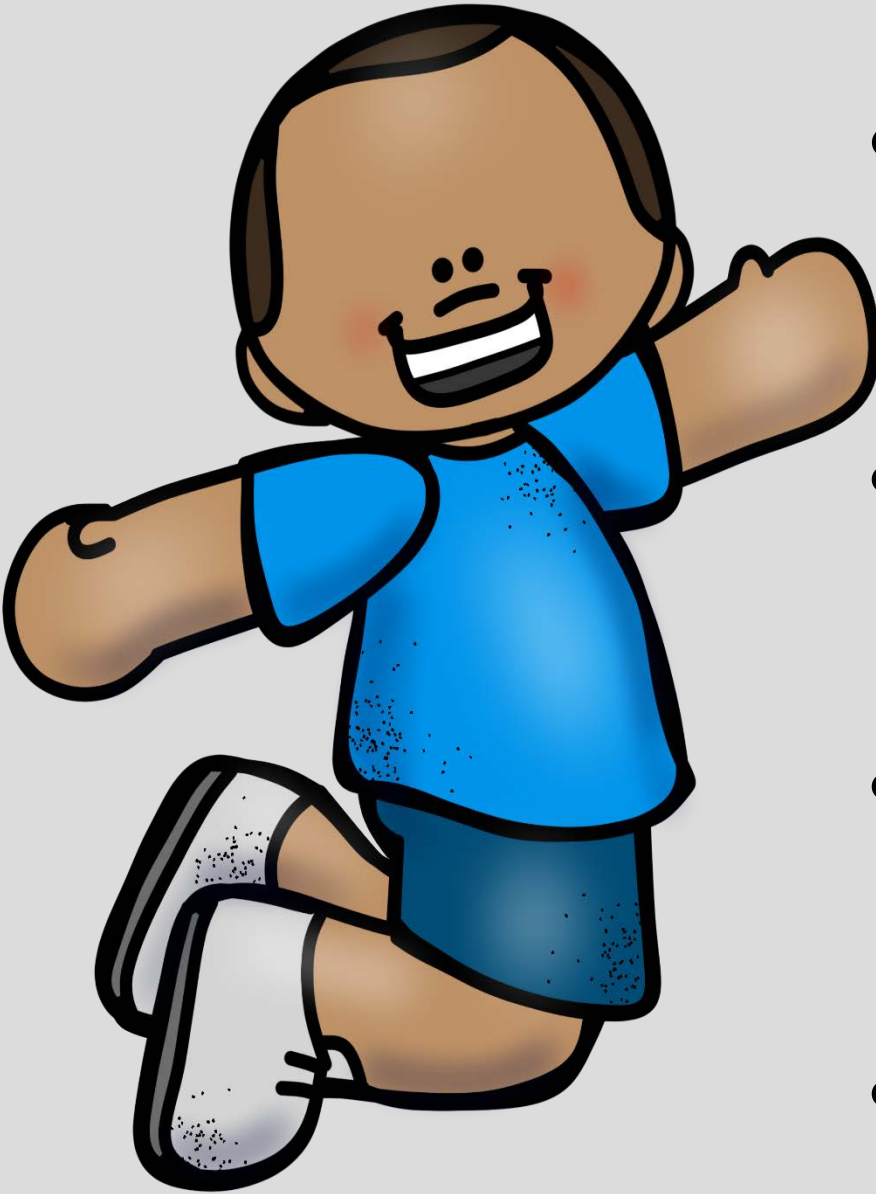


Multi-Sensory Phonics Packs



- **FINAL
M/N
BLENDS**
- Over 20
practice
pages
- Suitable
for OG
instruction
- Fun games!

Created by: Emily Gibbons



Emily Gibbons 2016

Kick your instruction up a notch!

I hope you enjoy this resource!

