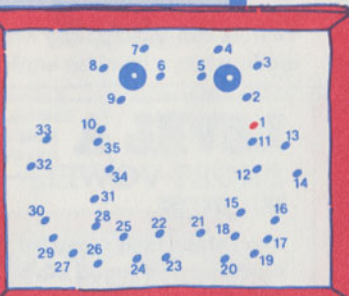
## SHORT VOWEL ANIMALS

### Word List

ZRFM  
OFEEXM  
GBEOF  
AXNY  
CLDV  
EBFKBO  
NVLSV  
UXRS  
NSFVB  
ARI  
NBFU  
AORZ



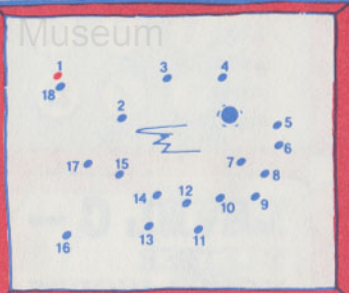
C



G



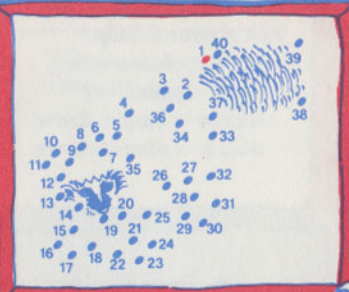
B



S



X



N





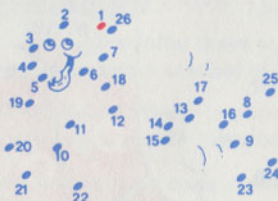
The animals are loose. I think they are hiding in the word list. Will you help me put them in their cages? Here's how:

1. Use the **SECRET CODE** key to find out what is in the word list. (Press my **ON** and **SECRET CODE** keys. Press the letter keys to spell the coded word, then press **ENTER**. I'll change the code

into the animal's name. Press **ERASE** before you do the next word.)

2. Say the animal name and listen for a long or short vowel sound. Then look in the long and short vowel cages for a letter clue to see where the animal lives.
3. When you find the right cage, fill in the animal's name.
4. Follow the dots to draw the animal.

## LONG VOWEL ANIMALS



**K**



**L**



**L**



**B**



**V**



**T**

# BE ON THE LOOK OUT FOR OIL!

You will need:

- two or more players
  - a marker for each player (a penny or button will do)
- Can you be the first to reach the oil?

Each player puts his marker at start. Decide who goes first. Press my **ON**, **MODULE SELECT**, **C**, and **OO** keys.

Spell the word I give you. If you spell it correctly, move your marker to the next space with the same vowel combination that is in your word. If you misspell the word, move your marker back one space.

Take turns playing until one player reaches the oil and wins!





You will need two players and several markers (buttons, pennies, etc.). Decide who is at bat first. I'll be the pitcher.

When it is your turn at bat, press my **ON**, **MODULE SELECT**, **D** and

**GO** keys. Each word you spell correctly is a hit. If the word has an ar – move

one base; er or ir – move two bases; or – move three bases; and ur – is a home run.

