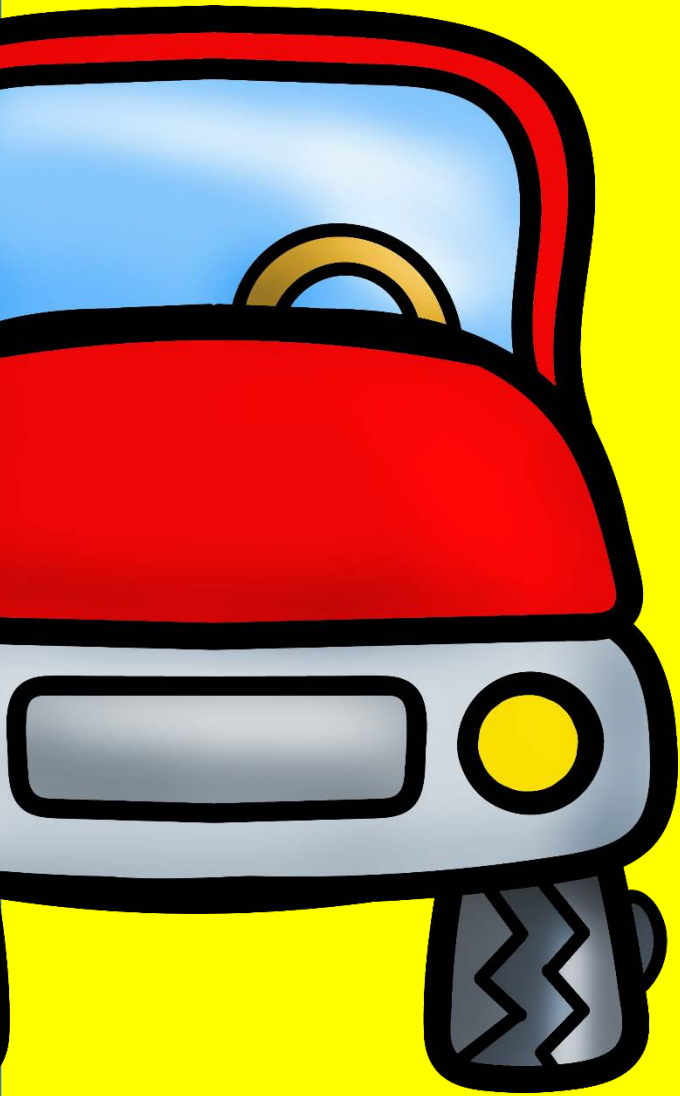


# Multi-Sensory Phonics Packs



- **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](#)

Looking to share?  
Purchase an  
additional license.



# ~TABLE OF CONTENTS~

AR	Activities
4-6	Mini Poster, Play-dough Mat, Word List
7-8	Draw It, Match It
9	Which One Does Not Belong?
10-11	Letter Boxes, Missing Letters,
12	Sentence Strips
13-14	Lined Paper, Cursive Practice
15	Fill-in-the-blank Sentences
16	Puzzle Piece Syllable Practice
17	Decodable Story
18	Cootie Catcher
19-23	Game Materials
24	Credits



ar

5



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: \_\_\_\_\_

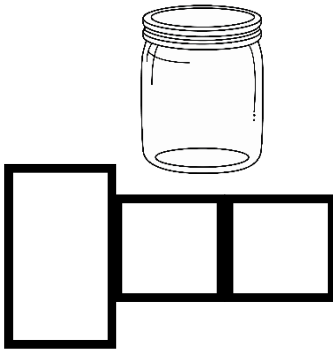
## Letter Boxes

Directions: 1. Say the name of each picture.

