

Smart Phonics

NEW EDITION

Student Book Single Letters

1



Smart Phonics 1

New Edition

Project Director: Casey Kim

2nd ed. Authors: Jayne Lee

Casey Kim

1st ed. Authors: Patrick Hwang

Karl Nordvall

Eunjoo Song

Agatha Yoon

Casey Kim

Editors: Jason Wilburn

Hyejung Choi

Chants: Written by Karl Nordvall

Composed and arranged by Karl Nordvall

Illustrated by Youngmi Kim

Audio Recording Manager: Veronica Kim

Interior Design: Hongdangmoo Creative Design



Sooyoun Park

Illustration: Sungjae Kim

Dongyun Nam

Yeongim Oh

Youngmi Kim

Sangheum Park

Board Game Illustrators: Jaehwan Jung

Miyoung Song

Juhee Shin

Cover Art: Logo design by Sangmi Kwon

Clay work by Sungjae Kim

Layout design by Dosoo Kwak



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Smart phonics

1



page

Unit 1

08

Aa · Bb · Cc

alligator, ant, apple
bat, bed, book
cap, cat, cup



page

Unit 2

14

Dd · Ee · Ff



desk, dog, duck
egg, elbow, elephant
fan, fish, fork

page

Unit 3

20

Gg · Hh · Ii

game, girl, gorilla
hand, hat, hippo
igloo, iguana, ink



page

Unit 4

26

Jj · Kk · Ll



jacket, jam, jet
kangaroo, key, king
lamp, lemon, lion

page

Review 1

32

Aa ~ Li

R₁



page

Unit 5

38

Mm · Nn · Oo

map, melon, mouse
nest, net, nut
octopus, ostrich, ox



page

Unit 6

44

Pp · Qq · Rr



panda, pen, pig
queen, question, quiet
rabbit, ring, robot

page

Unit 7

50

Ss · Tt · Uu · Vv

sea, sock, sun
tent, tiger, top
umbrella, under, up
vase, vest, violin



page

Unit 8

56

Ww · Xx · Yy · Zz



watch, watermelon, window
box, fox, six
yacht, yellow, yo-yo
zebra, zero, zoo

page

Review 2

62

Mm ~ Zz

R₂

page

Challenge

68

Aa ~ Zz

C

page

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Progress Test

T

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Sight Words



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83

Flashcards



Phonics for Reading and Writing

PhOnics

Awareness of Letter-Sound Relationships**a** - /a/ as in apple**b** - /b/ as in book**c** - /k/ as in cat**t** - /t/ as in tiger**Skills to Blend Sounds to Make Meaningful Words****Vowel + Consonant****a + t → at****Consonant + Vowel + Consonant****b + at → bat****c + at → cat****h + at → hat**

Children with phonics skills are able to read and write many English words without relying on memorization or guessing.

Sounds Introduced in the Smart Phonics Series

Book 1	Single Letters	a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z	
Book 2	Short Vowels	a, e, i, o, u	
Book 3	Long Vowels	a_e, i_e, o_e, u_e	
Book 4	Two Letter Consonants	Consonant Blends	bl, cl, fl, gl, pl, sl, br, cr, dr, fr, pr, sm, sn, st, sw, nk
		Consonant Digraphs	ch, sh, th, wh, ng
Book 5	Two Letter Vowels	Vowel Digraphs	ee, ea, ai, ay, oa, ow (bowl), oo (book), oo (moon)
		Vowel Diphthongs	oi, oy, ou, ow (clown)
		R-controlled Vowels	ar, er, ir, or, ur

Goals of Smart Phonics 1

- Children learn to read and write 26 English letters and the sounds they make.
- Children learn words that begin or end with each letter.
- Children learn sight words through the phonics stories.



Note to Teachers

The ultimate goal for the Smart Phonics series is to guide children to develop phonics skills, namely to identify the English sounds and letters and understand the relationships between them. We advise teachers to focus on the enhancement of phonics skills throughout the course rather than emphasizing the spelling of words.

Lesson Flow

Introduction 1

UNIT 7 Ss · Tt · Uu · Vv

Listen and repeat.

Ss



Tt



Uu



Vv



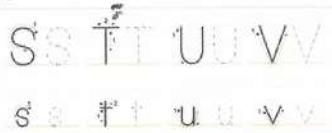
- begins with the **S** sound.
- begins with the **T** sound.
- begins with the **U** sound.
- begins with the **V** sound.

New target sounds, letters and related words are introduced.

Practice 1

Learn

Trace.



Trace and write.



Introduction 2

Listen and repeat.

Ss



Tt



Uu



Vv

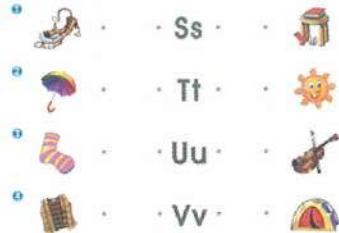


More words that begin with the target sounds are introduced.

Practice 2

Practice

Look and match.



Listen and circle.

	S T U V		s t u v
	S T U V		s t U v
	S T U V		s t u V

Children practice identifying the target sounds, letters and related words.

Story

Story

Read along!

Where is the ?

The is the .

Where is the ?

The is the .

Where is the ?

Oh! The is in the .



Children will further practice reading the words they learned through a fun phonics story. They will be naturally exposed to sight words as well.

Writing

Write

Trace and write.



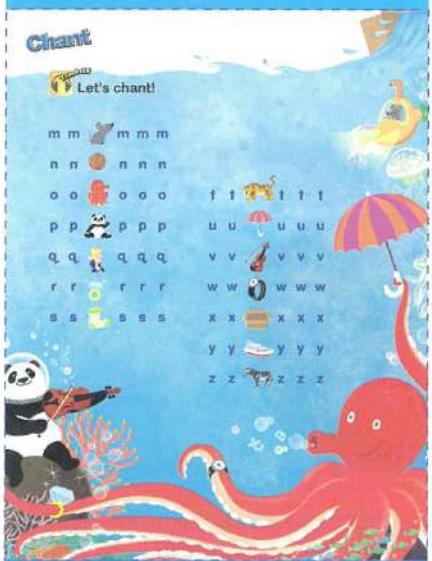
Sound Check! Insert your Packed CD and go to Click on **Unit 7**. Play **Sing, Match and Trace**.

15

The target sounds and letters are consolidated through a writing activity.

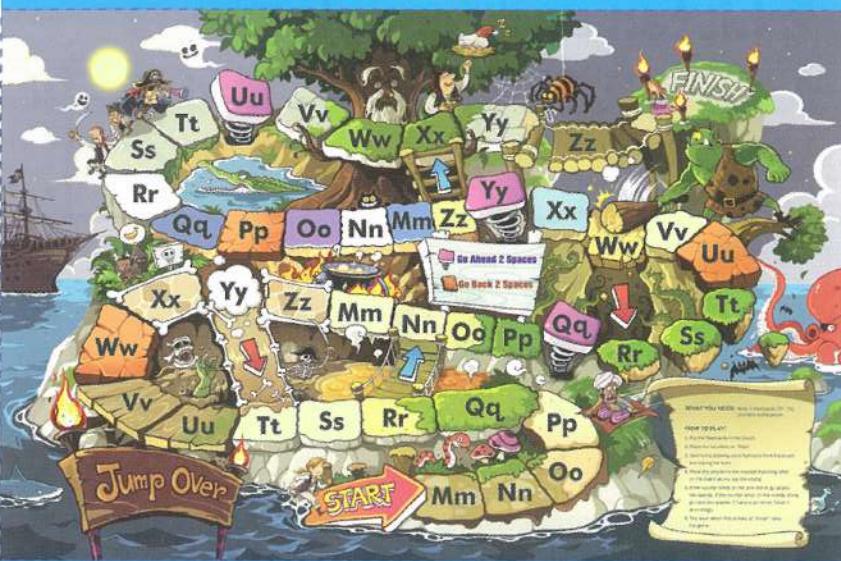
Fun Elements

Chants



Children will review the single letter sounds they learned through fun chants.

Board Games



Three interesting board games for phonics are provided in the book. The game boards are creatively illustrated to grab children's attention. The intention is to have fun while practicing phonics skills.

Bonus Games on Phonics Land



Insert your hybrid CD and go to Phonics Land. Choose a target and play the games.

I. Single Letter Sounds

Aa

Intro Match Puzzle Home Help

Intro Aa Bb Cc

Aa - Cc
Dd - Ff
Gg - Ii
Jj - Ll
Review 1
Mm - Oo
Pp - Rr
Ss - Uv
Ww - Zz
Review2
Challenge

Aa

Click here to select a target to study.

UNIT 1 Aa · Bb · Cc



Listen and repeat.

Aa



Bb



Cc



begins with the **A** sound.



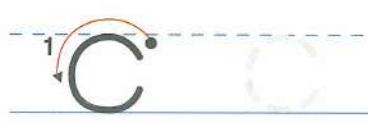
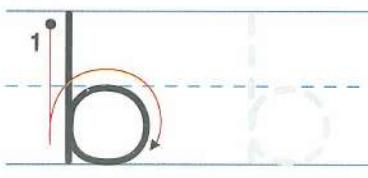
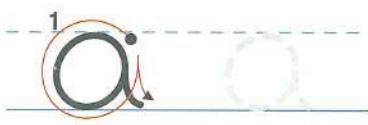
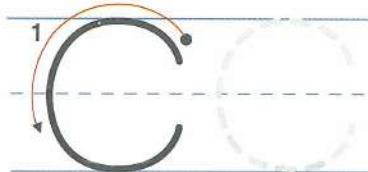
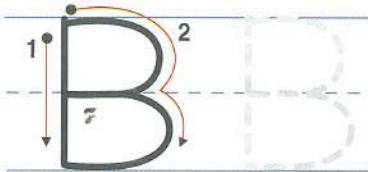
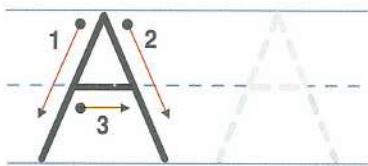
begins with the **B** sound.



