



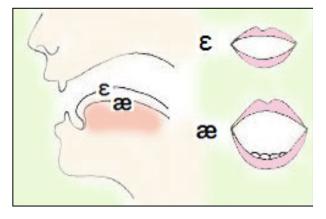
Sound 1:

 $|\boldsymbol{\epsilon}|$ is the sound in bed, head, many, and said.

To make the $/\epsilon$ / sound:

- Open your mouth somewhat

- Push your tongue up and forward a little



Sound 2:

/æ/ is the sound in have, fat, and laugh.
To make the /æ/ sound:

- Then, open your mouth a little more widely

1. LISTEN AND PRACTICE:

Listen and repeat as your teacher reads all of the $/\epsilon$ /words, and then all of the $/\alpha$ /words. Then, read each pair of words aloud.

Ken	can
pet	pat
pet beg	pat bag
men	man
lend	land





2. QUIZ:

Listen to these sentences. If you hear the first word $/\epsilon$ / in the sentence, type 1 in the chat window. If you hear the second word $/\alpha$ /, type 2 in the chat window. After your teacher checks your answers, choose 3 sentences and read them aloud.

- 1) Pick up the (pan / pen), please.
- 2) The (man / men) left at ten.
- 3) They were (sad / said) to be leaving.
- 4) She (left / laughed) noisily.
- 5) Is the person you saw (dead / Dad)?

3. ACTIVITY A:

Look at the following pronunciation symbols and guess which words they represent. Type the word in the chat window and read it to your teacher.

EXAMPLE-

mæp--- type the english word – map, then read it to your teacher correctly

1) /h æ v/	5) /n ε k s t/
2) /Ι ε g/	6) /m ε n i:/
3) /pænts/	7) /f æ n/
4) /h æ d/	8) /m æ n/





ACTIVITY B: Match the phrases to make sentences with $\frac{2}{\epsilon}$ and $\frac{\epsilon}{\epsilon}$. Read the sentences to your teacher.

- 1) She said
- 2) I'll lend my pen
- 3) How many cans
- 4) His last plan
- 5) I met my friends
- 6) I like to pat

- a) was bad.
- b) last Wednesday.
- c) my pet cat when I'm sad.
- d) to Ken.
- e) Thank you.
- f) do you have?

4. SPELLING GUIDE:

Sound 1:	Sound 2:
/ɛ/	/æ/
Common letters:	Common letters:
e: bed, red, went, wet, set	a: sat, ran, cap, Jack, map
Other letters:	Special:
ea: dead, read (past tense), lead (noun),	ai: plaid
Special letters:	
ie: friend	
a: any	
ay: says	
ai: said	
ei: leisure	
ea: pleasure, pleasant, treasure	