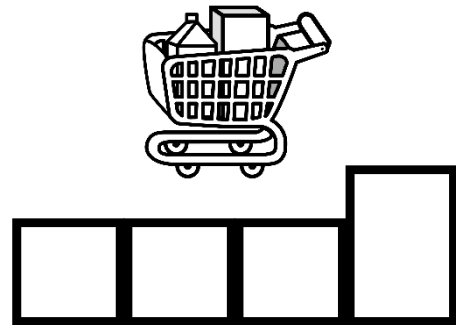
2. Fill in the missing letters in the boxes.

ar

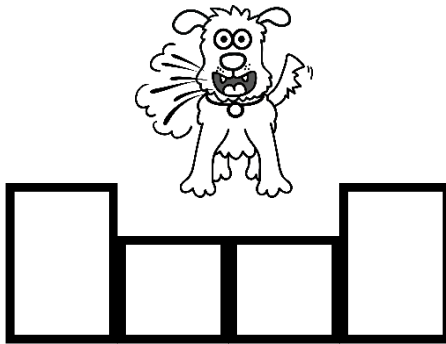
1.



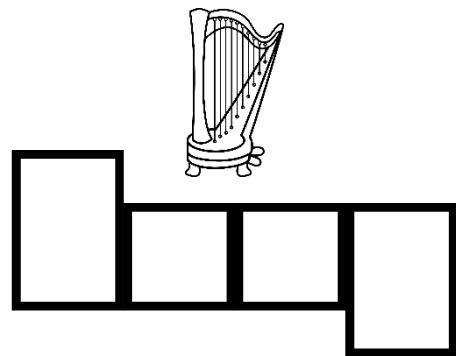
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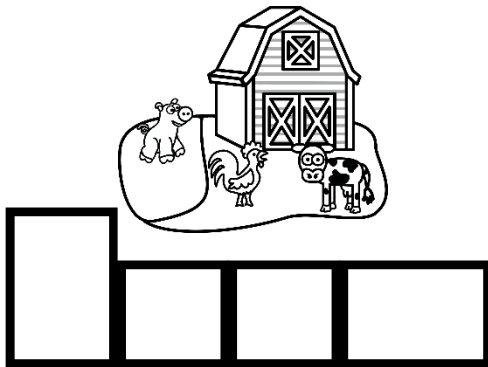
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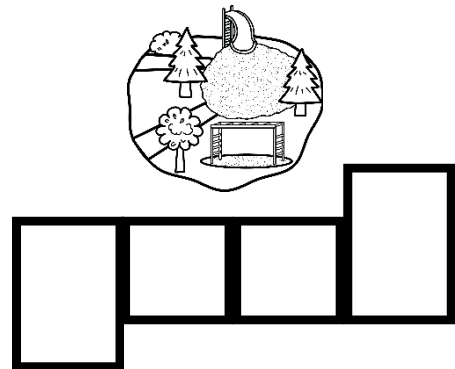
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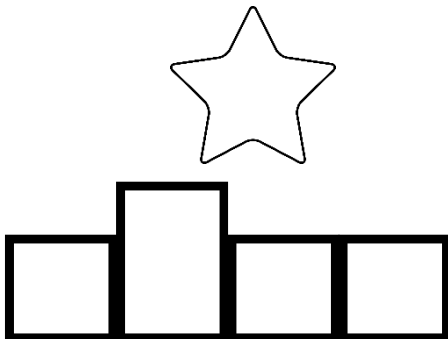
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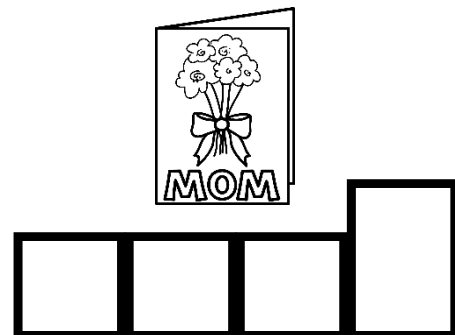
6.



7.



8.



Name: \_\_\_\_\_

Date: \_\_\_\_\_

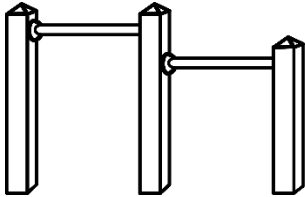
## Missing Letters

Directions: 1. Say the name of each picture.