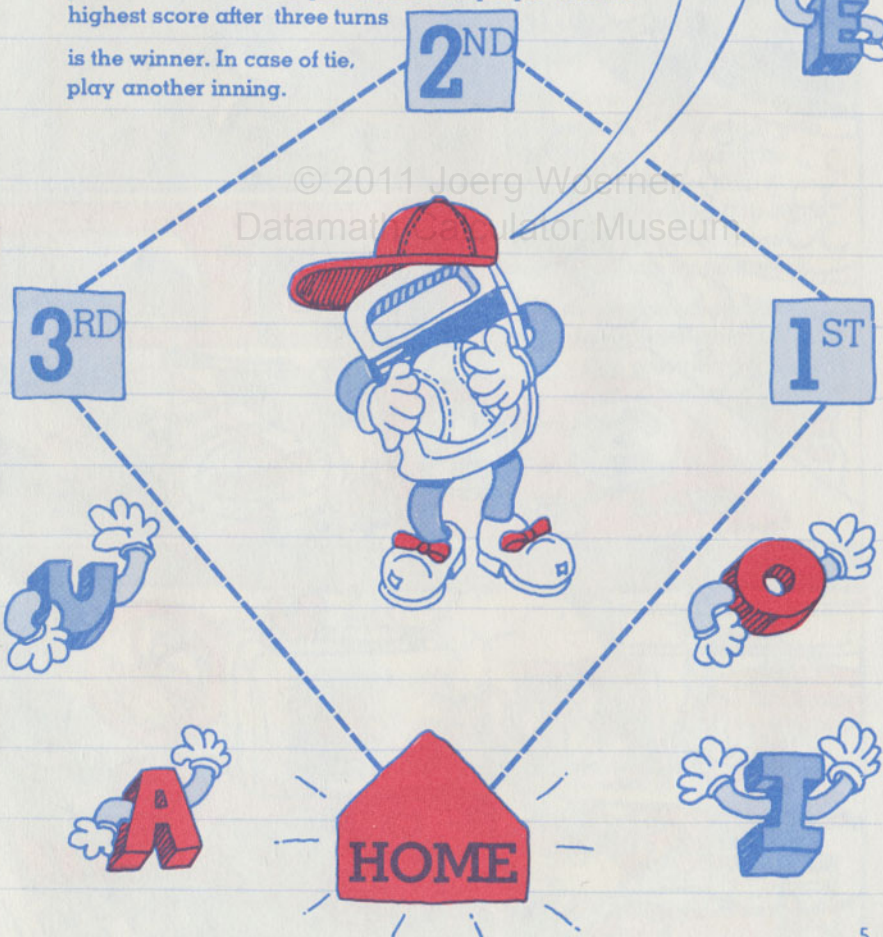
Use your markers as the men on base. If you misspell a word – it is an out.

Change turns after three outs or ten words (whichever is first). Count the number of markers that cross home

plate and add them to your score. The player with the highest score after three turns

is the winner. In case of tie, play another inning.

**BETTER  
BATTERS  
ARE  
FIRST!**





**I SPY  
A, E, I,  
O, U**



The Vowel Spaceship is full of things from A to Z. How many can you find?

This game is for two or more people. Decide who goes first and press my **LETTER** key. Each player takes turns finding an object in the picture that starts with the letter I give you.

You get one point for each object you name that has an **A** or **E** in it; two points for each word with an **I** or **O**; and three points for a word with a **U** in it. (If your word has more than one vowel, you get the points for the highest value letter.)

If a player can't find an object in the picture that starts with the letter you're using, he passes. If another player can then find an object that starts with that letter, he scores double points for that word.

When all players agree that no more objects start with that letter, press my **LETTER** key to get a new letter and keep going.

The first player to get 15 points wins.




# FOLLOW THE WIZARD!

You will need:

- two or more people
- a marker (a button or penny will do) for each player

Put your marker on START and decide who goes first.

When it is your turn, press my  LETTER key. If I give you a

consonant, move your marker one space. If I give you a vowel, move your marker two spaces.





Each time you land on a new space, do what it says. If you don't get the right answer, skip your next turn.

Take turns playing until one player reaches Earth and wins.


**START**

Name a word with aw in it!

Name 2 words with the same vowel sound as FISH.

Press , , , and . Spell the words I give you. Score 7 or better!



**3**

Press . Name 3 words that start with that letter.


Name 3 words with a long a sound.

Name 2 words with oi in them.

Name a word with or in it.

Press  and . Play one game of MYSTERY WORD.





Say a word that rhymes with light.

Press  8 times. Make 3 words out of the letters.

Name 3 words with a short e sound.

Name a word that has ar in it.

**1<sup>ST</sup>**

Press , , , and . Say the words before I say them for you.