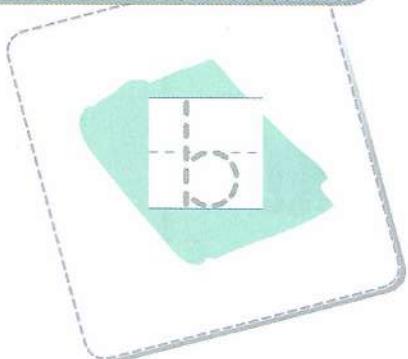
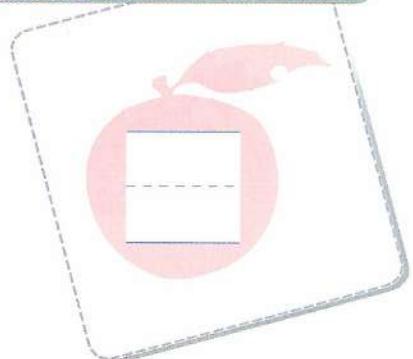
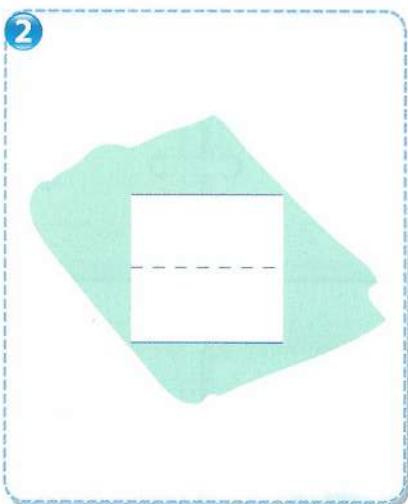
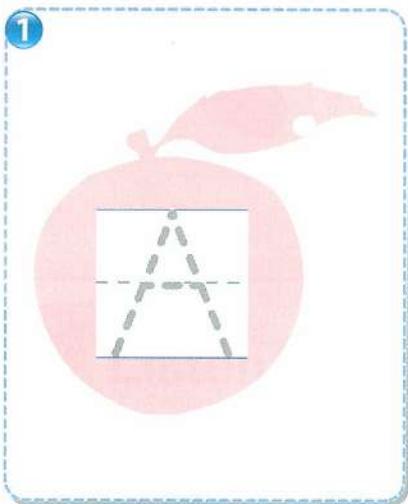
begins with the **C** sound.



Trace.



Trace and write.





Track 2
Listen and repeat.

Aa



Bb



Cc

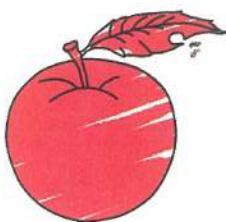




Find and color.

1

Aa



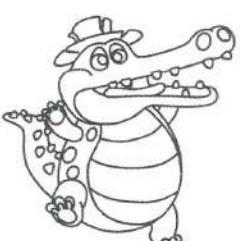
2

Bb



3

Cc



Listen and circle.

1

A

B

C

2

a

b

c

3

A

B

C

4

a

b

c

5

A

B

C

6

a

b

c

Story



Read along!

See the .

The  is on the .

See the .

The  is on the .

See the .

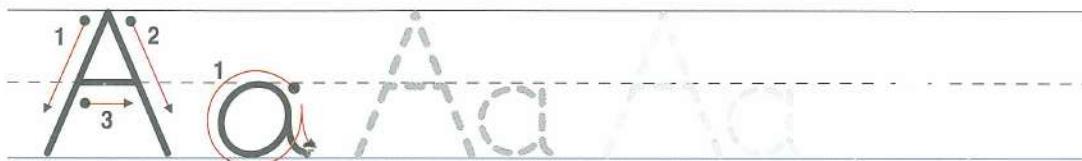
The  is under the .

Sight Words is on see the under

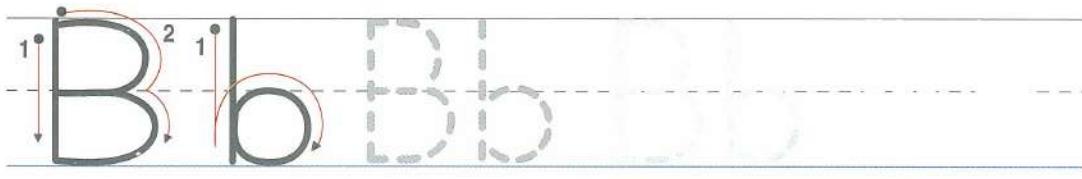


Trace and write.

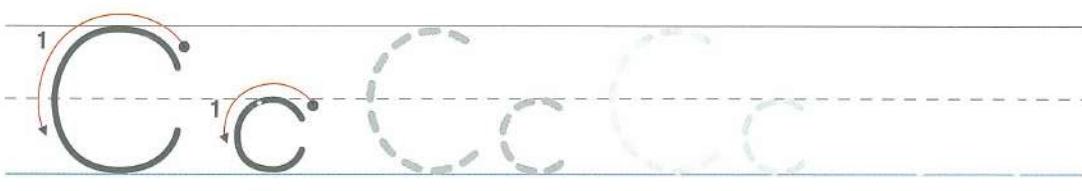
1



2



3



Bonus Games - Insert your hybrid CD and go to



- Click on <Aa - Cc>.

- Play Intro, Match and Puzzle.

UNIT 2 Dd · Ee · Ff



Listen and repeat.

Dd



Ee



Ff



begins with the **d** sound.



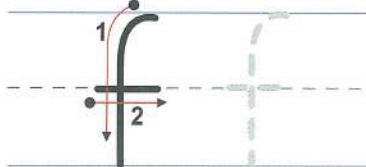
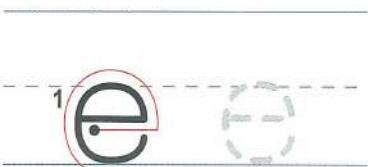
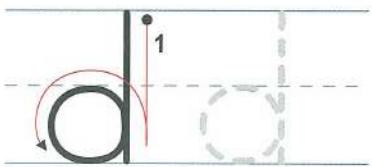
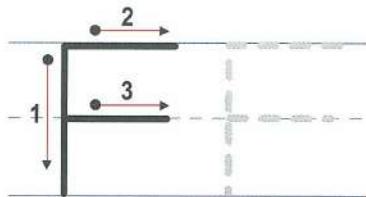
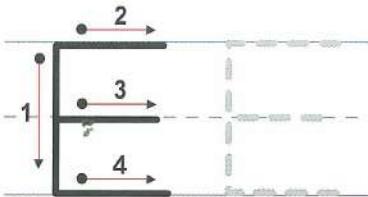
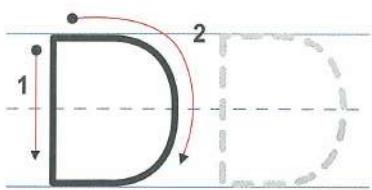
begins with the **e** sound.



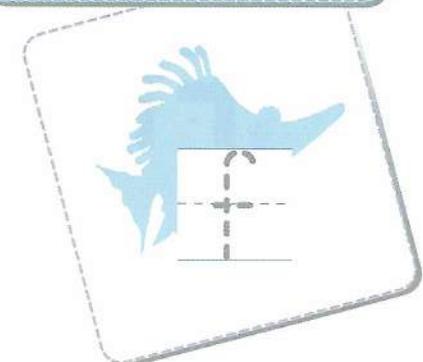
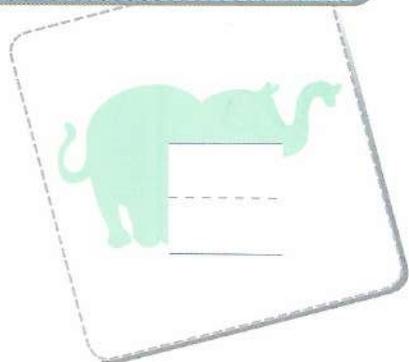
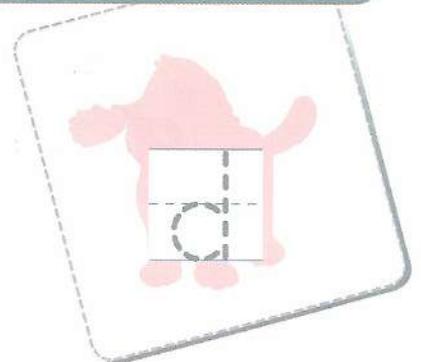
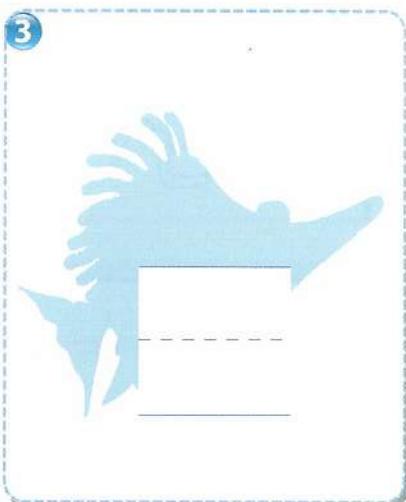
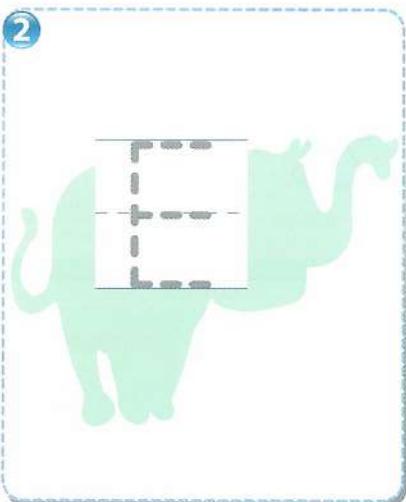
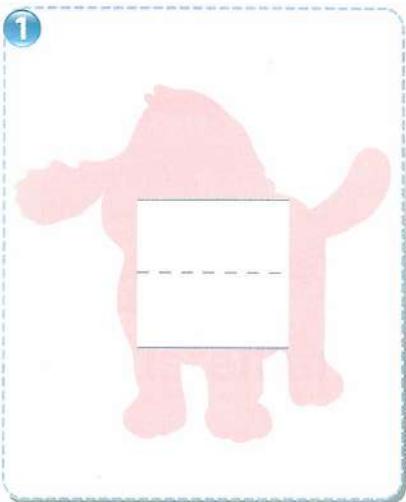
begins with the **f** sound.



Trace.



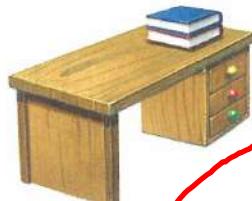
Trace and write.



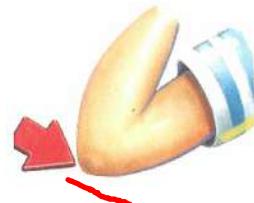
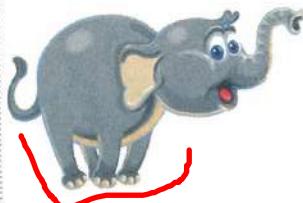


Track 6
Listen and repeat.

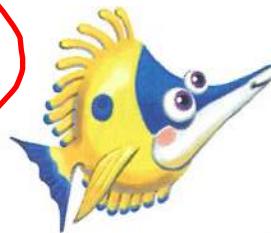
Dd



Ee



Ff

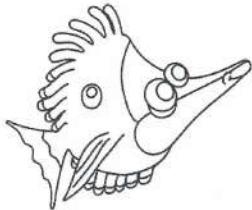
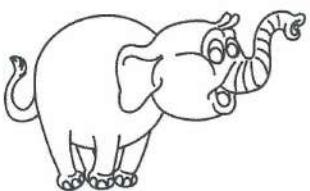
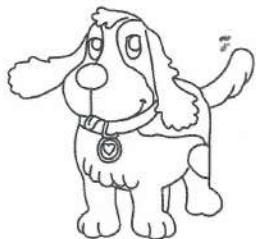




Find and color.