2. Fill in the missing letters.

ar

1.



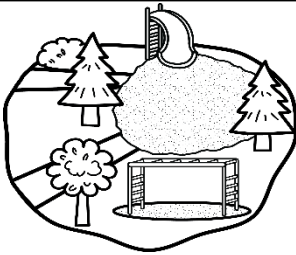
\_\_\_\_\_

2.



\_\_\_\_\_

3.



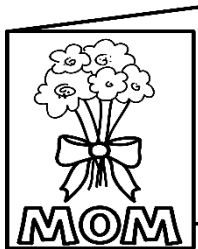
\_\_\_\_\_

4.



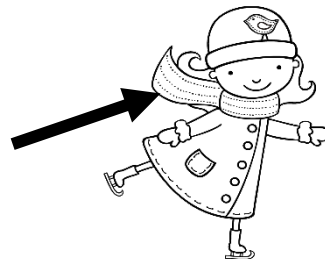
\_\_\_\_\_

5.



\_\_\_\_\_

6.



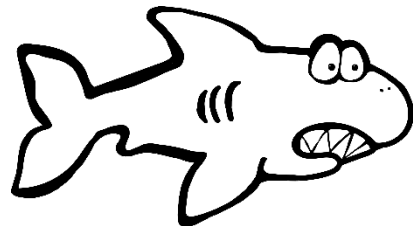
\_\_\_\_\_

7.



\_\_\_\_\_

8.



\_\_\_\_\_

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

dart

bark

charm

spark

march

shark

harsh

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

dis

card

gar

nish

dar

ling

ar

cade

sand

bar

land

mark

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.

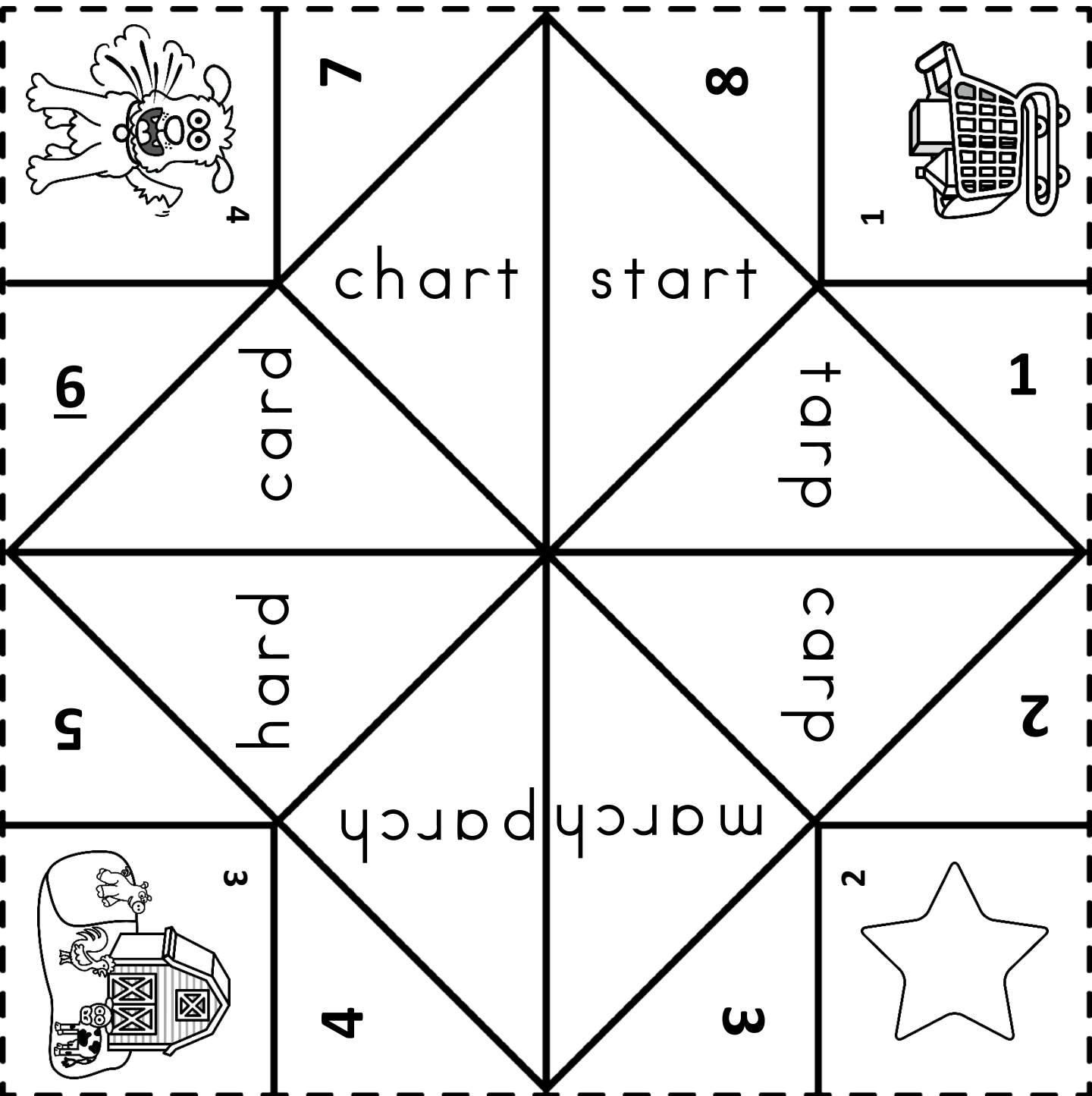
Carl said, "I will ask that shark to come bring me back to the sea." Carl did wave one of his five arms to get help. NO CARL! The shark will scarf you up in one gulp! Carl did not come up with a smart plan that time. The starfish had to think of a way to get back to sea.