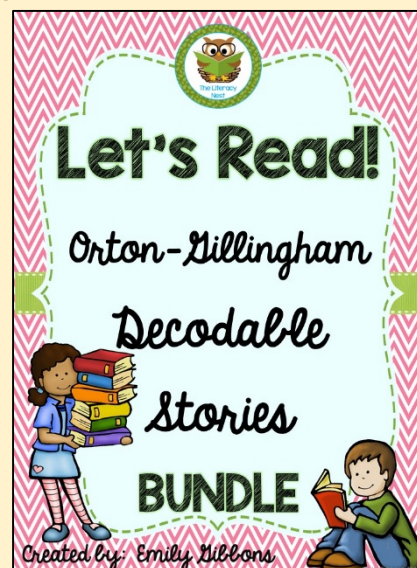
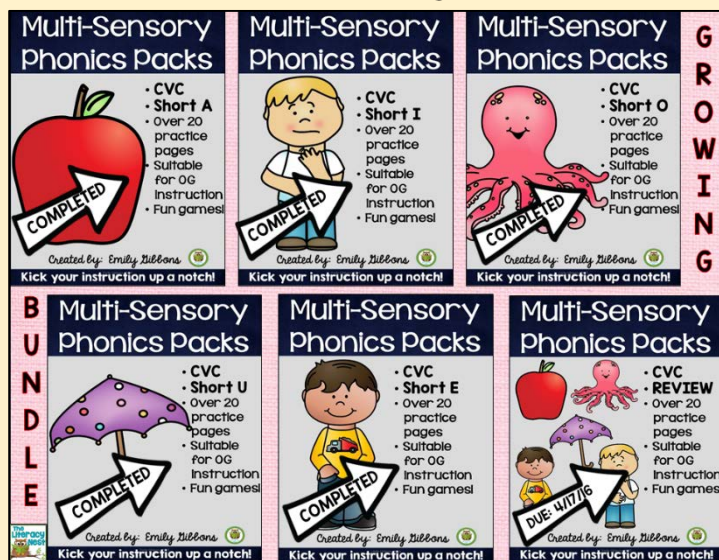
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- Sign up for my monthly email newsletter on [my blog](#). I'll send you important updates and a fun freebie!



You may also like the following resources in my store:
Just click on any of the images below.

Newly Completed!



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- Help the seller with thoughtful comments and ratings.
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Dear Educator,

Thank you for your purchase! This is a set for practice for FINAL M/N BLENDS. It is compatible with OG or other 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. Tap cards and 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 will be adding more blend practice packs and creating a HUGE blends bundle with over ten packs in May, 2016. [Click here](#) for more practice sets.

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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Emily Gibbons, 2016