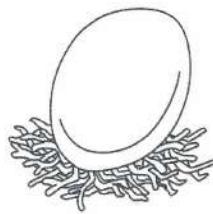
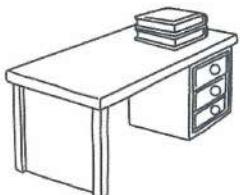
1

Dd



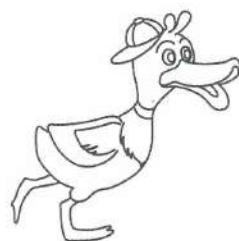
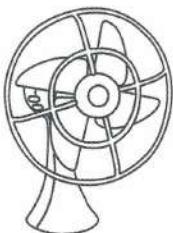
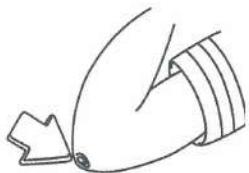
2

Ee



3

Ff



Listen and circle.

1

D E F

2

d e f

3

D E F

4

d e f

5

D E F

6

d e f

Story



Read along!

I see a . I see a .

They are on the

I see a . I see an .

They are in the

I see an . I see a .

They are under the

Sight Words

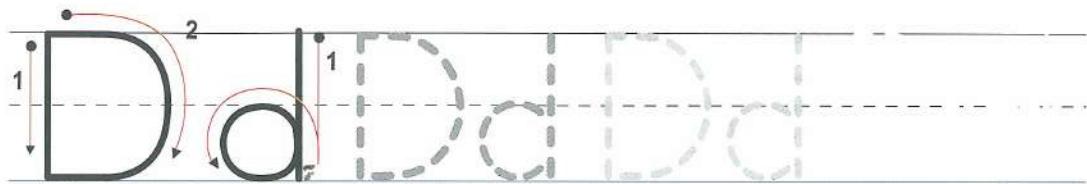
a an are I in on see the they under



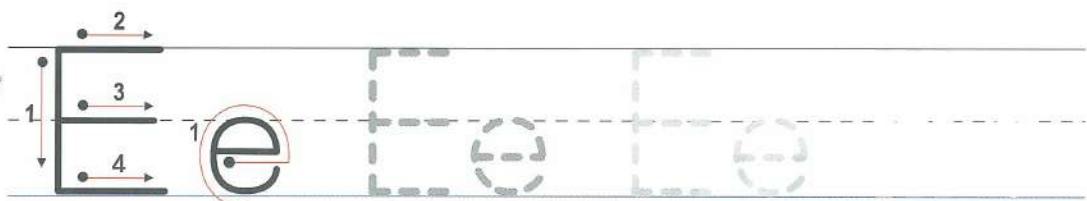


Trace and write.

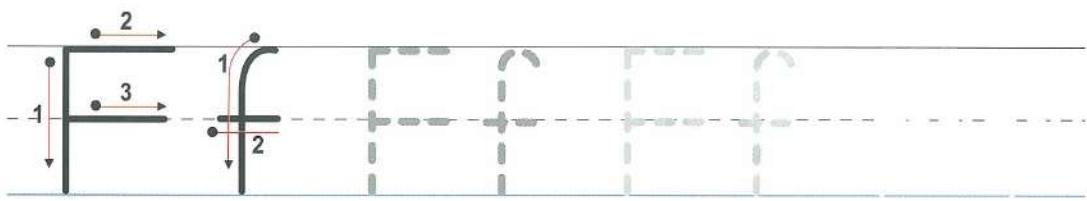
1



2



3



Bonus Games - Insert your hybrid CD and go to



- Click on <Dd – Ff>.

- Play Intro, Match and Puzzle.

UNIT 3 Gg · Hh · Ii



Listen and repeat.

Gg



Hh



Ii



begins with the g sound.



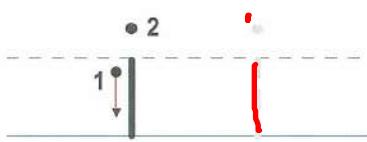
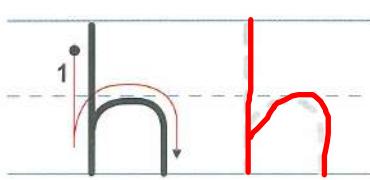
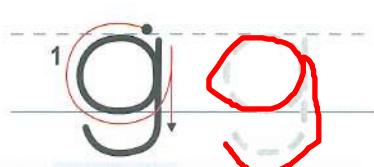
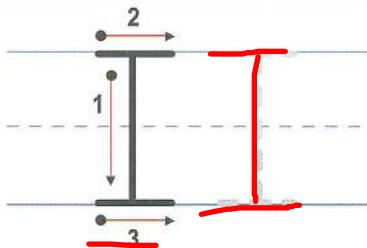
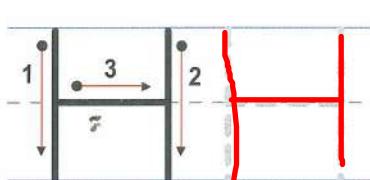
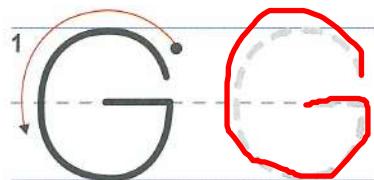
begins with the h sound.



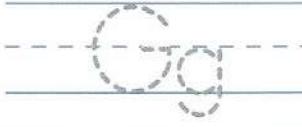
begins with the i sound.



Trace.



Match and write.

G 	H 	I 	g 	i 	h 
---	---	---	---	---	---

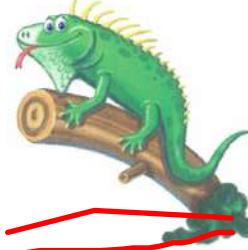
Red lines connect the uppercase letters to their corresponding lowercase matches:

- G connects to the gorilla (1)
- H connects to the candy (2)
- I connects to the igloo (3)



Track 10

Listen and repeat.

Gggorillagamegirl**Hh**hathippohand**Ii**iglooiguanaink

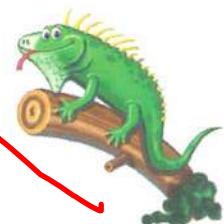


Look and match.

1



Gg



2



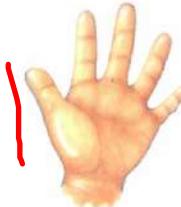
Hh



3



Ii



Listen and circle.

1

G

H

I

2

g

h

i

3

G

H

I

4

g

h

i

5

G

H

I

6

g

h

i

Story



Track 12
Read along!

I am a .

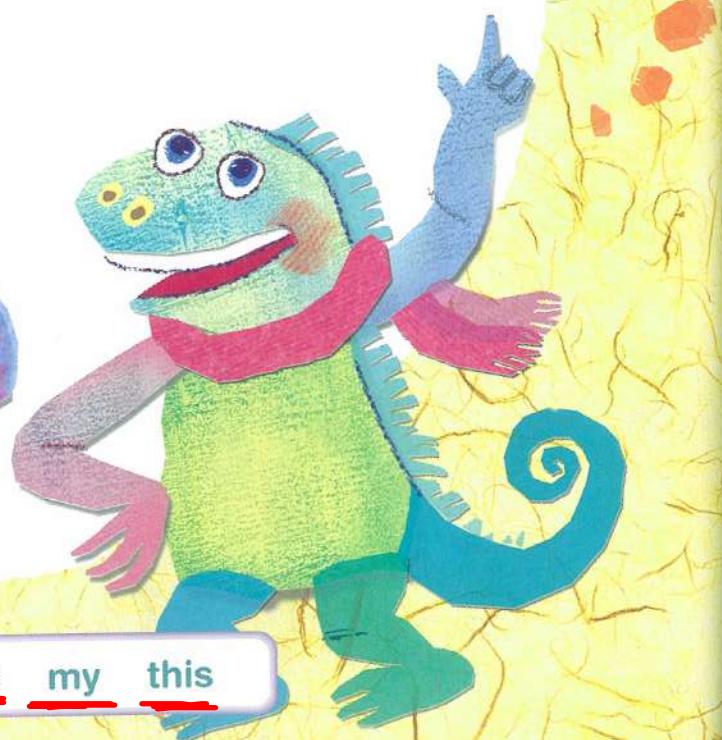
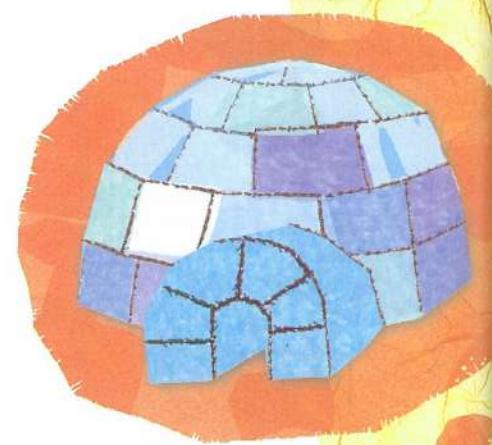
This is my .

I am a .

This is my .

I am an .

This is my .



Sight Words

a am an I is my this

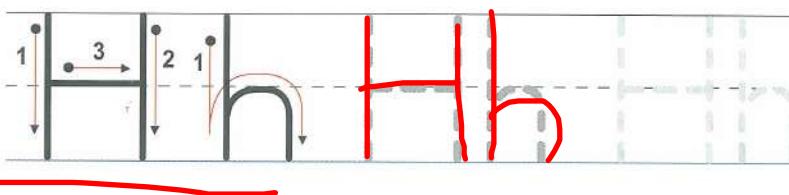


Trace and write.

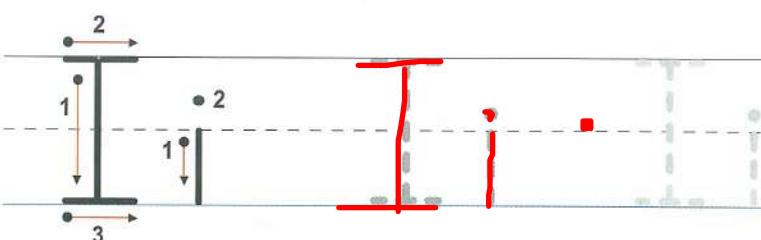
1



2



3



Bonus Games - Insert your hybrid CD and go to



- Click on <Gg - Ii>.

- Play Intro, Match and Puzzle.

UNIT 4 Jj • Kk • Ll



Listen and repeat.

Jj



Kk



Ll



begins with the **j** sound.



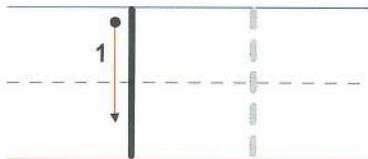
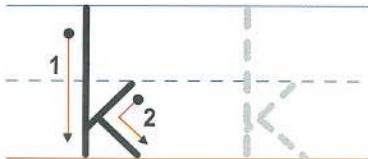
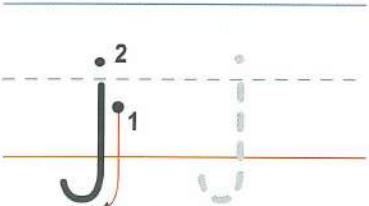
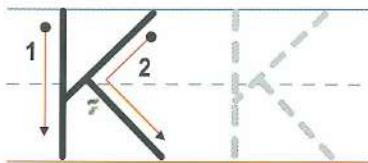
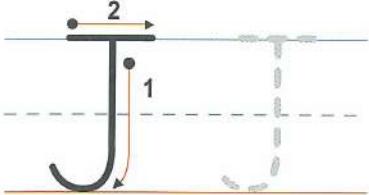
begins with the **k** sound.



begins with the **l** sound.



