

Multi-Sensory phonics Packs

- **R-Controlled
Vowel ~AR~**
- 20 practice
pages
- Suitable for OG
instruction
- Fun games!



Created by: Emily Gibbons



Emily Gibbons, 2015

Kick your instruction up a notch!

Dear Educator,

Thank you for your purchase! This is a set for practice for the r-controlled vowel AR. It is compatible with OG or reading interventions. This resource may be used in a 1:1 setting, small group or even whole class, depending on your needs.

NOTE: Please pay special attention to the Table of Contents. This is the order of instruction I recommend. It progresses from words and sounds, to sentences and a fully decodable story. Games are included at the end to use at any point in your instruction. They make great review centers.

If you enjoyed using this set, please be sure to check out my other multi-sensory skill practice sets. I'll be adding more phonics packs each month!

Thank you so much for choosing my store for your classroom needs. I do appreciate your patronage. Please be sure to leave feedback on this resource. It helps me, future customers, and you'll earn credit towards new purchases!

Sincerely,
Emily Gibbons, [The Literacy Nest](#)

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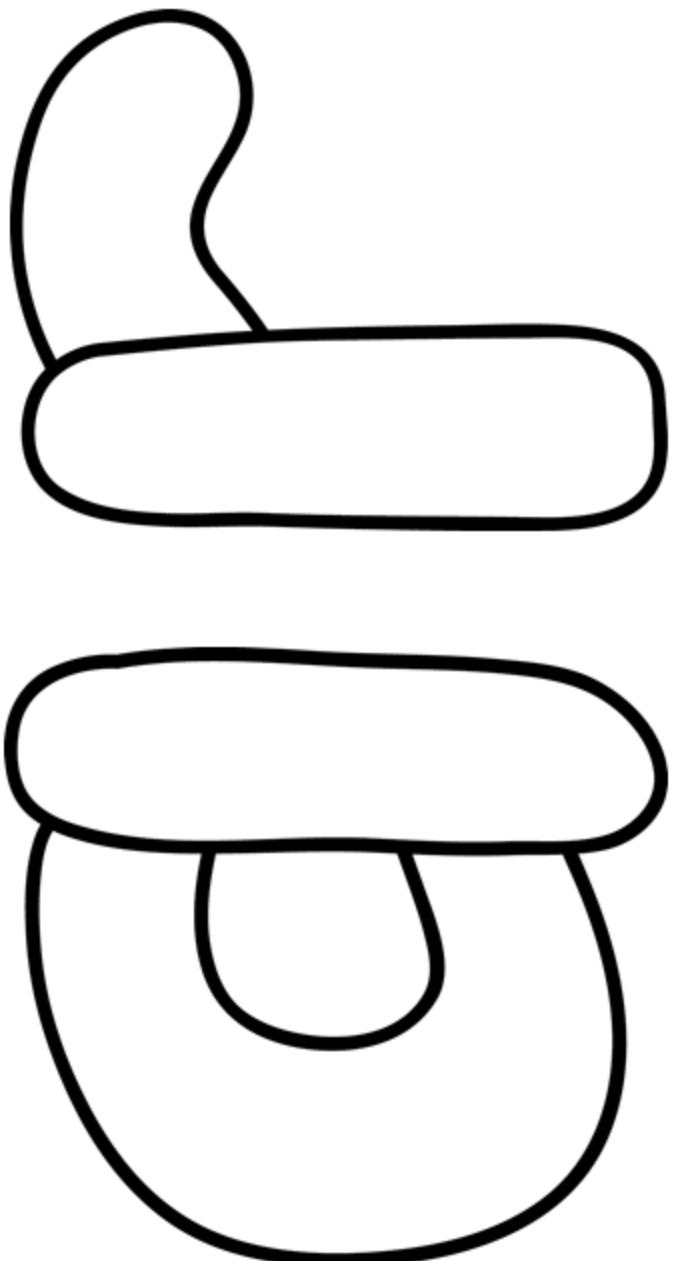


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ar



ar

car

\ar\



car

far

barn

art

farm

cart

part

arm

dark

yard

shark

bark

star

hard

sharp

yarn

start

charm

park

harm

Sentences To Read

1. Duck and chick like to peck by the barn on my farm.
2. The gray shark with sharp teeth will bite hard.

Name: _____

Date: _____

ar

Directions: Draw a picture for each word.

shark

cart

yarn

start

farm

park

dart

starfish

Name: _____

Date: _____ ar

Matching: Match the word in the first column to a rhyming word in the second column by drawing a line.

hard

harp

start

lard

mark

charm

carp

card

farm

park

hard

cart

Choose one rhyming pair and write each one in a sentence.