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

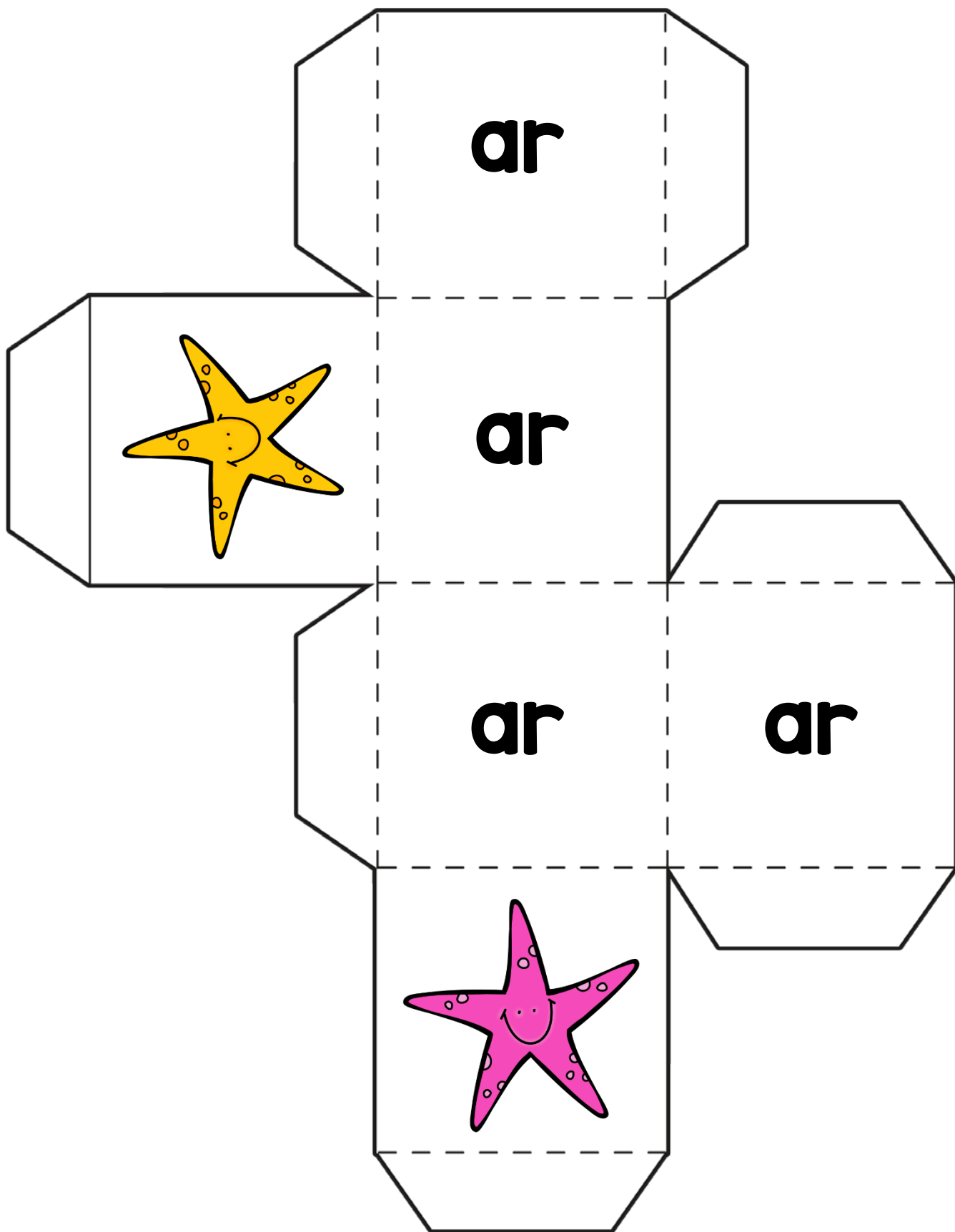


**Materials:** Game boards (pages 25-26) laminated, one set of AR shuffled word cards (page 