Trace.



Match and write.

K

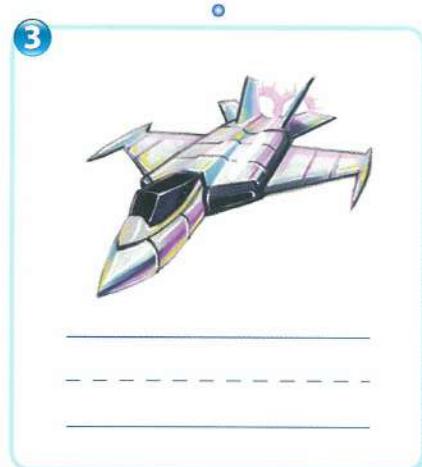
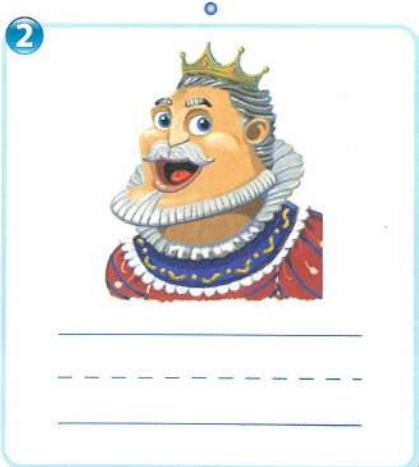
L

J

j

I

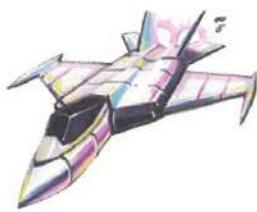
k





Listen and repeat.

Jj



Kk



Ll





Look and match.

1



Jj



2



Kk



3



Ll



Track 15
Listen and circle.

1

J K L

2

j k l

3

J K L

4

j k l

5

J K L

6

j k l

Story



Read along!



The has a .

He likes the .

The has .

She likes the .

The has a .

He doesn't like the .

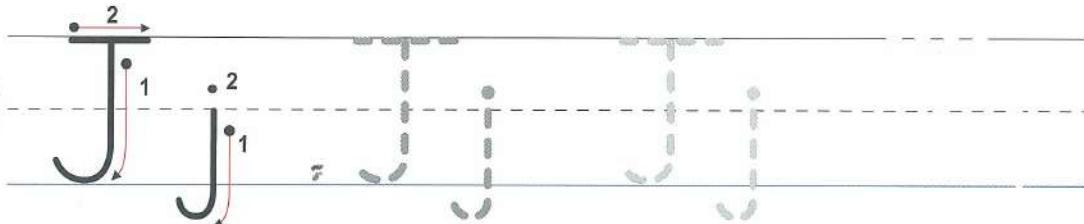


Sight Words a doesn't has he like likes she the

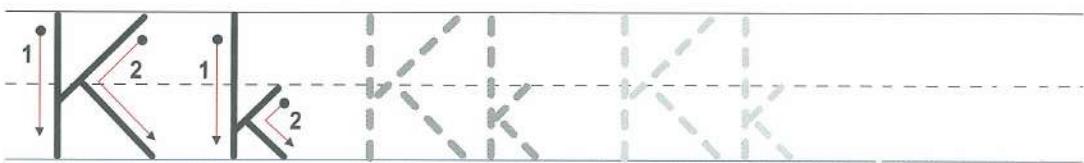


Trace and write.

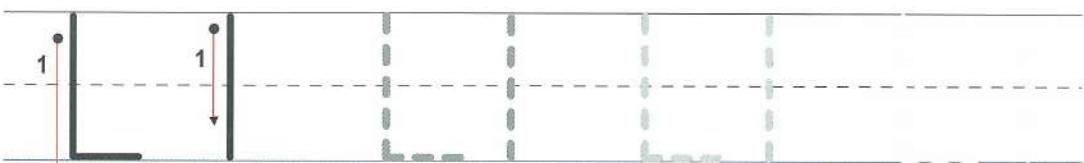
1



2



3

**Bonus Games** - Insert your hybrid CD and go to

- Click on <Jj - Ll>.

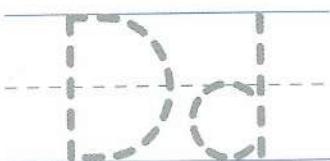
- Play **Intro, Match and Puzzle**.

REVIEW 1 Aa ~ Li



Listen, write and circle.

1



2



3

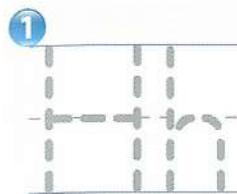


4





Listen, write and match.



o

o

o

o

o



Chant



Let's chant!

a a a a a

b b b b b

c c c c c

d d d d d

e e e e e

f f f f f

g g g g g

h h h h h

i i i i i

j j j j j

k k k k k

l l l l l





Match and write.

1 Aa



2 Ee



3 Ff



4 Ii



5 Ll





Find and circle.

1 i g h



G H I

2 a b c



C B A

3 d e f



E F D

4 a b c



B A C

5 j k l



L K J

6 d e f



F D E

Play the game.

Flick the Coin

What you need: Book 1 flashcards (1~36) and a coin

How to play:

1. Spread the flashcards around the board with the picture side up.
2. Take turns flicking the coin from any one of the four corners on the board.
3. Say the sound of the letter where the coin lands.
4. Find the matching flashcard and say the word.
5. If the coin lands on "Any Card," you take any card as you say the word. If the coin lands on "Miss a Turn," you miss a turn.
6. The team which collects more cards wins the game.



UNIT 5 Mm · Nn · Oo



Listen and repeat.

Mm



Nn



Oo



begins with the **m** sound.



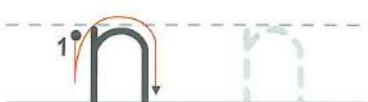
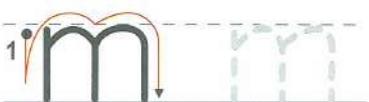
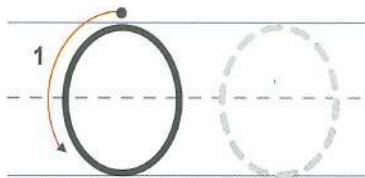
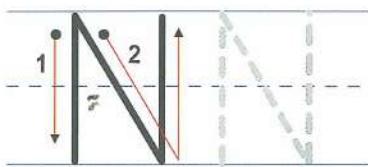
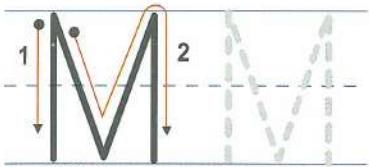
begins with the **n** sound.



begins with the **o** sound.



Trace.



Match and write.

M

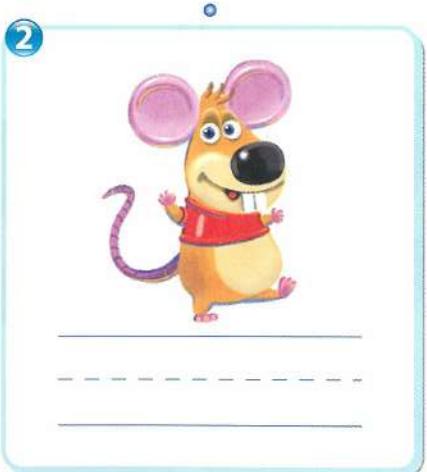
O

N

o

m

n





Track 21

Listen and repeat.

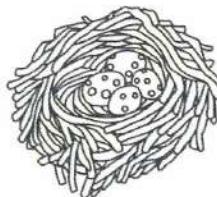
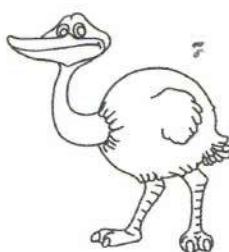
Mm**Nn****Oo**



Find and color.

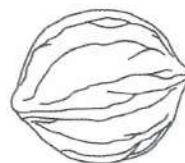
1

Mm



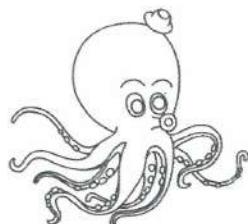
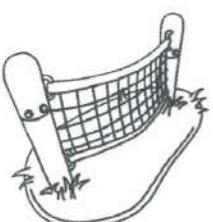
2

Nn



3

Oo



Listen and circle.

1

M N O

2 m n o

3

M N O

4 m n o

5

M N O

6 m n o

Story



Track 23
Read along!

Who has the ?

The has the .

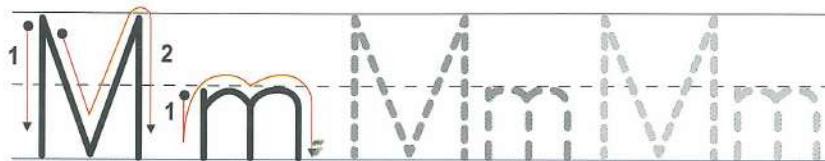
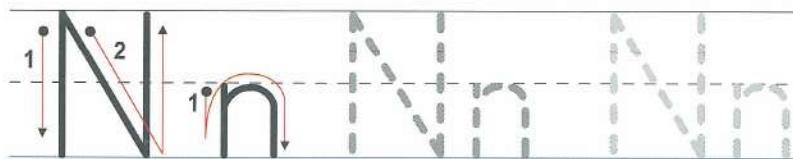
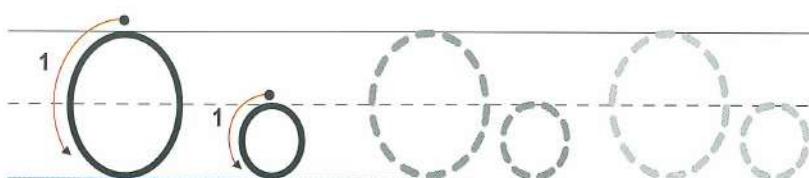
Who has the ?

The has the .

Who has the ?

The has the .

Sight Words has the who

**Trace and write.****1****2****3****Bonus Games** - Insert your hybrid CD and go to

- Click on <Mm – Oo>.

- Play **Intro, Match and Puzzle**.

UNIT 6 Pp · Qq · Rr



Listen and repeat.

Pp



Qq



Rr



begins with the **p** sound.



