## Sticky Betsy, Silly Billy, Baby Penny and Silky Sandy



Betsy has a sticky candy. She snacks and licks her lips. She is sticky.



Betsy's lips are sticky and her hands are sticky. Her entire smile is sticky. She is a sticky and happy Betsy.



Silly Billy licks sticky candy.
Sticky Betsy admires Silly Billy.
He rides his bike at the track
and hides a sticky smile.







Baby Penny has a sack.

Penny can carry her sack.

The sack has a tiny, silky, sly kitten in it 
Sandy.



Penny isn't sad, she is happy.

Silky Sandy is Penny's kitten.
Betsy, Billy, Sandy and Penny all lick and like sticky candy and smile a sticky smile.

## Word List

1		Betsy	
2		candy	
3		Billy	
4		Penny	
5		happy	
6	GEO	tiny	
7		sticky	
8		baby	
9		marry	
10		Sandy	
11	:)	smile	
12		silly	

## Lesson 16b, Target letter -y (sounds like $(\bar{e})$ )

Game: Make-a-Word and Get to the Top

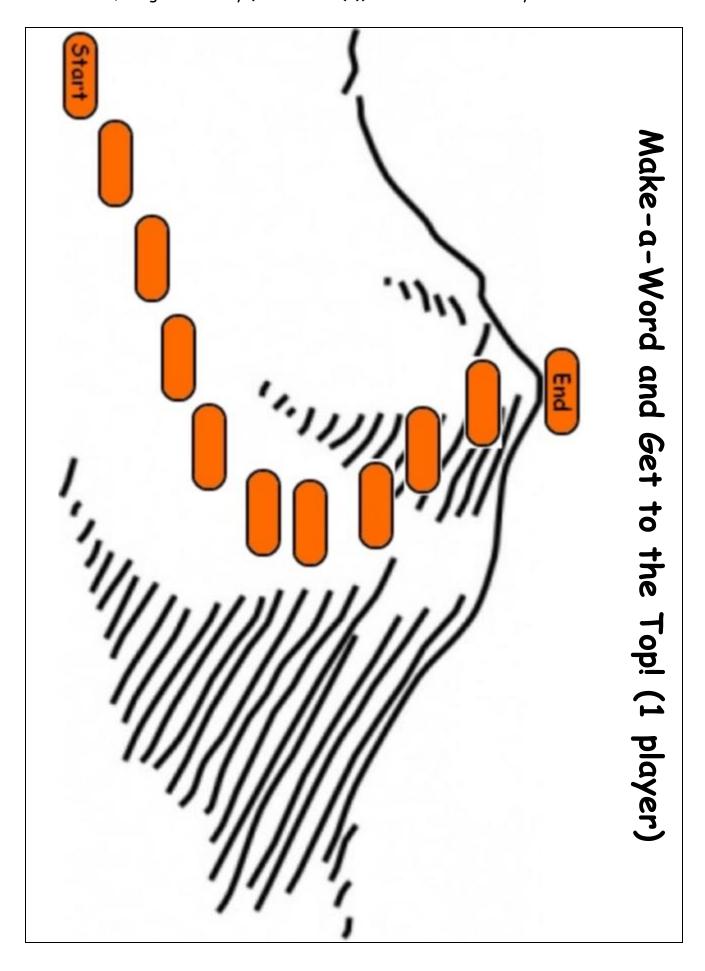
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Preparation:

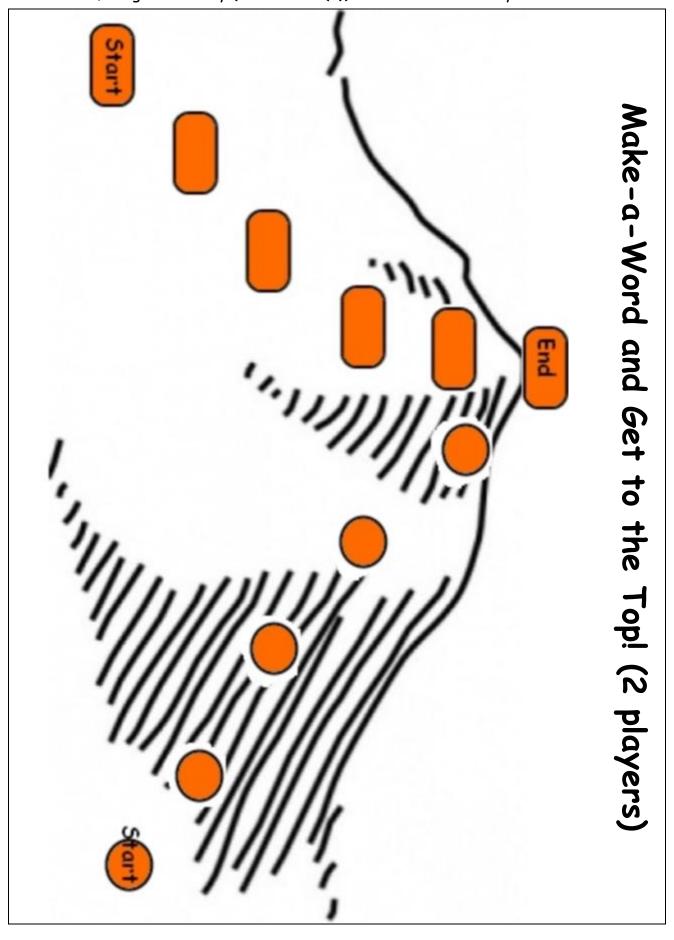
- 1. Cut up the words into letters and place one word in each of ten envelopes. Make 10 envelopes.
- 2. Laminate the board with a picture of a mountain (or draw a mountain/tree/ladder etc.; you can also allow the student to draw the picture.) Make sure that there is something special at the top of the mountain (a sticker, candy etc.)
- 3. There are two versions of the board here; one for two players, in one the tutor also plays, so each player arranges five words; in the other the learner arranges all ten words.

Play:

- 1. The student chooses an envelope and, using the letters inside, spells the word on the table.
- 2. After successfully spelling a word, the student climbs his way one step up the mountain/tree/ladder by putting a check/sticker along each way to the top for each word he spells correctly.
- 3. For a more challenging game use a stopwatch or sand timer.



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C	a	n	d	Y	5
d	a	d	d	Y	a
h	a	þ	þ	Y	n
P	e	n	n	Y	d
S	i			Y	Y
†	i	n	Y		
S	†		C	k	Y
b	a	b	Y		
m	a	r	r	Y	