

SyllaSense Decodable Texts

Teal Series

Educators have requested supplementary, practice, or take-home resources for students who are currently reading SyllaSense books in their classrooms. These printable texts can be used in many creative ways, including (but not limited to) fluency practice, at-home practice, literacy center activities, informal assessments, etc.

These resources are intended to support literacy instruction for students with access to purchased SyllaSense Decodable Books.

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Book Title and Series	Grapheme/Phoneme Correspondence	Orthographic Conventions	Morphology	Punctuation/Text Features	High Frequency Words ₁
1. Jump!	-<o>/ō/ and <e>/ē/ in open syllables (e.g., “go”, “me”)	-long vowel sounds in open syllables	-n/a	-n/a	- “you”
2. Fast!	-<y>/ī/ in stressed open syllables (e.g., “by”, “my”)	-n/a	-suffix <-es> as plural and third person singular (forms another syllable)	-n/a	-n/a
3. Pancakes	-<a>/ā/ in VCe pattern (e.g., “cake”)	-VCe pattern (“marker <e>” to mark preceding vowel as long)	-compound words	-n/a	-n/a
4. Hide!	-<i>/ī/ in VCe pattern (e.g., “hide”) -<wh>/w/ (e.g., “when”)	-n/a	-n/a	-contractions (e.g., “can’t”, “isn’t”)	-n/a
5. The Camping Trip	-<o>/ō/ in VCe pattern (e.g., “close”)	-n/a	-n/a	-n/a	-n/a
6. The Race	-<e>/ē/ in VCe pattern (e.g., “these”) -<c>/s/ in VCe pattern (e.g., “ice”)	-<c> as /s/ (when followed by <e>, <i>, or <y>)	-n/a	-n/a	-n/a
7. Yes! But...	-<u>/ū/ ₁₄ (e.g., “rule”) and /yū/ (e.g., “use”) in VCe pattern and open syllables (e.g., “music”)	-flexibility with vowel sounds in v/cv words (e.g., “human”) and vc/v words (e.g., “vanish”)	-n/a	-n/a	-n/a
8. At the Park	-<ar>/ar/ (e.g., “car”)	-r-controlled vowel -complete English words do not end in <v>, so a “marker <e>” is added	-n/a	-n/a	-n/a
9. Turn, Spin, and Twirl	-<ir>/er/ (e.g., “bird”) and <ur>/er/ (e.g., “hurt”)	-n/a	-n/a	-n/a	-“are”
10. The Marsh	-n/a	-<ild>/īld/, <ind>/īnd/, <old>/ōld/, <ost>/ōst/ (e.g., “mild”, “find”, “bold”, and “most”)	-n/a	-n/a	-n/a



Jump!

Written by Lee-Ann Lear

Jumping is so much fun! A frog can jump. This frog jumps up, up, up! He is stretching his legs to land on the plant with his pal.

Jumping off the edge of a dock is the best! You can scrunch up as you go, and land with a big splash.

Trick jumps can be fun as well. Jack jumps up, kicks, flips, and then lands. Go, Jack!

Jo is jumping in the long jump. She runs and jumps, stretching up as much as she can. She will land in the sand.

Jumping and flipping can be thrilling! You must be strong to flip as you jump!

Dogs can jump. This dog wants to get the ball. He will run, jump up, catch it, and then bring it back to you! Can you jump?



Fast!

Written by Lee-Ann Lear

It can be thrilling to go fast! Jets fly fast in the sky.
If you go on a jet, the trip will be swift!

Cats can be quick. This cat pushes with its strong
back legs to try to catch up.

Going fast on a sled can be fun. Try not to fall off
if the sled hits a bump!

A rabbit is swift. If a rabbit is spotted by foxes,
it mixes running and jumping to get back to its den.

This pitched ball is quick! You must swing the bat,
and try to hit the ball as it flashes by. If you hit
it well, it will fly!

Dogs can be quick as well. Watch the dog as he
zigs, zags, and then dashes to the end of the track!
Going fast is fun!



Pancakes

Written by Lee-Ann Lear

It is fun to make pancakes!

Step 1: Get a box of dry pancake mix. Take a cup of milk and an egg, and add them to the mix.

Step 2: Blend the mix well. You cannot quit until the mix has no lumps. This can take a lot of blending!

Step 3: Put dollops of the mix into a hot pan. The mix will flatten in the pan. Be safe! It is hot!

Step 4: Lift the edge of a pancake to check if the bottom is tanned. If it is, flip all the pancakes. This can make a mess, so getting help is the best plan!

Step 5: Take the pancakes off the pan, and put them onto a plate.

The last step is to add toppings. Lots of toppings go well with pancakes! Try them! Yum, yum!



Hide!

Written by Lee-Ann Lear

It can be fun to hide! This cub slips inside a pile of rocks. He likes to hide, but he wants to check if his mom is watching. He can't help himself! When he pops back up, she spots him!

This dog is trying to hide, but he isn't the best at this game. He can't spot you, so he thinks you can't spot him!

Blending in isn't just fun. At times, it can be a big help! While this fish rests, it is safe. It's wide and flat, and blends into the sand. A whale can't spot it.