Name: _____ Date: _____ ar

Which one does not belong?

Directions: 1. Read the words in each row.
2. Circle the word that does not belong.

1. car far spar mark

2. arm art harm farm

3. harp card hard lard

4. tarp carp harp dart

5. part star start tart

6. chard card yard yarn

Name: _____

Date: _____

Letter Boxes

Directions: 1. Say the name of each picture.

2. Fill in the missing letters in the boxes.

ar

1.



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2.



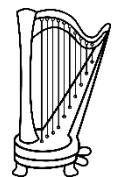
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3.



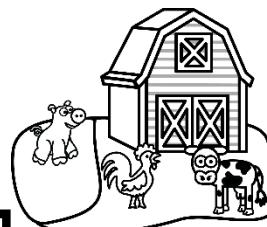
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4.



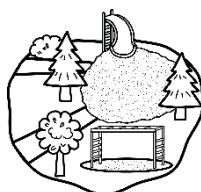
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5.



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6.



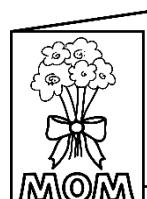
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7.



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8.



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Name: _____

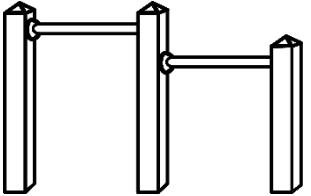
Date: _____

Missing Letters

Directions: 1. Say the name of each picture.

2. Fill in the missing letters.

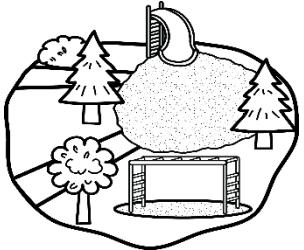
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2.



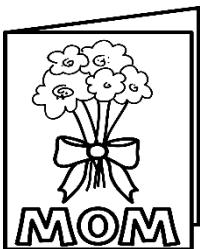
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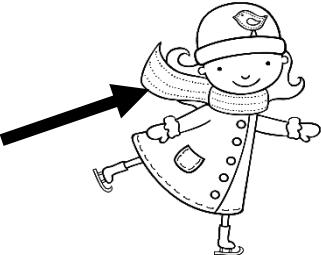
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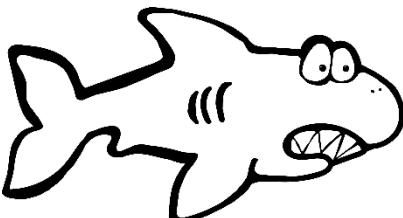
6.



7.



8.



ar

Each day, Barb will start the car at nine.

A shark has a strong jaw and sharp teeth.

The farm by the lake does sell parsnips.

Mark will play a game of darts with Chuck.

Each teammate will get a chart to jot a note and a tally mark.

A fuzzy weed did invade the fluffy red mum plant.

Let us go and weed the park by the swings and the slide.

The rabbit, the duck, and the piglet did play in the farmyard.

Name:

Date:

Name _____

Date _____

car

jar

dark

bark

charm

spark

match

shark

hush

Park the gray car by the barn.

Name: _____

Date: _____

ar

Fill In The Blanks

Directions: 1. Read the words in the word box.

2. Fill in the blanks with the correct word.

shark park harp chart

March bark far carp

1. A _____ is a fish that can swim and fly!
2. Tell the dog not to _____ when the child sleeps.
3. The long trip was _____, but we did not mind the wait.
4. Can Blake play the _____ while I bang drum?
5. Once, a gray _____ did leap by the ship.
6. _____ the car next to the sandy beach.
7. Jot a note on the _____ pad when we meet.
8. "Spring will start in _____," told Barb.

AR Puzzle Piece Syllable Practice



star

fish

gar

nish

ar

cade

land

mark

dis

card

dar

ling

sand

bar

arm

rest

Carl, The Starfish

Carl was not a smart starfish. One day Carl did drift up on the beach. He had to find a way to get back to sea...FAST! "I will ask that crab to help me get back to sea," said Carl. NO CARL! The crab will scarf you up in a jiffy! Carl had to think of a smart plan. But Carl was not that smart.

