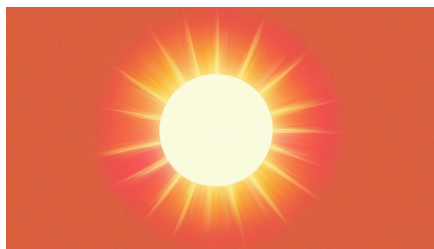


✓ /s/ Words from the Passage:



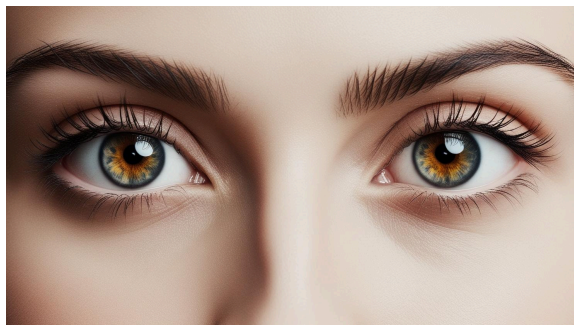
Sun

Join us now and share the soft-ware; you'll be free, ha-ckers,  
Hoar-ders can get piles of mo-ney; that is true, ha-ckers,  
When we have e-nough free soft-ware at our call, ha-ckers,  
Join us now and share the soft-ware; you'll be free, ha-ckers,

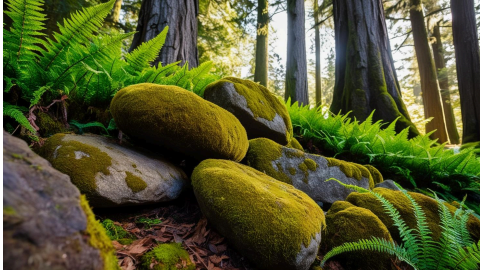
5 you'll be free. Join us now and share the soft-ware;  
that is true. But they can not help their neigh-bors;  
at our call, we'll kick out those dir-ty li-cen-ses  
you'll be free. Join us now and share the soft-ware;

9 you'll be free, ha-ckers, you'll be free.  
that's not good, ha-ckers, that's not good.  
e-ver more, ha-ckers, e-ver more.  
you'll be free, ha-ckers, you'll be free.

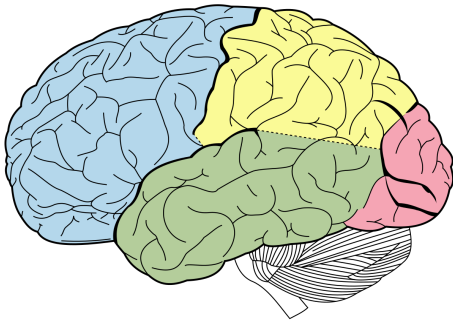
Song



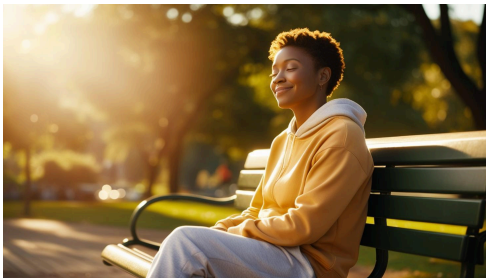
See



**Rocks**



**Smart**



**Sat**



**surprise**

---

## /s/ Sound Articulation Activities

### Common Core Standards Alignment:

- **SL.1.1** – Participate in collaborative conversations
- **SL.1.2** – Ask and answer questions about details in a text
- **SL.1.4** – Describe people, places, and things clearly

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### 1. Sun Sound Toss

**Goal:** Practice /s/ sound in isolation and short phrases

**Materials:**

- Soft ball or bean bag
- /s/ word cards (from list above)

**How to Play:**

1. Sit in a circle. Say an /s/ word aloud, toss the ball to another student.
2. The catcher repeats the word 3 times and uses it in a phrase:
  - “sun, sun, sun – I see the sun!”

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### 2. S'mores Stack – Word Building Game

**Goal:** Practice /s/ words in short sentences

**Materials:**

- Printable s'more layers (graham cracker, chocolate, marshmallow)

- /s/ words written on marshmallow cards

### How to Play:

1. Each student picks a marshmallow word and builds a s'more.
  2. They say the word clearly and build a sentence around it:
    - "The marshmallows were sweet."
  3. Stack more s'mores to "feed" Molly and her friends!
- 

### 3. Sing the /s/ Sound Song

**Goal:** Use /s/ words rhythmically to support carryover

### How to Play:

1. Use a simple tune (like "Twinkle, Twinkle" or "If You're Happy").
  2. Sing using /s/ words from the story:
    - "If you're camping in the sun, say **safe** and **see** and **song!**"
  3. Encourage students to come up with their own /s/ word verse!
- 

### 4. "Said It!" Story Retell with /s/

**Goal:** Retell parts of the story emphasizing /s/ sounds

### How to Play:

1. Provide story sequence pictures or prompts.
2. Students retell part of the story, using at least 3 /s/ words:
  - "They sat by the campfire. They saw the sun. They were safe."
3. Give stickers or tokens for each successful /s/ word used clearly.