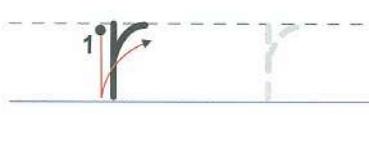
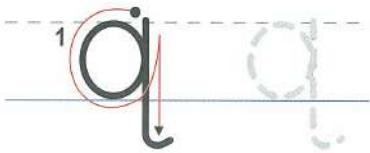
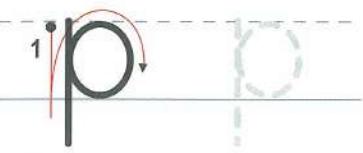
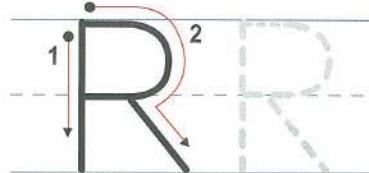
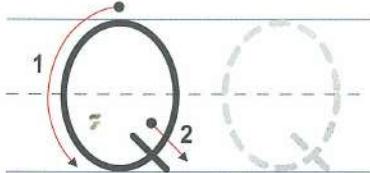
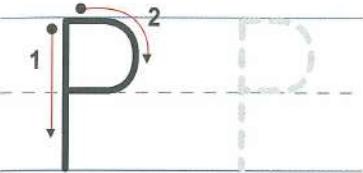
begins with the **q** sound.



begins with the **r** sound.



Trace.



Match and write.

R

Q

P

r

q

p



Track 25
Listen and repeat.

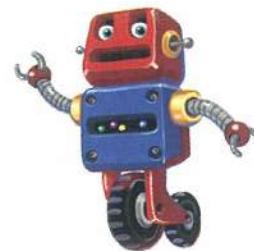
Pp



Qq



Rr

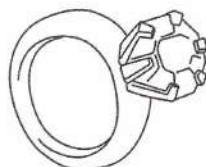




Find and color.

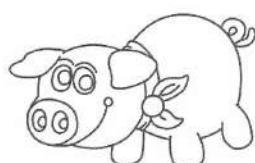
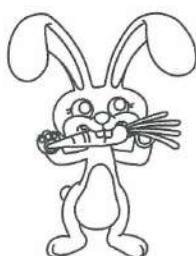
1

Pp



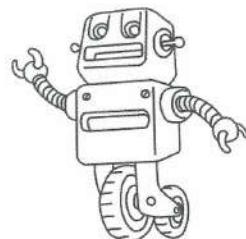
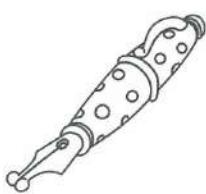
2

Qq



3

Rr



Listen and circle.

1

P Q R

2

p q r

3

P Q R

4

p q r

5

P Q R

6

p q r

Story



Read along!

The says, "I like my .

The says, "I like my .

The says, "I like my .

"Be please," says the .

"I like my .

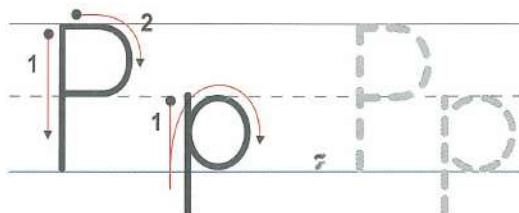


Sight Words be I like my please says the

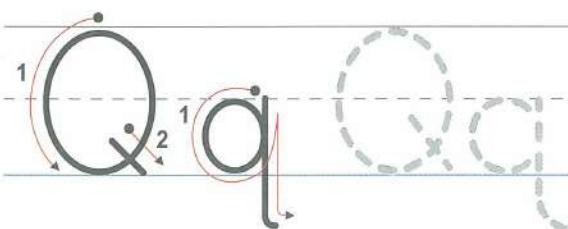


Trace and write.

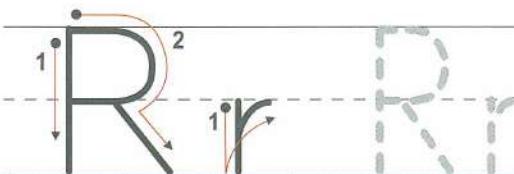
1



2



3



Bonus Games - Insert your hybrid CD and go to



- Click on <Pp - Rr>.

- Play Intro, Match and Puzzle.

UNIT 7 Ss • Tt • Uu • Vv



Listen and repeat.

Ss



Tt



Uu



Vv



begins with the **S** sound.



begins with the **T** sound.



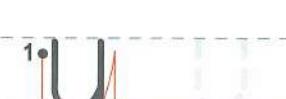
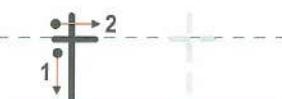
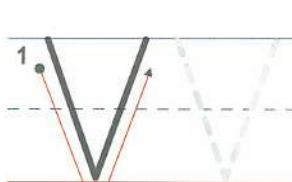
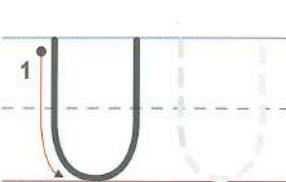
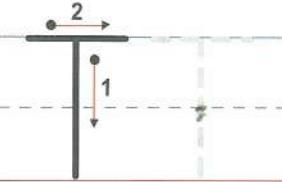
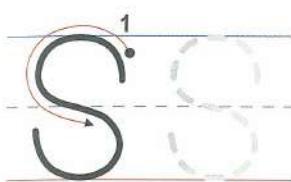
begins with the **U** sound.



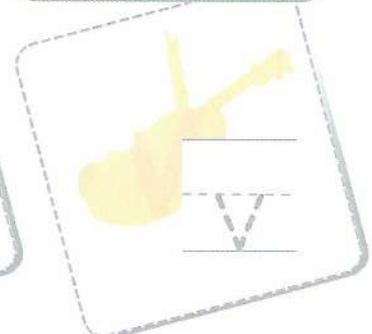
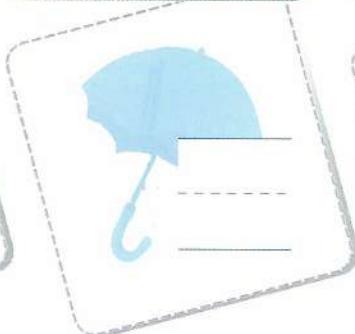
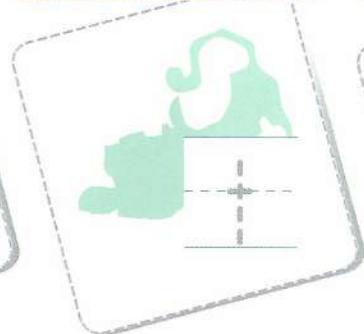
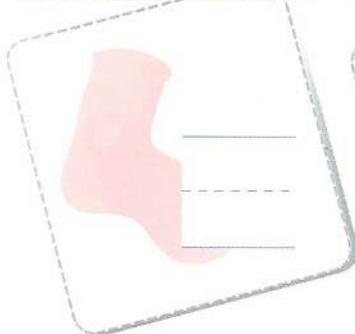
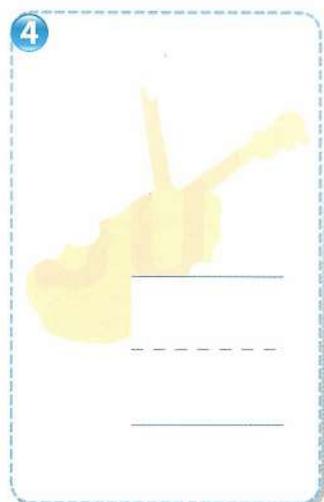
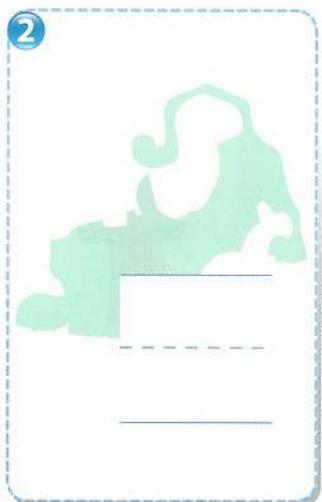
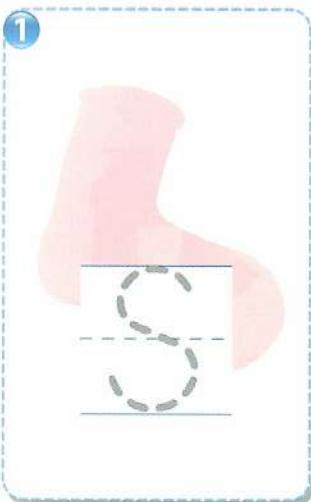
begins with the **V** sound.



Trace.



Trace and write.



Track 29
Listen and repeat.**Ss****Tt****Uu****Vv**



Look and match.

1



Ss



2



Tt



3



Uu



4



Vv



Listen and circle.

1

S T U V

2

s t u v

3

S T U V

4

s t u v

5

S T U V

6

s t u v

Story



Read along!



Where is the ?

The is the .

Where is the ?

The is the .

Where is the ?

Oh! The is in the !

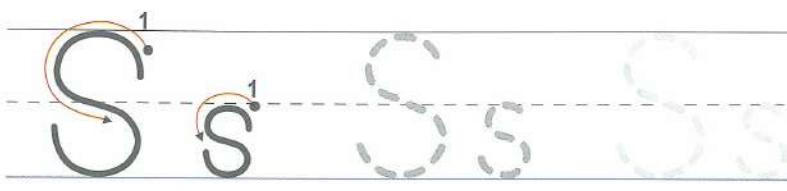
Sight Words in is oh the where



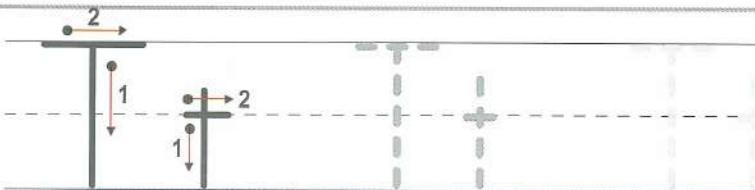


Trace and write.

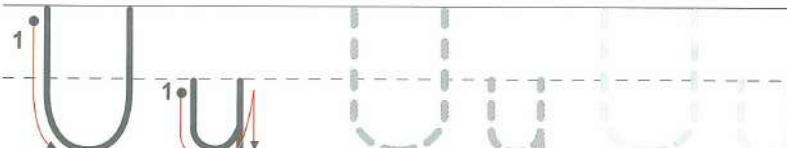
1



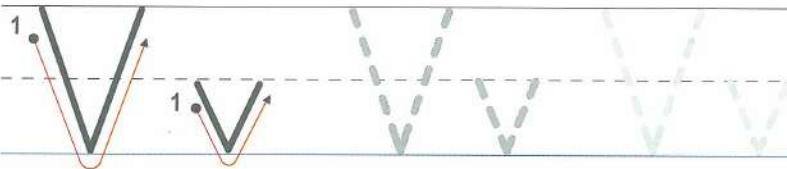
2



3



4



Bonus Games - Insert your hybrid CD and go to



- Click on <Ss - Vv>.

- Play **Intro**, **Match** and **Puzzle**.