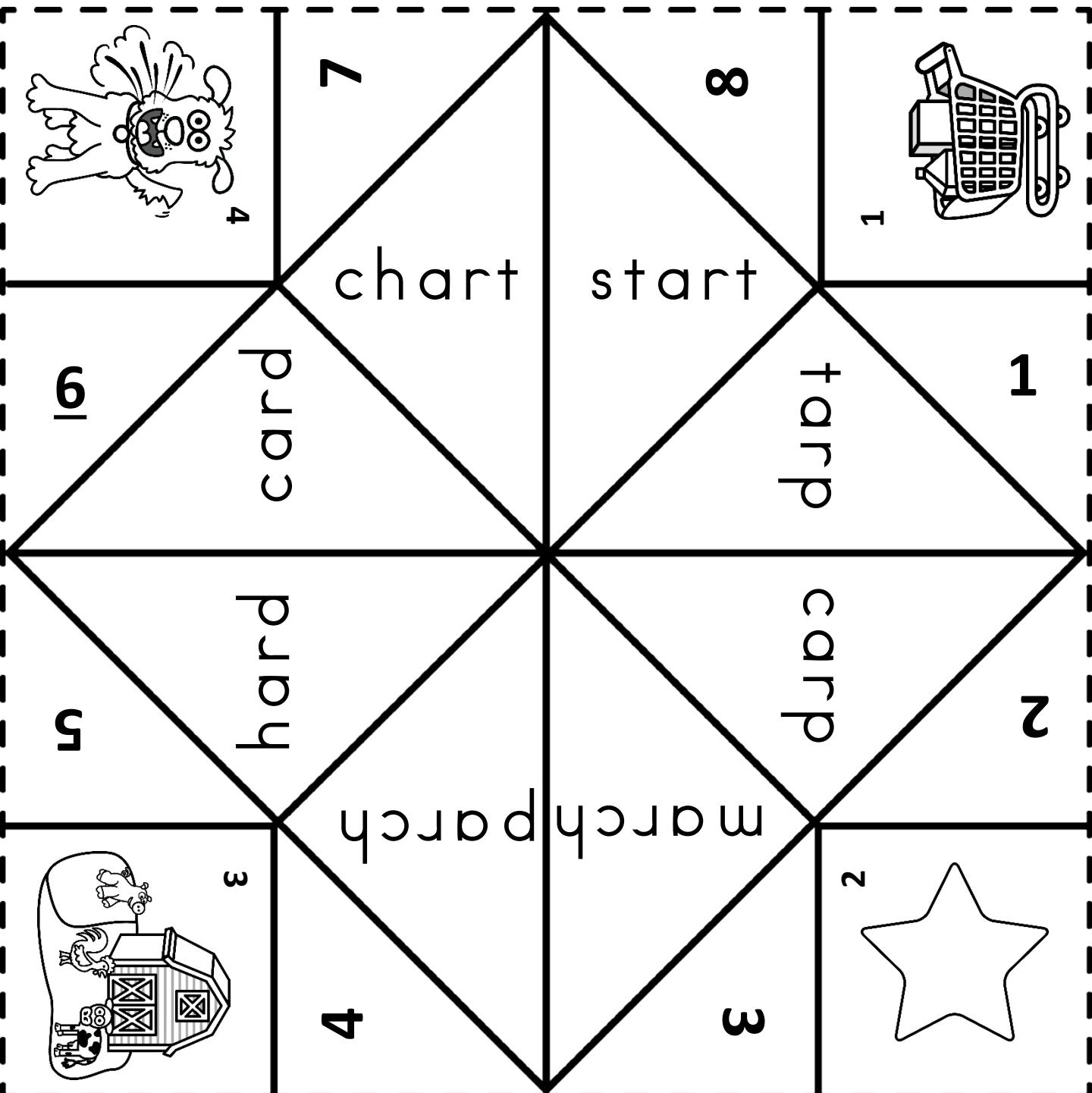
Carl said, "I will ask that shark to come bring me back to the sea." Carl did wave one of his five arms to get help. NO CARL! The shark will scarf you up in one gulp! Carl did not come up with a smart plan that time. The starfish had to think of a way to get back to sea.