This mantis can hide as well. It's sitting on a pink and white plant. The mantis matches the plant, so it isn't spotted.

Can you spot the frog? It has a fine time resting on the moss. It blends in, so no snake will catch it!

Can you hide?



The Camping Trip

Written by Lee-Ann Lear

Granddad and Cole wanted to go camping at the lake. Granddad packed the backpacks and they set off!

It was a long hike to get to the lake. The path was wide, but had lots of stones and uphill stretches. They didn't want to fall, so they had poles to help them.

They stopped and had a rest. Cole had a snack while Granddad checked the map. The lake was close by! They set off. It wasn't long until they came to the top of a big slope and spotted the lake!

When they got to the edge of the lake, they sat in the shade of the bushes. They spotted ducks swimming close by. It was a fine spot!

Cole helped Granddad set up. They slid poles into the channels at the top of the tent, which made the tent strong.

Cole wanted lunch, so Granddad lit the camp stove. The stove was hot, so it didn't take long to make lunch.

It was the best camping trip!



The Race

Written by Lee-Ann Lear

Pete, Grace, Eve, and Rose wanted to run in a mud race. "Let's go!" said Pete, and off they ran. As they ran, they came to patches of wet mud. Eve set the pace, and they all jumped in, splashing as they went.

Grace came to a slope. "It's best to sit here," she said, so they all sat and slid in the mud. Yuck!

At times, the mud was slick. Rose and Grace fell twice, but they didn't get upset. It was still so much fun!

They came to a mud pond. "It's a wet mess, but let's try it!" called Eve. They all ran into the pond. Grace fell, and got a face full of mud. Yikes!

"Let's run across these tires!" called Pete. He led the pack, jumping into the holes as he ran.

When they got to the end of the race, the kids ran to hug. They didn't care if they came in last place.

The mud made a mess, but they still had a blast!



Yes! But...

Written by Lee-Ann Lear

Can hippos run? Yes! This hippo can use its strong legs to run fast on open land. Hippos can run if they must, but they will be quick to tire. They like to swim much more than they like to run. A hippo will splash, swim, and dive to amuse itself!

Can rats be kept as pets? Yes! Rats can make nice pets. Rats can be kept as pets, but you must make it a rule to close the gate. This will reduce the risk of escape. A rat can vanish in a moment if the gate isn't latched. Rats can be quick!

Can cats swim? Yes! A cat can use its legs to swim if it must. Cats can swim, but not all cats like getting wet. A wet cat is not cute!

Can dogs sing? Yes! Dogs can sing, but they can't sing a nice tune like a human can. When a dog sings, it makes quite a racket! A dog can try to sing along with the music, just to be like you!



At the Park

Written by Lee-Ann Lear

A park is a fun place to visit. Parks can be small. They can have slides, rope swings, bars, and benches that kids can use.

This park has big rides that will give you a thrill if you like going fast. These cars take you up the hills, then you fly along the track!

A splash park is a fun place to visit when it's hot. These kids like being wet. Getting splashed is the best part!

Visiting a skatepark can also be fun. It's smart to start with small jumps. Then you can try to land big jumps and tricks!

A game park is a place you can go to spot big cats. These cats live in a game park. It is safe to get close to them if you travel inside a car. They thrive in the wide open space!

Even dogs can go to parks! Dog parks give dogs a safe space to have fun. These pals will run, jump, sniff, and bark while inside.

You can have the best time at a park!



Turn, Spin, and Twirl

Written by Lee-Ann Lear

It takes focus and skill to turn, spin, and twirl. Spinning on ice skates is hard, but fun to watch. This girl is spinning so fast that she is a blur!

Surfing on big waves also takes skill. You must twist and turn as you surf. Try not to get hit by the waves when they are curling!

This drill is massive! It digs holes in the dirt by turning and twisting. The holes will have metal bars put inside to help make a strong, firm base.

As these girls dive, they bend, turn, and spin. They are trying to finish the dive at the exact same time!

You can even turn, spin, and twirl on a bike. You can jump up, give the bike a spin, and then land! Turns and spins are hard, so start small.

Turning, spinning, and twirling can be hard, but it can also be thrilling! You must be brave to go on this ride when its arms are twirling and spinning so fast!

Let's all turn, spin, and twirl!



The Marsh

Written by Lee-Ann Lear

A marsh is a kind of wetland that is bursting with wildlife! You can find grasses, bushes, and rushes in a marsh. These plants like the wetlands, so they thrive in a marsh!

Small rodents such as voles and mice make homes in marshes. When it's mild, they live in nests made of dirt, moss, and plants. When it's cold, they dig holes and live inside.

A host of birds live in marshes as well. Birds make nests, and live off fish, small frogs, and snakes.

It can be fun to visit a marsh to spot insects. With luck, you can even find a dragonfly!

Muskrats also live in marshes. Most of the time, muskrats live off plants. They can also catch fish, insects, and small birds. Muskrats like to swim, so they often make homes close to marshes.

Wild cats, such as bold bobcats, like to visit marshes as well. Marshes hold a lot of small mammals to hunt. If you want to spot wildlife, a marsh is the best place to visit!