27), AR assembled game cube (page 24), dry erase marker and eraser

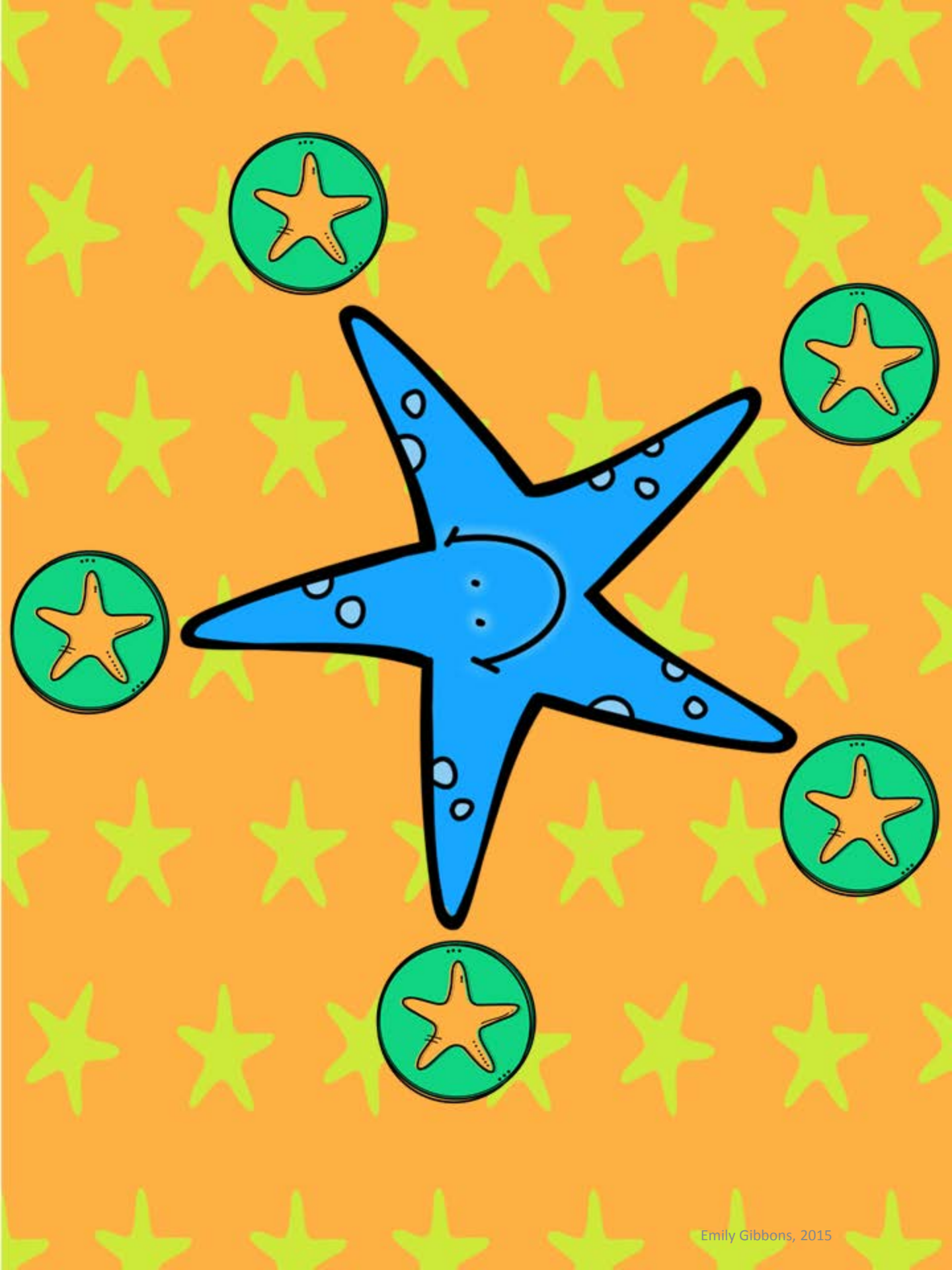
**\*To prepare word cards:** Copy and cut out page 27 on cardstock. **Directions:**