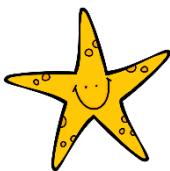
Once the tide did shift, the sea did bring him back. Carl, the not so smart starfish, was safe from harm. He found some seaweed to hide and did not drift on the beach.

Highlight all the AR words in yellow.

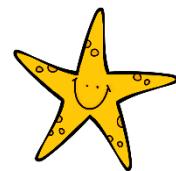
AR Cootie Catcher

To play: 1. Choose a number. Open and close the cootie catcher back and forth that number of times. 2. Choose a number. Open and close the cootie catcher back and forth that number of times. 3. Choose a number and open the flap. 4. Read both words. 5. Choose one word to spell. 6. Play again.





Catch A Starfish



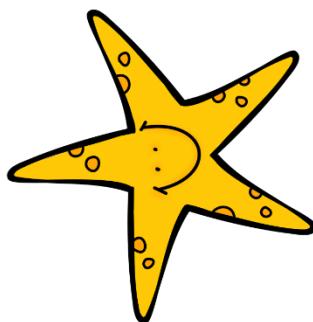
Materials: Game boards (pages 25-26) laminated, one set of AR shuffled word cards (page 27), AR assembled game cube (page 24), dry erase marker and eraser

***To prepare word cards:** Copy and cut out page 27 on cardstock. Directions:

SHUFFLE THE WORD CARDS.

1. Place the deck of word cards face down in a pile.
2. ON A TURN: Roll the game cube.
3. LAND ON AR: Your partner will pick up one card from the deck, and read it to your without showing it. You need to spell the word out loud as they write it on their white board. Then check the spelling together.
4. LAND ON A STARFISH: Say, "STARFISH!" You may check off one starfish on your game board.
5. The first person to check off all five starfish, will win that round.
6. Erase the game board, reshuffle the cards, and play again!