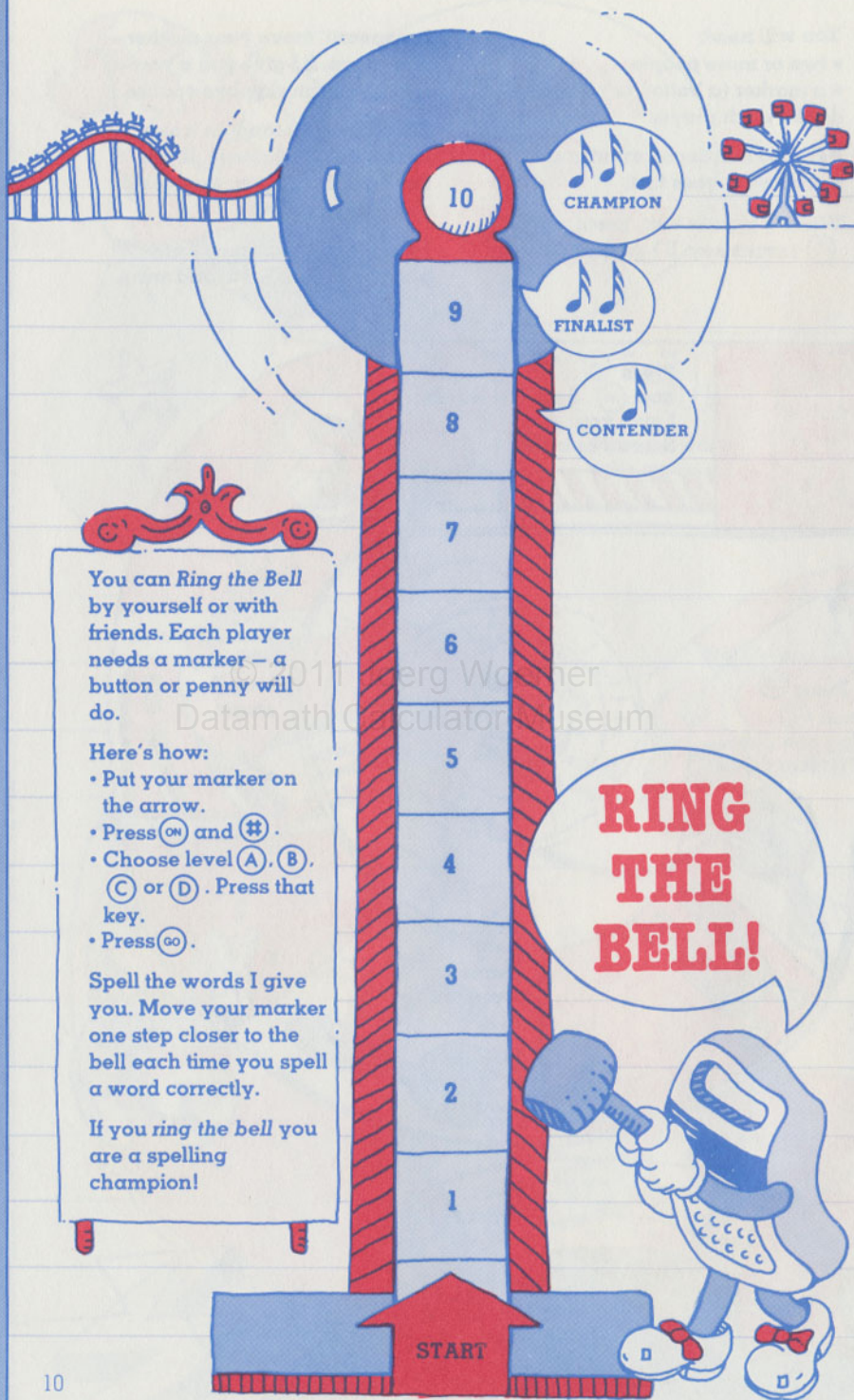
—AT. Put 3 different consonants in front of “-at” to make words.

Name 2 words that say o, then land on Earth.

**EARTH**

**YOU WIN!**





You can *Ring the Bell* by yourself or with friends. Each player needs a marker — a button or penny will do.

Here's how:

- Put your marker on the arrow.
- Press **ON** and **#**.
- Choose level **A**, **B**, **C** or **D**. Press that key.
- Press **GO**.

Spell the words I give you. Move your marker one step closer to the bell each time you spell a word correctly.

If you *ring the bell* you are a spelling champion!

CHAMPION

FINALIST

CONTENDER

**RING  
THE  
BELL!**

START




# BE FAST OR LAST!

You will need:

- 2 or more people
- a marker for each person (a button or penny will do)

Place the markers on START and decide who goes first.

Press my  LETTER key 8 times. Use one of the letters to make a word that rhymes with the word in the next square. (Words that rhyme sound alike, but have different first letters, like *bark* and *mark*.) If you can make a rhyming word, move your marker to that square.

Then see if you can use a different letter in my window to make a word that rhymes with the word in the next square. If you can, move your marker to that space.

Keep playing until you use all the letters in my window, or until you can't make another rhyming word.

Take turns playing until a player reaches the finish line and wins.



START

cat

dip

bad

sit

get

rain

feel

tar

name

sail

ray

pack

grew

light

sick

park

gun

hop

rig

tack

fan

FINISH LINE

# CAN YOU UNLOCK THE DOOR TO SPELLING?

I've forgotten how to open the door to spelling. Will you help me?