UNIT 8 Ww • Xx • Yy • Zz



Listen and repeat.

Ww



Xx



Yy



Zz



begins with the **W** sound.



ends with the **X** sound.



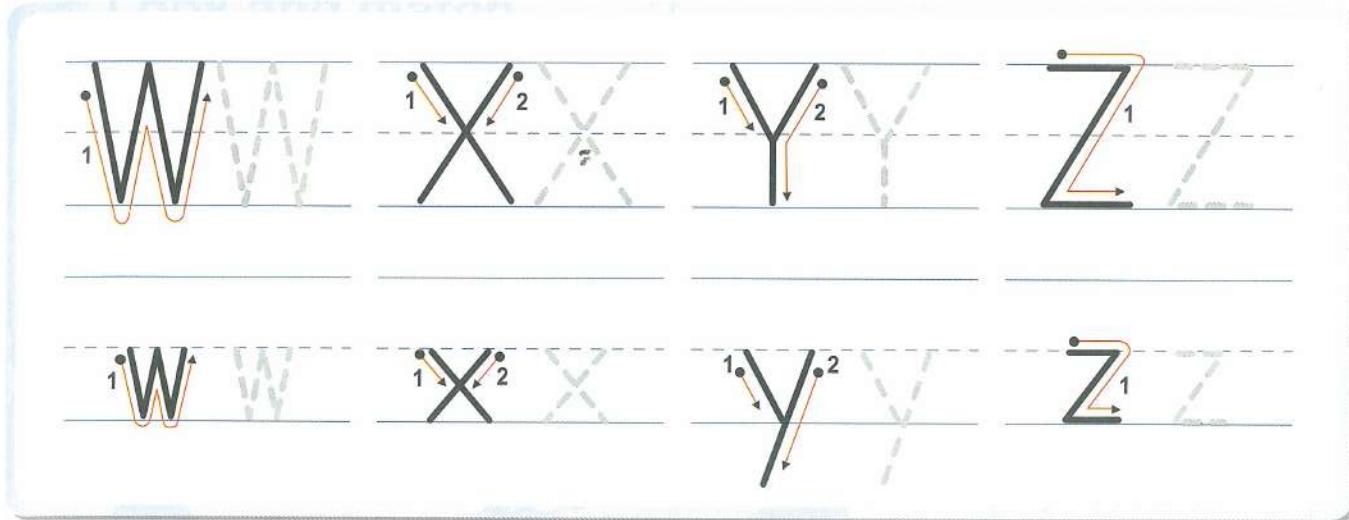
begins with the **Y** sound.



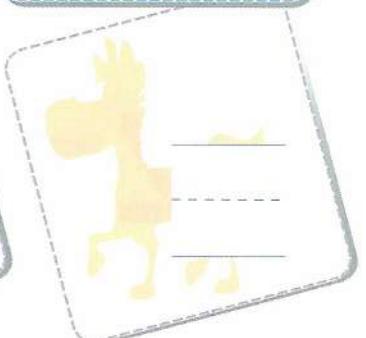
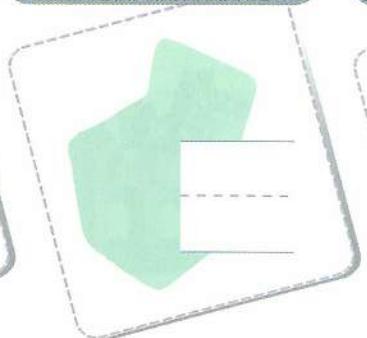
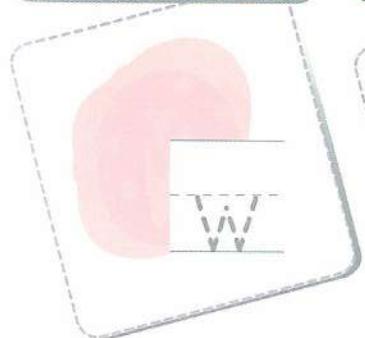
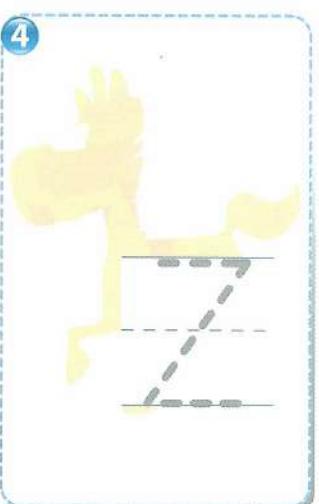
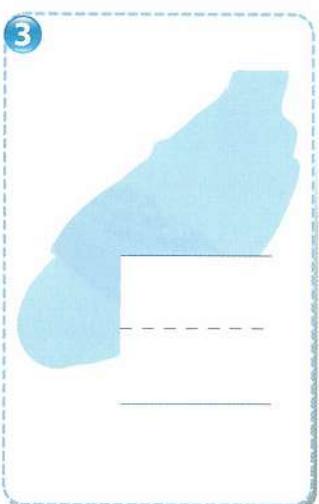
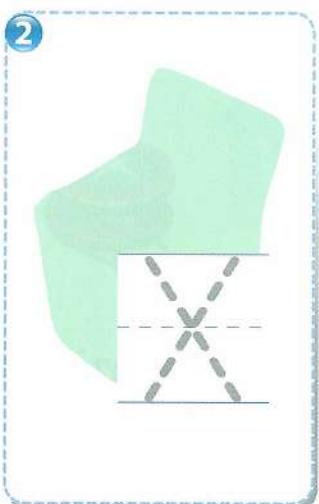
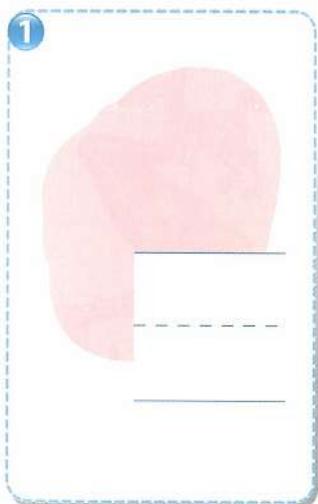
begins with the **Z** sound.



Trace.



Trace and write.





Track 33
Listen and repeat.

Ww



Xx



6

Yy



Zz



O



Look and match.

1



Ww



2



Xx



3

6

Yy



4



Zz



Track 34
Listen and circle.

1 W X Y Z

2 w x y z

3 W X Y Z

4 w x y z

5 W X Y Z

6 w x y z

Story



Track 35

Read along!

I see a .

The is in the .

I see a .

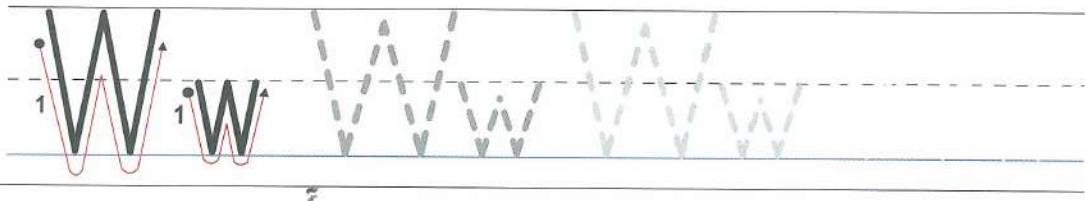
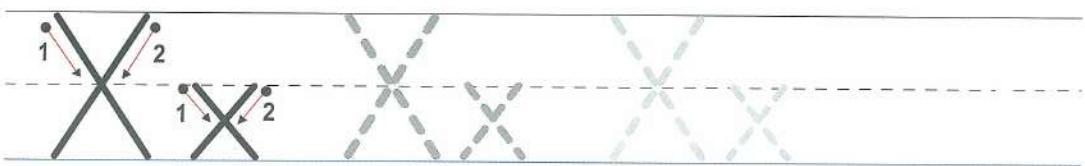
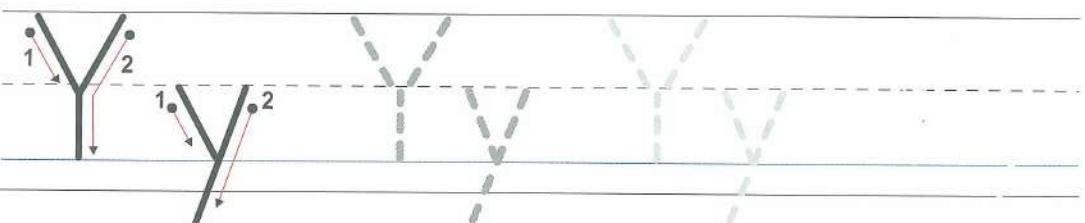
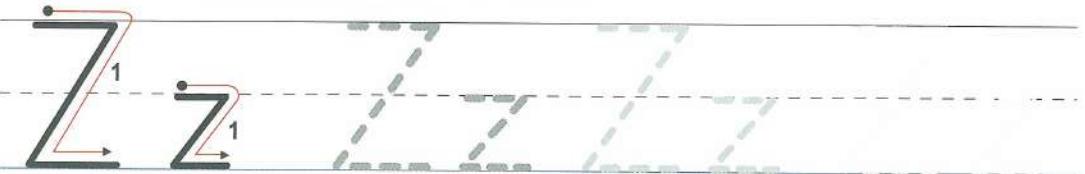
The is in the .

I see a .

The is in the .

Sight Words a I in is see the



**Trace and write.****1****2****3****4****Bonus Games** - Insert your hybrid CD and go to

- Click on <Ww - Zz>.

- Play **Intro, Match and Puzzle**.

REVIEW 2 Mm ~ Zz



Listen, write and circle.

1



2



3

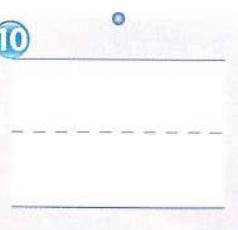
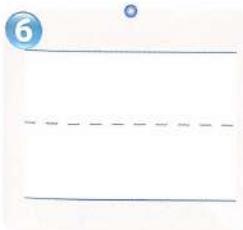
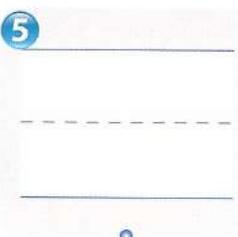
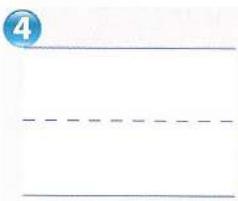
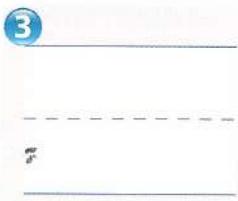
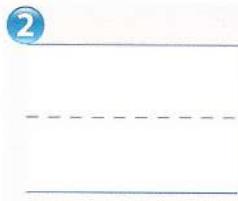
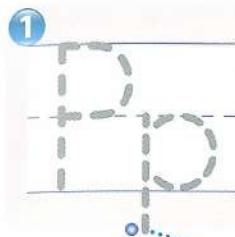


4





Listen, write and match.