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~TABLE OF CONTENTS~

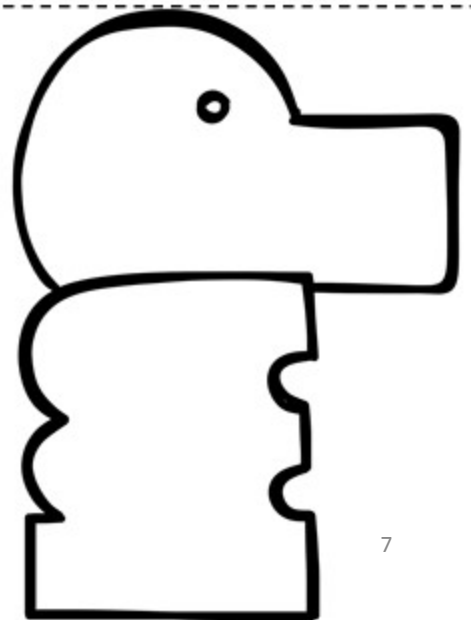
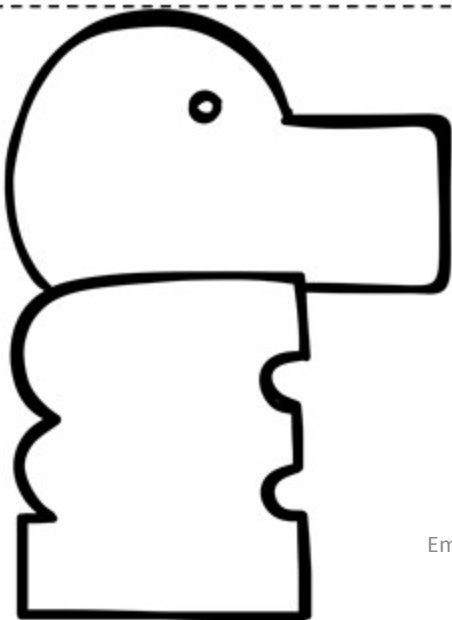
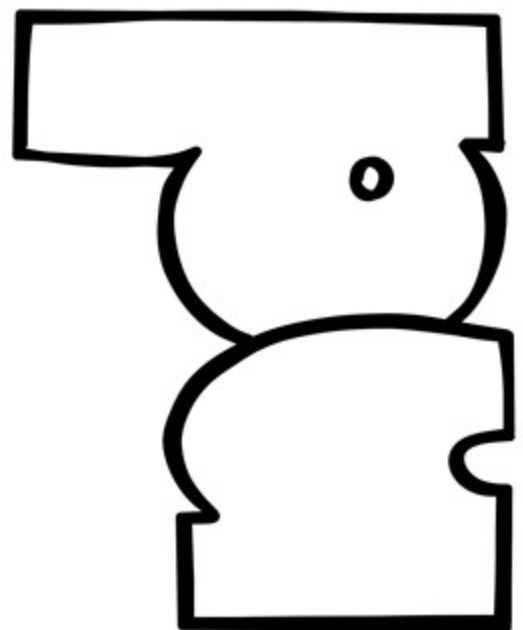
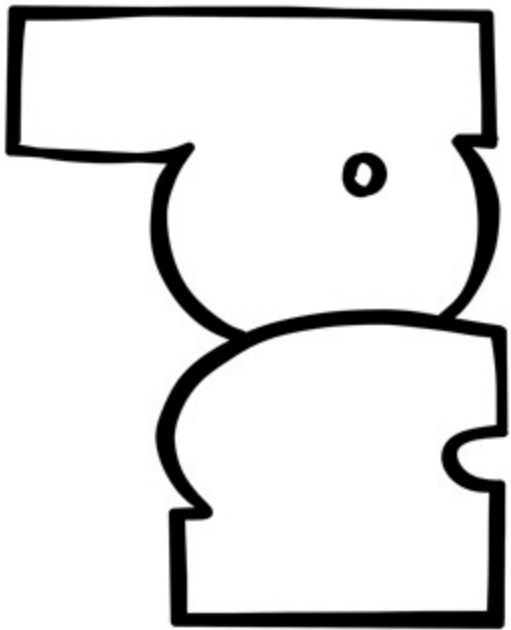
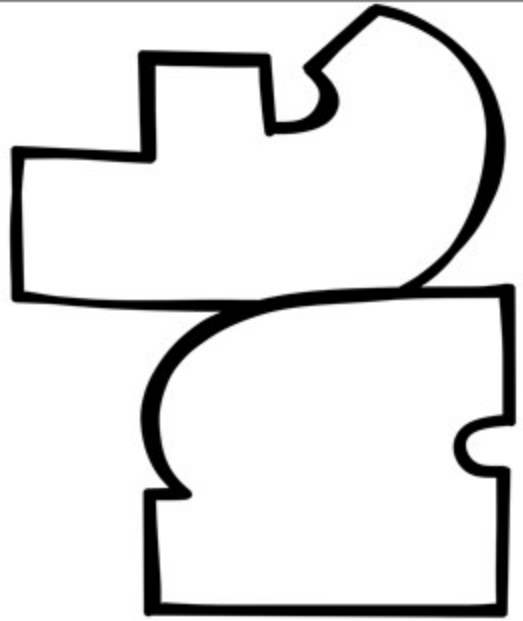
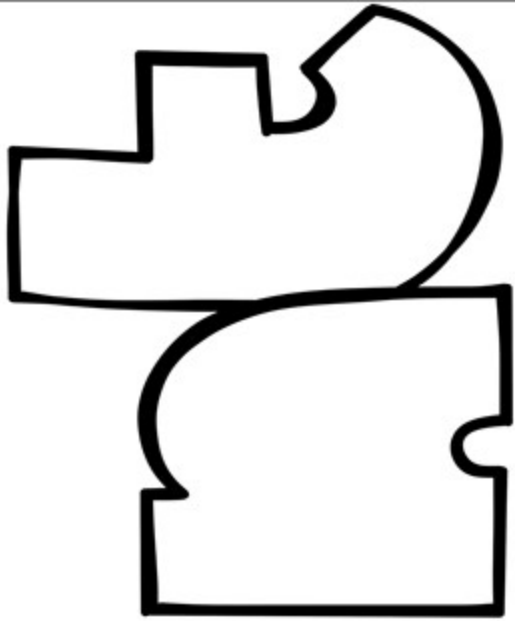
FINAL M/N BLENDS	Activities
6-8	Blend Mini-poster, Play-dough Mats, Word List (Use play-dough or glitter glue.)
9	Draw It
10-13	Tap cards (I do not create one box for blends. Each letter is its own distinct sound, and therefore should have its own box.)
14-17	Matching, Which One Does Not Belong, Follow The Trail (answer key for page 16.)
18-19	Picture Cards, Word Cards
20-21	Sorting Recording Sheet, Answer Key
22-23	Letter Boxes, Missing Letters
24	Lined Paper
25-26	Sentence Strips, Decodable Story
27-30	Cootie Catcher and Card Game Materials
31	Credits

What Is A Final Blend?