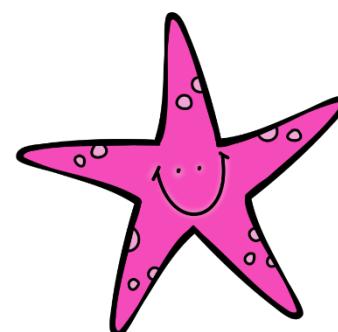
ar

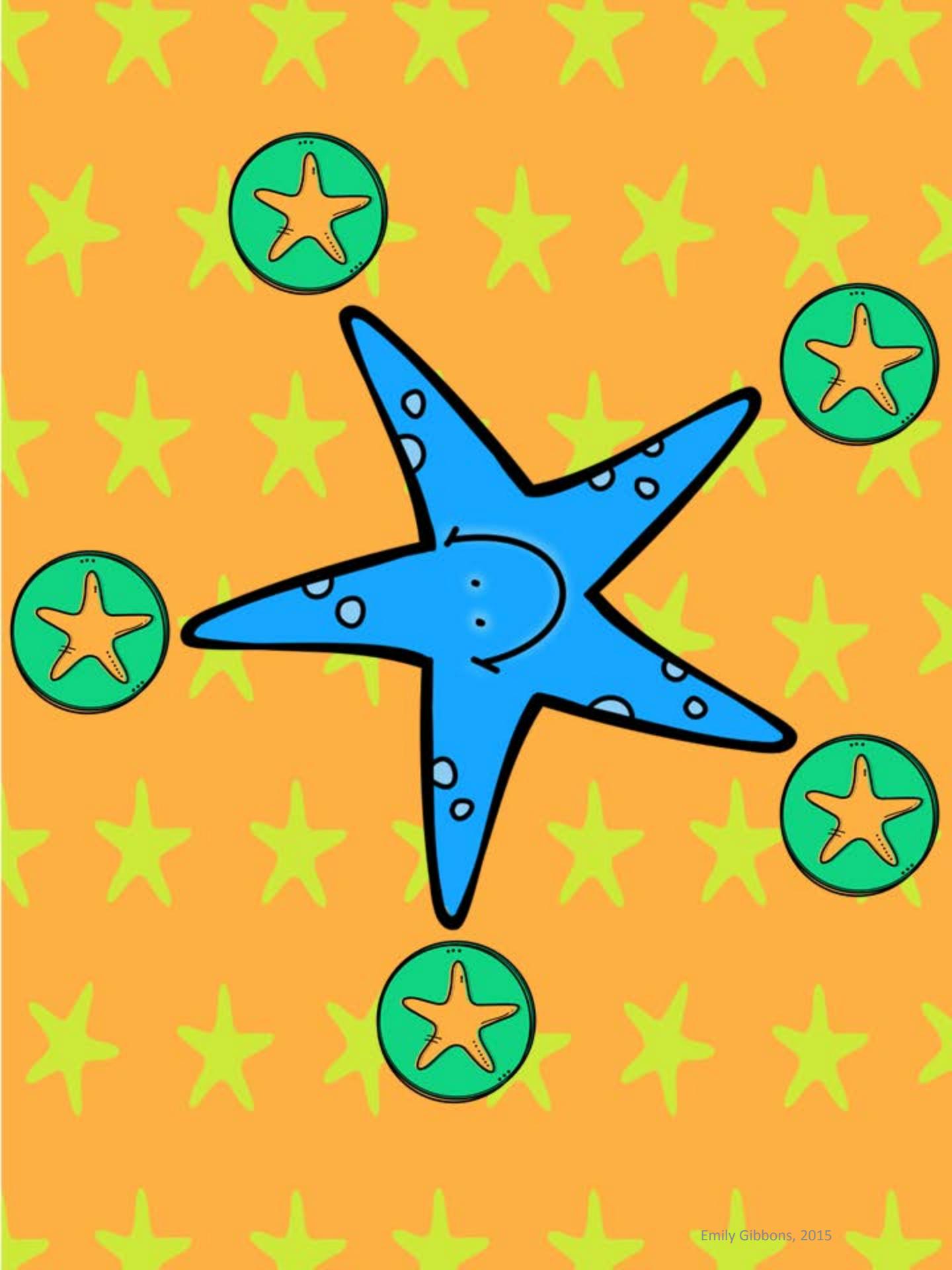


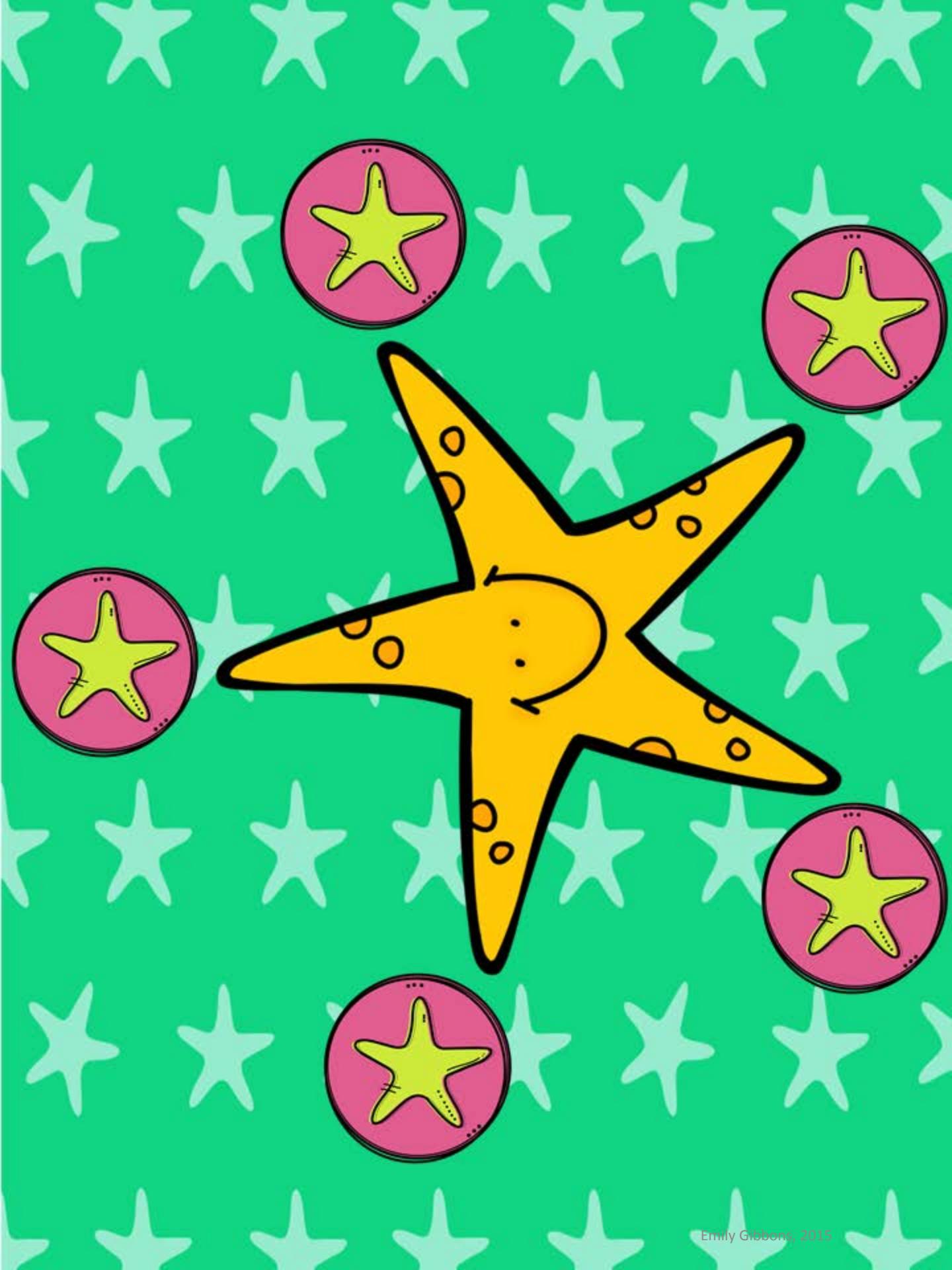
ar

ar

ar

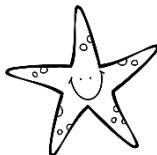




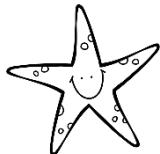


EE Showdown: Cut out these cards and shuffle them well.

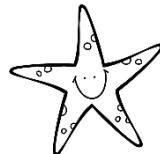
star



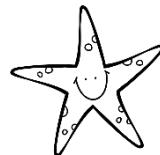
card



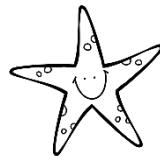
harp



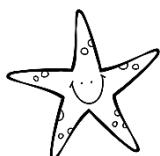
dart



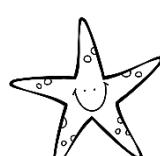
mark



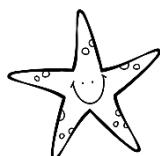
smart



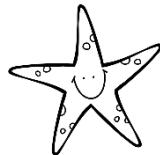
harsh



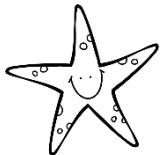
barn



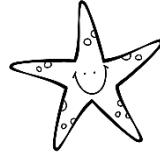
part