Here's how:

- Use a red crayon, marker, or pencil to color all the squares that have consonants.
- Use a yellow crayon, marker or pencil to color all the squares that have vowels.

The secret to tell you how to unlock the door to spelling will appear.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Q | W | R | T | Y | P | S | D | F | E | O | A | I | G | H | J | K | L | Z | X | C | V |
| B | O | I | U | N | M | Q | W | R | U | T | Y | P | S | D | F | G | H | A | I | E | J |
| K | A | L | E | Z | C | V | B | N | I | A | U | M | Q | W | R | T | Y | P | O | S | D |
| F | O | U | I | G | H | J | K | L | O | X | C | V | B | N | M | Q | W | R | U | T | Y |
| P | U | S | A | D | F | G | H | J | U | A | E | I | K | L | Z | X | C | E | O | A | V |
| B | N | M | Q | W | R | U | T | Y | P | S | D | F | G | H | J | K | L | Z | X | C | V |
| N | M | Q | W | E | U | I | O | R | T | Y | P | S | D | A | D | F | U | G | H | J | K |
| L | Z | X | C | A | V | B | E | N | M | Q | W | C | R | E | T | Y | I | P | S | D | F |
| G | H | J | K | I | L | Z | U | X | C | V | B | N | M | I | Q | W | O | R | T | Y | P |
| S | D | F | G | O | H | J | I | K | L | Z | X | C | V | O | B | N | A | M | Q | W | R |
| T | Y | P | S | U | A | I | E | D | F | G | H | J | K | U | I | O | E | L | Z | X | C |
| V | B | N | M | Q | W | R | T | Y | P | S | D | F | G | H | J | K | L | Z | X | C | V |
| E | U | I | O | A | U | I | O | A | E | I | O | A | E | U | O | A | E | U | I | O | A |
| B | N | M | Q | W | R | T | Y | P | S | D | F | G | H | J | K | L | Z | X | C | V | B |
| N | E | U | I | O | M | Q | A | U | I | O | W | R | T | Y | P | S | D | F | G | H | J |
| K | A | L | Z | U | X | E | U | I | O | A | E | C | V | B | N | M | Q | W | R | T | Y |
| P | U | I | O | A | S | E | O | D | F | E | I | O | U | A | I | E | O | A | U | E | D |
| F | E | A | G | H | J | I | A | K | L | O | E | A | I | O | U | A | U | I | O | Z | X |
| C | O | V | I | B | N | A | E | I | O | U | E | N | M | E | Q | I | W | A | R | T | Y |
| P | I | S | D | A | F | G | O | E | I | A | H | J | K | L | Z | X | C | V | B | N | M |
| Q | W | R | T | Y | P | S | D | F | G | H | J | K | L | Z | X | C | V | B | N | M | Q |

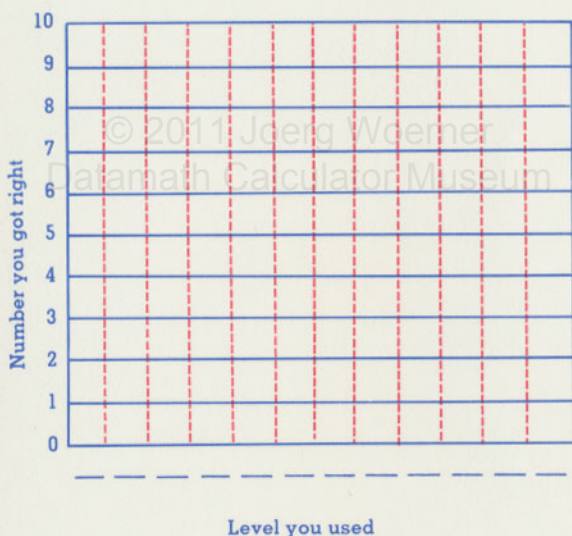


# LET'S CHART YOUR PROGRESS!

Here's a special page to help you keep track of your spelling scores.

When you finish spelling ten words, write the level you used (A, B, C, or D) on the line at the bottom of the graph. Then find the number of words you spelled correctly on the left side of the graph. Follow the dotted line to color a bar from the bottom of the graph to the number you got right.

This bar graph will help you see how well you are doing.



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Texas Instruments invented the integrated circuit,  
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