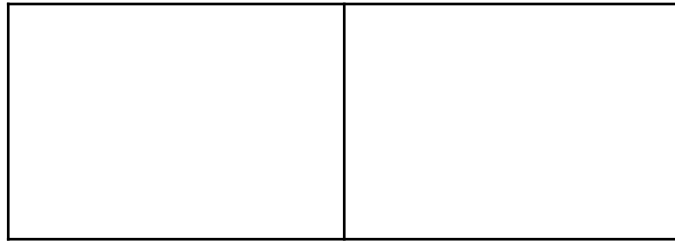
A final blend is a group of two consonants at the end of a word. Each consonant in a blend makes its own sound.

Ex. **jump**





Final M and N Blends



-mp

-nd

-nt

bump

camp

limp

lamp

end

mend

fund

bond

pant

rent

tint

font

Sentences To Read

1. Fran will rent the band.
2. "Lend a hand," said Nat.

Name: _____ Date: _____

FINAL M/N
BLENDS

Directions: Draw a picture for each word.

bump

damp

mint

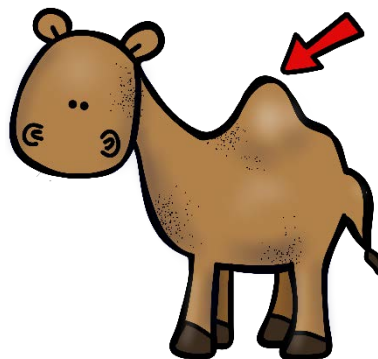
lend

pond

runt



jump



hump



camp

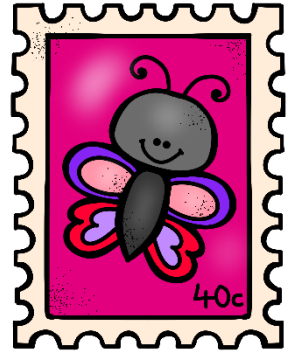


lamp

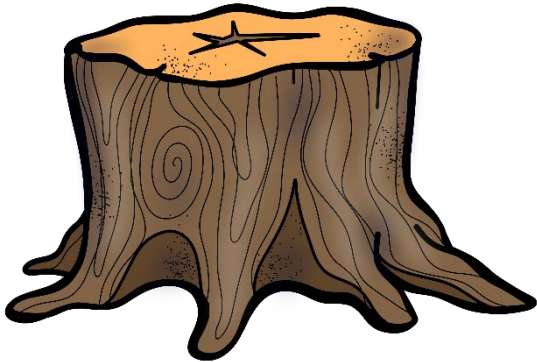




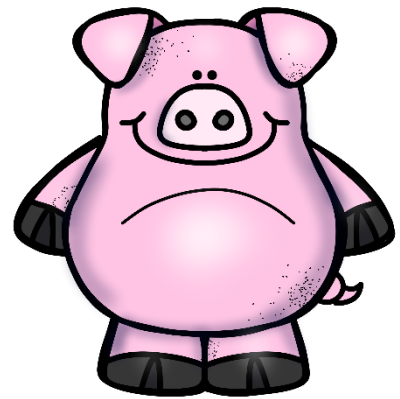
chimp



stamp

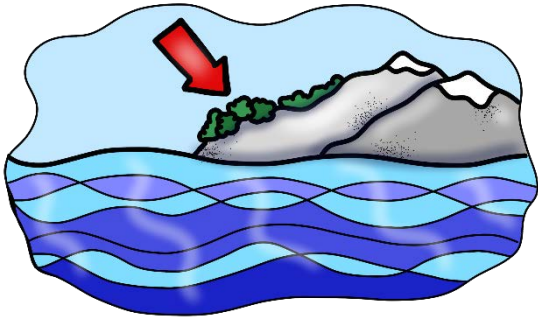


stump



plump

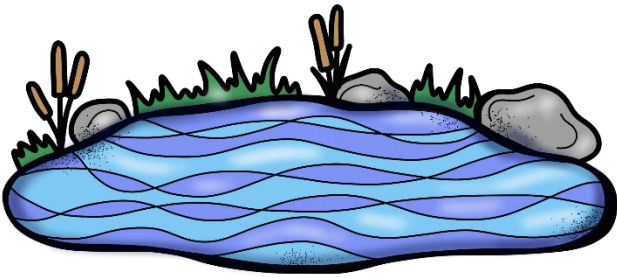




land



hand



pond

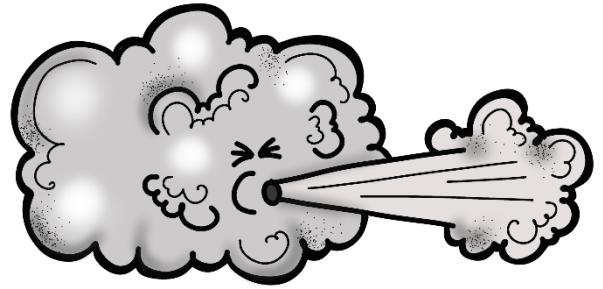


bend





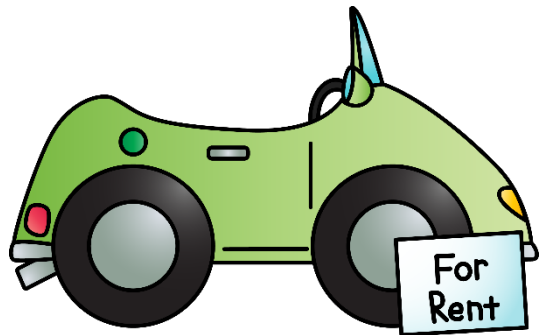
stand



wind



mint



rent



Name: _____

Date: _____

FINAL M/N
BLENDS

Matching: Match the word in the first column to a word with the same blend in the second column by drawing a line.

bump

stomp

damp

bond

romp

pant

hunt

lamp

fond

plump

rant

stunt