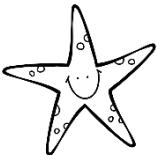
jar



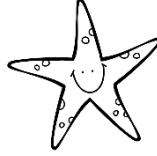
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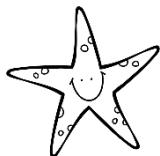
chart



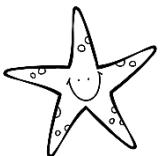
ark



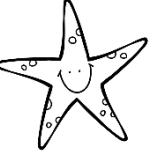
tarp



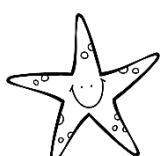
dark



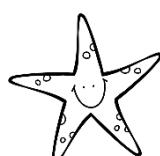
scarf



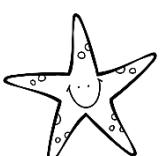
barn



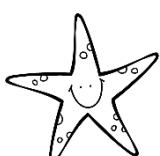
charm



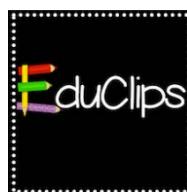
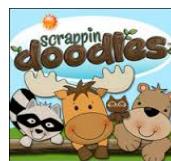
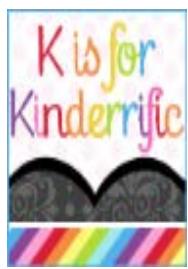
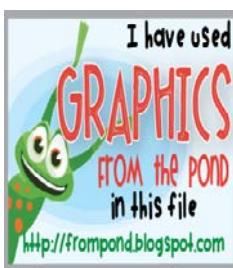
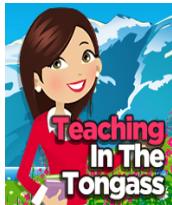
shark



march



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