Chant



Let's chant!

m m m 

n n n 

o o o 

p p p 

q q q 

r r r 

s s s 

t t t 

u u u 

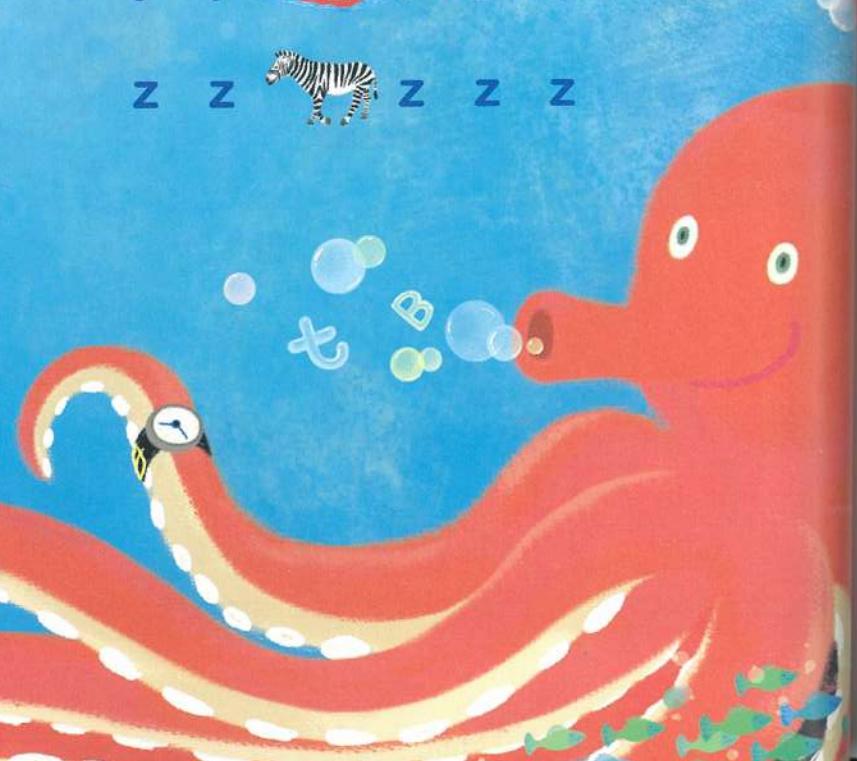
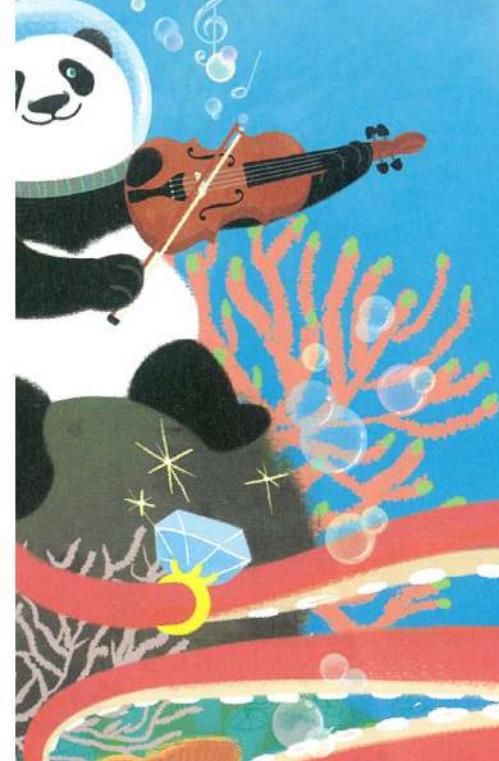
v v v 

w w w 

x x x 

y y y 

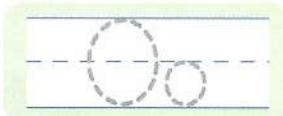
z z z 



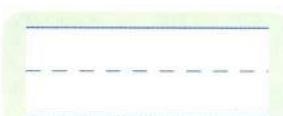


A Match and write.

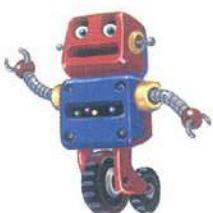
1 **Oo**



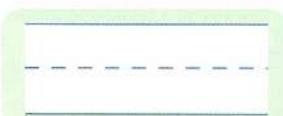
2 **Rr**



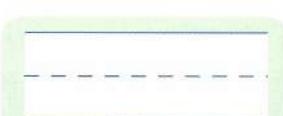
3 **Tt**



4 **Vv**



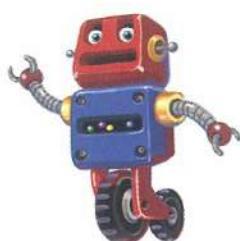
5 **Zz**





Find and circle.

1 p q r



R Q P

2 p q r



R Q P

3 m n o



O N M

4 v w x



W X V

5 s t u



T S U

6 m n o



N M O

Play the game.

Jump Over

What you need: Book 1 flashcards (37~78), counters and a pouch**How to play:**

1. Put the flashcards in the pouch.
2. Place the counters on "Start."
3. Take turns drawing out a flashcard from the pouch and saying the word.
4. Move the counter to the nearest matching letter on the board as you say the sound.
5. If the counter lands on the pink stone, go ahead two spaces. If the counter lands on the orange stone, go back two spaces. If there is an arrow, follow it accordingly.
6. The team which first arrives at "Finish" wins the game.



WHAT YOU NEED: Book 1 flashcards (37-78), counters and a pouch

HOW TO PLAY:

1. Put the flashcards in the pouch.
2. Place the counters on "Start."
3. Take turns drawing out a flashcard from the pouch and saying the word.
4. Move the counter to the nearest matching letter on the board as you say the sound.
5. If the counter lands on the bark stone, go ahead two spaces. If the counter lands on the orange stone, go back two spaces. If there is an arrow, follow it accordingly.
6. The team which first arrives at "Finish" wins the game.

Jump Over

START

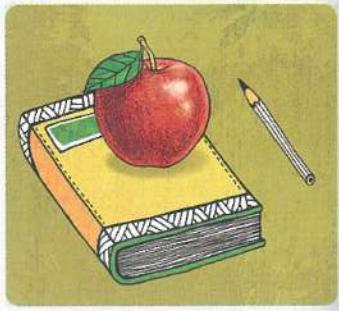
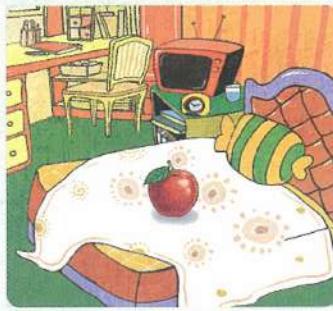
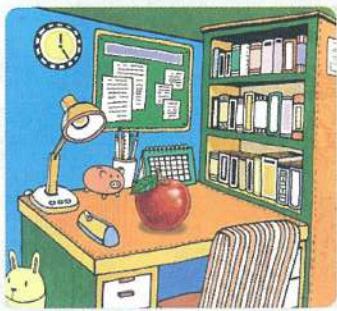
CHALLENGE

Aa ~ Zz



Listen and check.

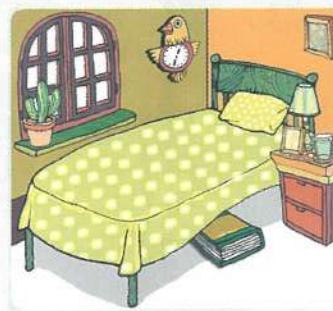
- 1 Where is the ?



- 2 Who has the ?



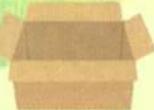
- 3 What is under the ?



Listen & Do



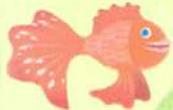
Listen, follow and circle the correct house.



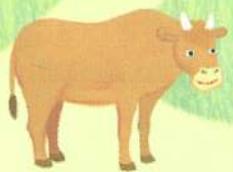
1



2



3



4



Hart



Find and circle.

1



A
E
O

2



i
a
u

3



E
I
O

4



a
i
e

5



E
O
U

6



u
a
e

7



B
V
D

8



p
f
t

9



K
Q
C

10



I
r
n

11



M
N
L

12



t
d
n



Look and match.

1

Mm



2

Ll



3

Oo



4

Ff



5

Jj



6

Ss



7

Kk



8

Vv



9

Dd



10

Zz



11

Tt



12

Pp



13

Rr



14

Qq



15

Ee



16

Bb



17

Hh



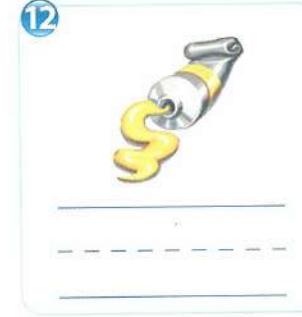
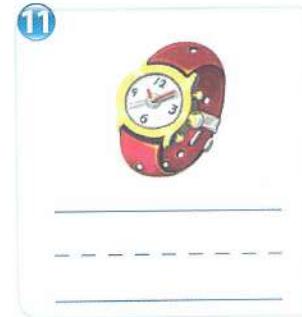
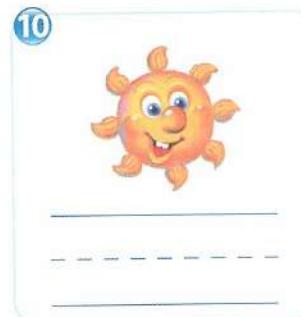
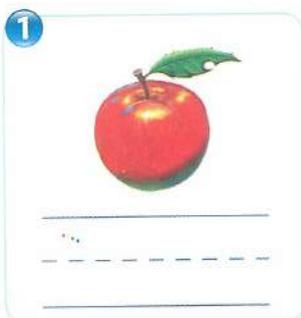
18

Cc

Play & Do



Look and write.



Play the game.

Under the Sea

What you need: Book 1 flashcards (1~78), a die and counters

How to play:

1. Spread the flashcards around the board with the picture side up.
2. Place the counters on "Go."
3. Take turns rolling the die and moving the counters accordingly.
4. Say the sound of the letter where the counter lands.
5. Take the number of matching flashcards as shown by the diamond cards and say the words.
6. If the counter lands on "Any Card," you take any cards and say the words.
Take only the number of cards shown by the diamond cards. If the counter lands on "One More Go," you have another turn. If the counter lands on "Miss a Turn," you miss a turn.
7. The team which collects more cards wins the game.