Choose one pair of words and write each one in a sentence.

Name: _____ Date: _____

FINAL M/N
BLENDS

Which one does not belong?

Directions: 1. Read the words in each row.

2. Circle the word that does not belong.

- | | | | | |
|----|------|-------|-------|-------|
| 1. | ramp | damp | stamp | lump |
| 2. | limp | frump | chimp | blimp |
| 3. | band | sand | fond | land |
| 4. | rant | bunt | stunt | punt |
| 5. | dent | vent | bent | tint |
| 6. | mend | fund | lend | bend |

Name: _____

Date: _____

FINAL M/N
BLENDS

Follow The Trail

1. Use a yellow marker to trace a path through all the -mp words.
2. Use an orange marker to trace a path through all the -nt words.
3. Use a red marker to trace a path through all the -nd words.

gland	flint	tamp
glint	stand	lamp
mint	ramp	sand
stamp	lint	band
START HERE camp	hint	land

Name: ANSWER KEY

Date: _____

FINAL M/N
BLENDS

Follow The Trail

1. Use a yellow marker to trace a path through all the -mp words.
2. Use an orange marker to trace a path through all the -nt words.
3. Use a red marker to trace a path through all the -nd words.

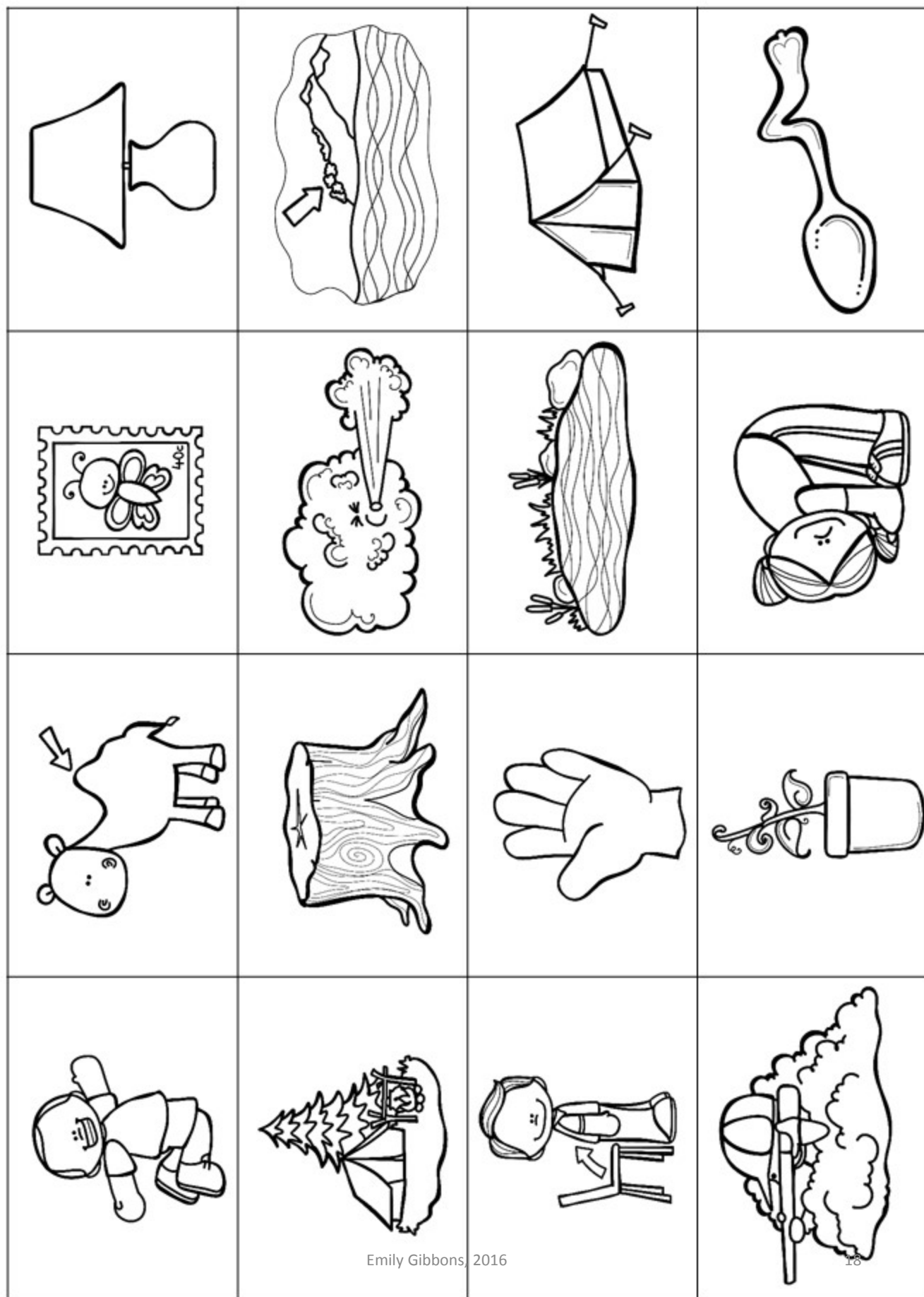
gland	flint	tamp
glint	stand	lamp
mint	ramp	sand
stamp	lint	band
START HERE camp	hint	land