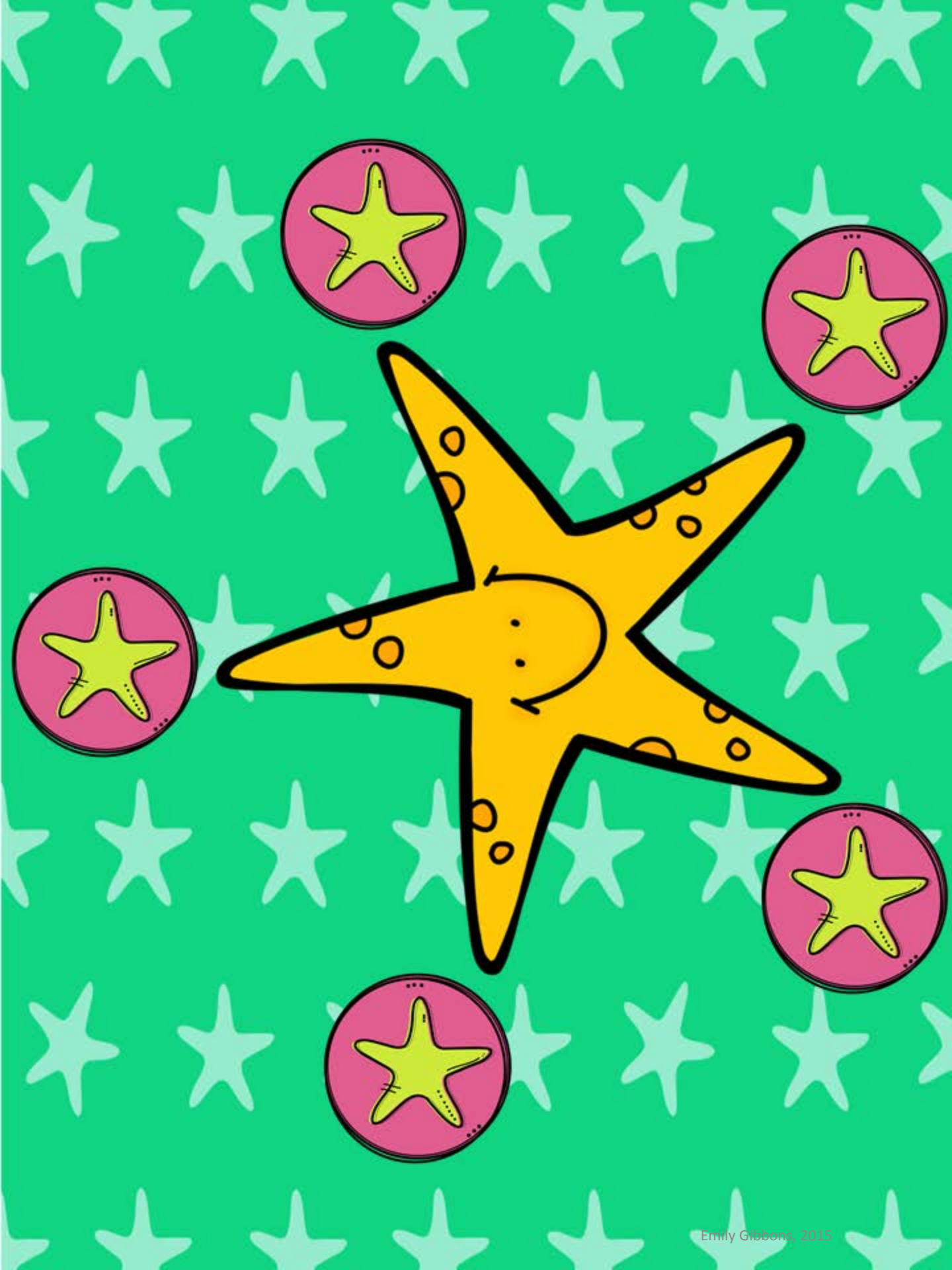
## **SHUFFLE THE WORD CARDS.**

- 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 you 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!**



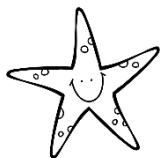




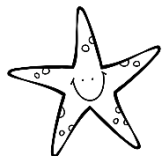


EE Showdown: Cut out these cards and shuffle them well.

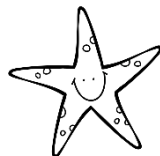
star



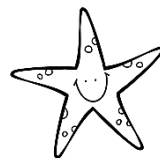
card



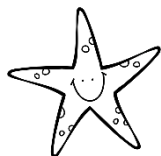
harp



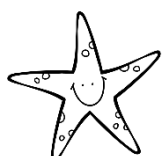
dart



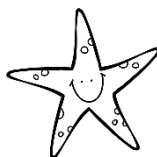
mark



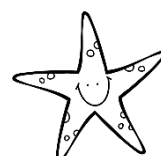
smart



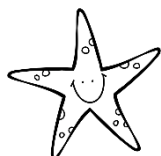
harsh



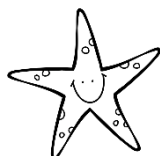
barn



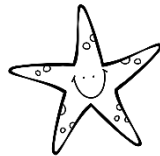
part



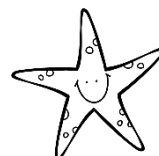
jar



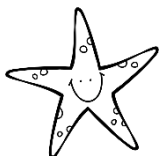
yard



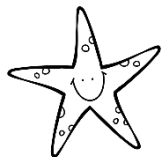
chart



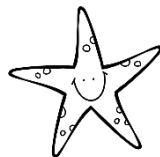
ark



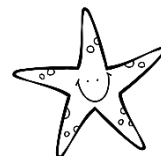
tarp



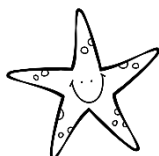
dark



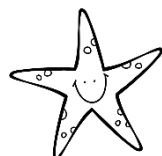
scarf



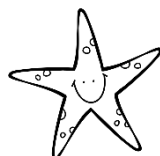
barn



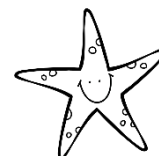
charm



shark



march





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