The grid contains the following words:

- Row 1: gland, flint, tamp
- Row 2: glint, stand, lamp
- Row 3: mint, ramp, sand
- Row 4: stamp, lint, band
- Row 5: START HERE / camp, hint, land

Tracing paths:

- Yellow path (-mp words):** camp (row 5, col 1) → stamp (row 4, col 1) → ramp (row 3, col 2) → lamp (row 2, col 3) → tamp (row 1, col 3).
- Orange path (-nt words):** flint (row 1, col 2) → stand (row 2, col 2) → mint (row 3, col 1) → lint (row 4, col 2) → hint (row 5, col 2).
- Red path (-nd words):** gland (row 1, col 1) → stand (row 2, col 2) → sand (row 3, col 3) → band (row 4, col 3) → land (row 5, col 3).



Name: _____ Date: _____

FINAL M/N
BLENDS

Directions: Sort the picture or word cards into categories. Write each word in the correct category.

-mp	-nd	-nt

jump	hump	stamp	lamp
camp	stump	wind	land
stand	hand	pond	tent
hunt	plant	bend	bent

Name: ANSWER KEY

Date: _____

FINAL M/N
BLENDS

Directions: Sort the picture or word cards into categories. Write each word in the correct category.

-mp	-nd	-nt
jump	wind	tent
hump	land	hunt
stamp	stand	plant
lamp	hand	bent
camp	pond	
stump	bend	

Name: _____

Date: _____

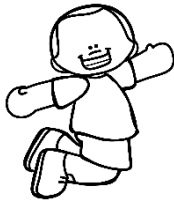
FINAL M/N
BLENDS

Letter Boxes

Directions: 1. Say the name of each picture.

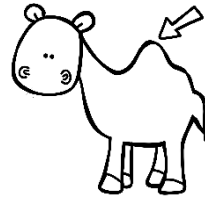
2. Fill in the missing letters in the boxes.

1.



--	--	--	--

2.



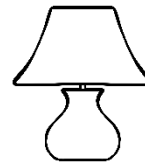
--	--	--	--

3.



--	--	--	--

4.



--	--	--	--

5.



--	--	--	--

6.



--	--	--	--

7.



--	--	--	--

8.



--	--	--	--

Name: _____

Date: _____

FINAL M/N
BLENDS

Missing Letters

Directions: 1. Say the name of each picture.

2. Fill in the missing letters.

1.



2.



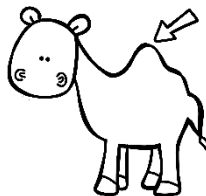
3.



4.



5.



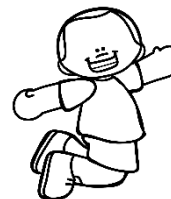
6.



7.



8.



Name:

Date:

Jump on the stump and land on the sand.

Dump the clump of mud in the pond.

“Bend and rest,” said Miss Bell.

“Can Tim get a hint?” Jeff did ask.

The plump pig did chomp on a plum.

The lamp was still hot on the stand.

Jump!

Jess went to the camp to swim. Jess was in a tent with Tiff. The pals set up a tent and went to swim in the pond.

At dusk, the lamp Jess had was not lit. Tiff had to help mend the lamp. The lamp was lit and the pals sat to rest.

Tiff and Jess did wish the trip to the pond did not end. The pals did bond and were glad.

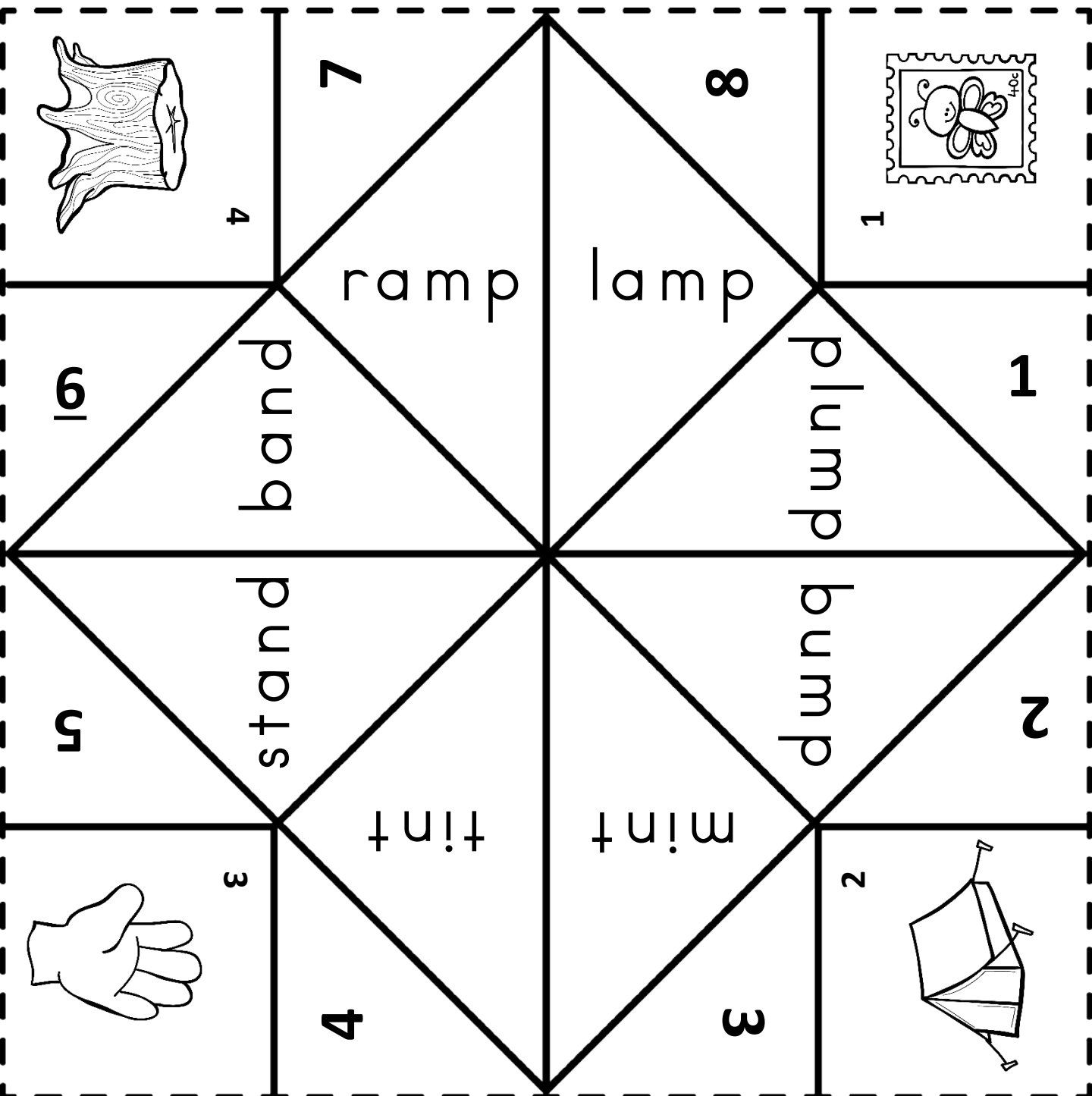
Draw a picture of the tent and the lamp.



Cootie Catcher

FINAL M/N
BLENDS

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.





JUMP! (for 2 players)



Materials: One game board (page 29) laminated, one set of final blend word cards (page 30) per player, dry erase marker and eraser

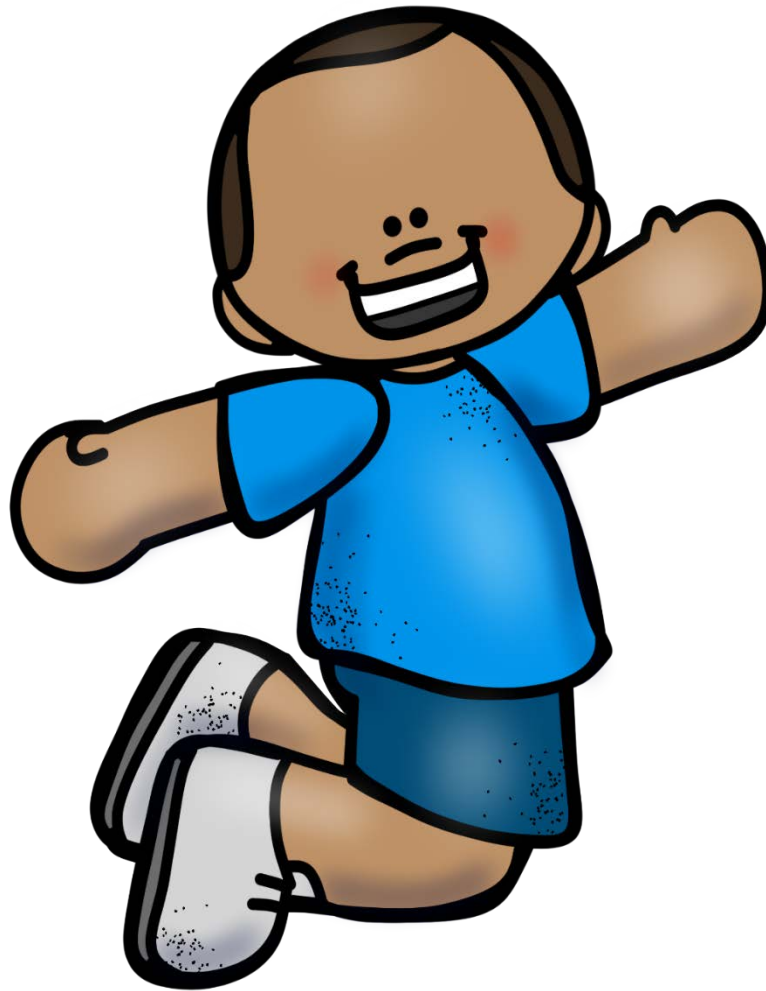
***To prepare word cards:** Copy and cut out page 30 on cardstock. Each player will need their own deck.

Directions:

EACH PARTNER NEEDS THEIR OWN DECK OF WORD CARDS. SHUFFLE THEM WELL.

1. Each partner will place their own deck of word cards face down in a pile.
2. **ON A TURN:** Each player picks up one card from their deck, lays it on top of their book, and reads their word aloud.
3. If your word card rhymes with your partner's word card, keep the cards in the bowl. Write **ONE** letter to spell the word **JUMP** in the empty boxes each time you and your partner make a match.
4. If you and your partner's cards do not rhyme, each player puts their own card into a used card pile.
5. Keep playing until you spell **JUMP**. Erase the word, reshuffle the cards, and play again!

JUMP! GAMEBOARD



Player 1

Player 2

--	--	--	--

JUMP WORD CARDS: Cut out these cards and shuffle them well.

jump



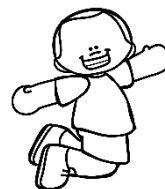
dump



camp



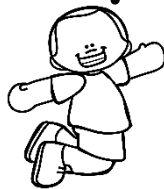
ramp



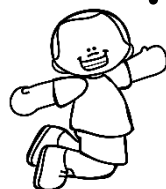
chimp



limp



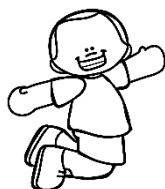
romp



stomp



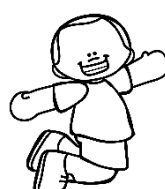
bent



dent



hint



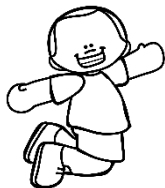
tint



punt



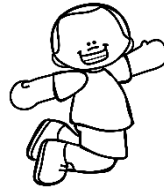
stunt



band



land



send



mend



pond



fond



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