Ll

Pp

Uu

Dd

Ycord

Kk

MISS a Turn

Jj

Yy

Cc

Ycord

Xx

Tt

Oo

Ycord

Bb

Ii



Ss

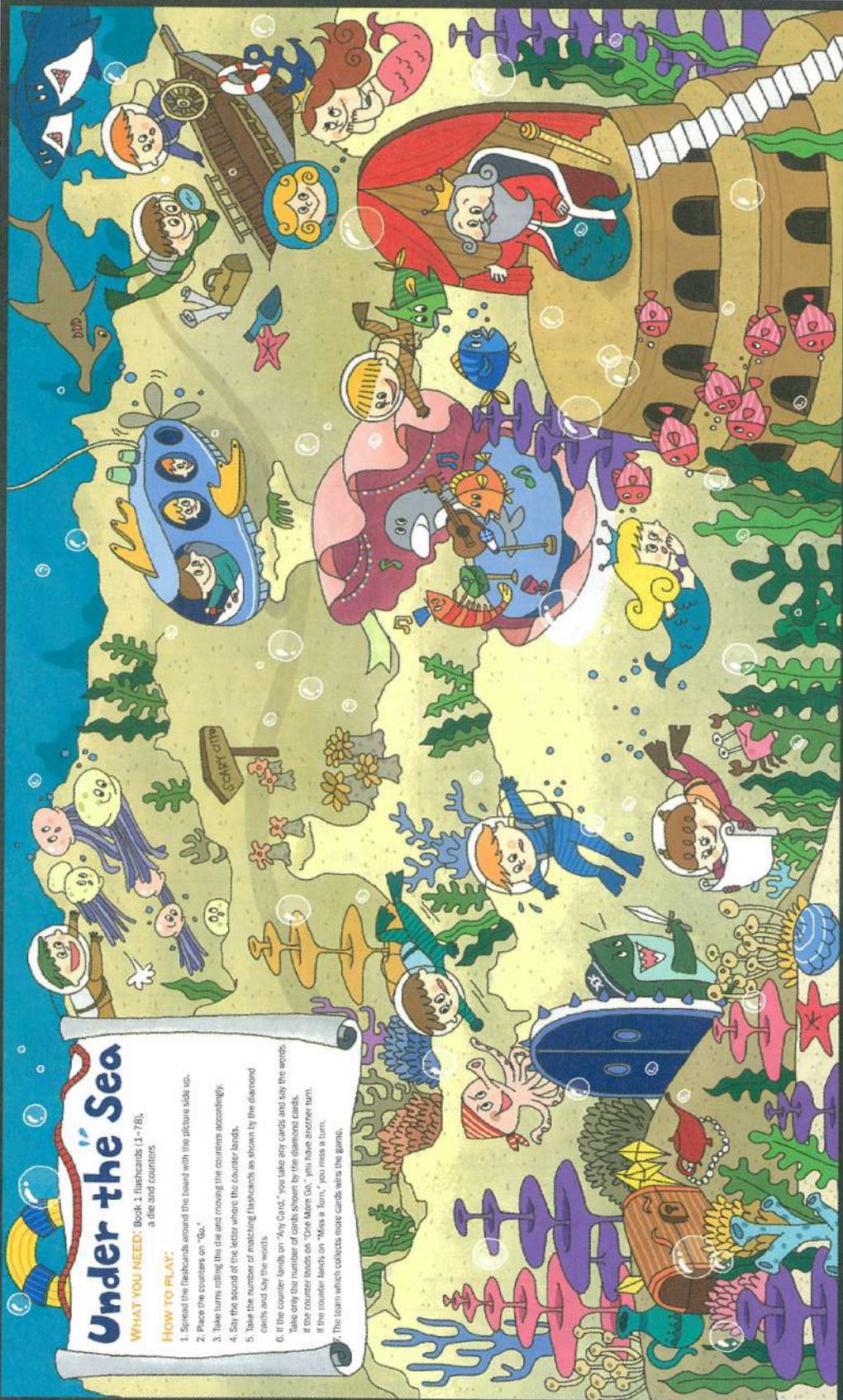
Hh



Aa

Nn

Gg



PROGRESS TEST

Name

Date

Total Score

/ 100

PART 1

Score:

	Points	Correct	Incorrect
1	3		
2	3		
3	3		
4	3		
5	3		
6	3		
7	3		
8	3		
9	3		
10	3		
11	3		
12	3		
13	3		
14	3		
15	3		

PART 2

Score:

	Points	Correct	Incorrect
16	3		
17	3		
18	3		
19	3		
20	3		
21	4		
22	4		
23	4		
24	4		
25	4		
26	4		
27	4		
28	4		
29	4		
30	4		

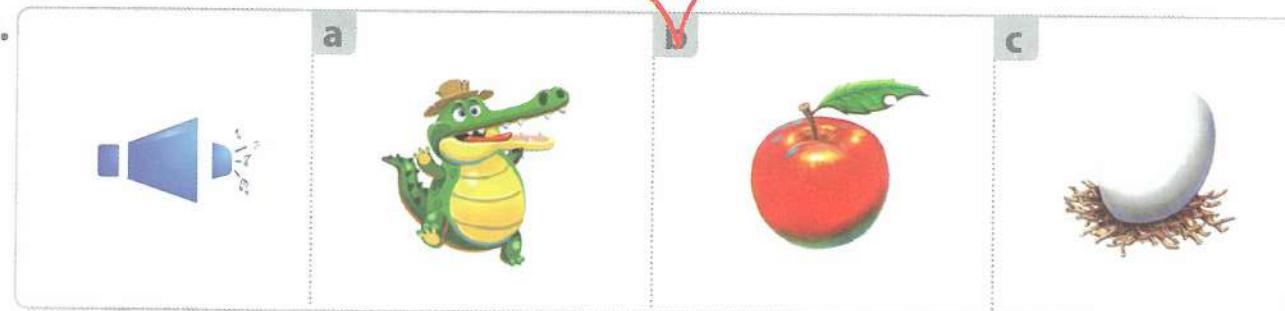
Recommendation	0~50 points	Need to study Book 1 again
	51~75 points	Need to review Book 1
	76~100 points	Ready to move on to Book 2



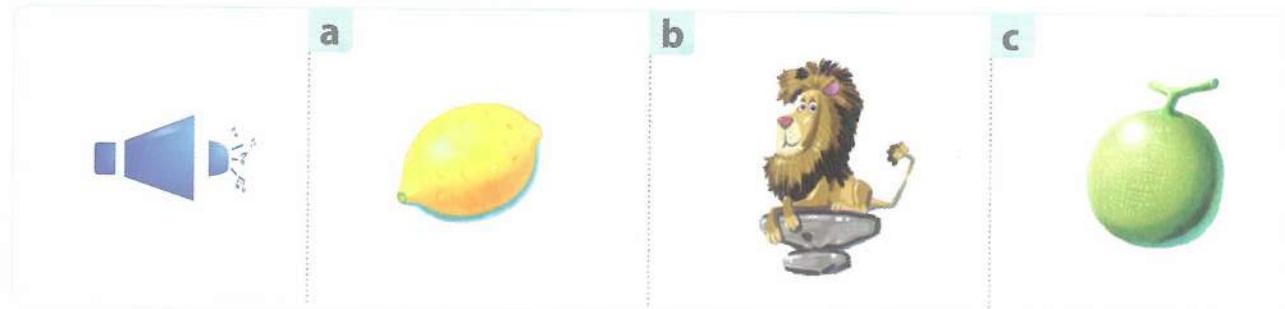
Listen and check.

1~4

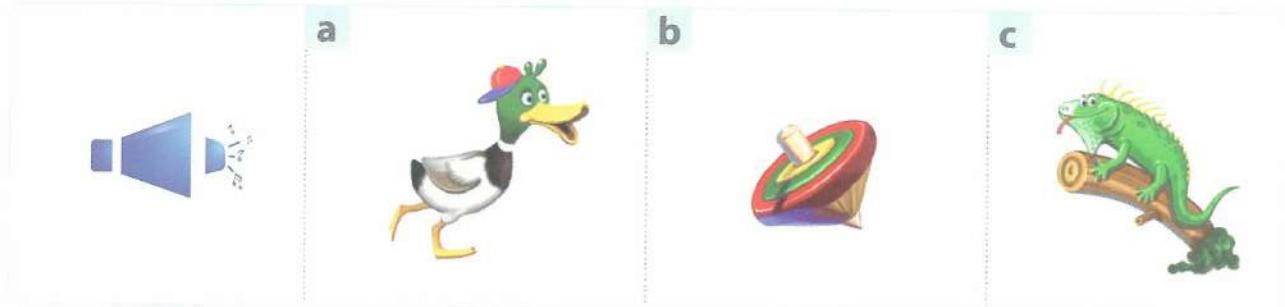
e.g.



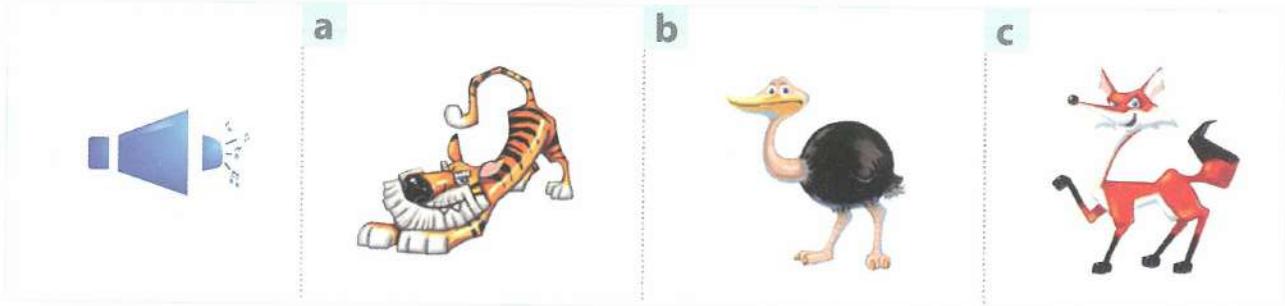
1



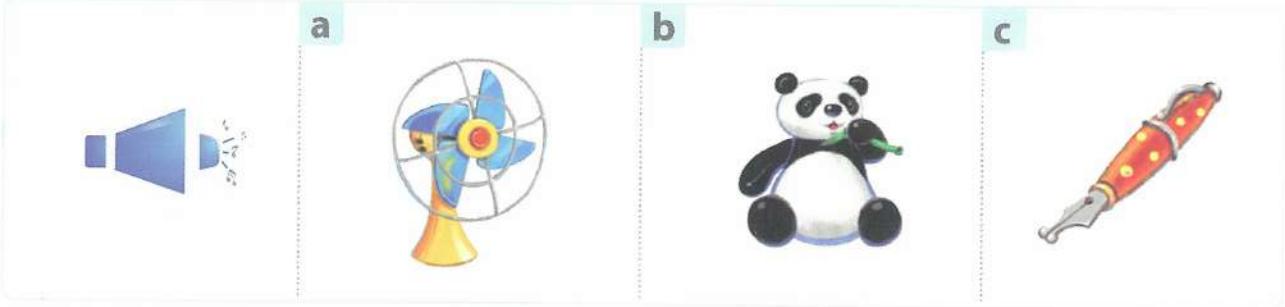
2



3



4





Listen and check.

5~8

e.g.



a

b

c

5



a

b

c

6



a

b

c

7

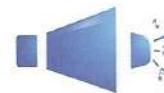


a

b

c

8



a

b

c



Listen and check. 9~11

e.g.

Kk**a****b****9****Oo****a****b****c****10****Ee****a****b****c****11****Ll****a****b****c**

Listen and circle. 12~15

e.g.

**a****Bb****b****Pp****c****Kk****12****a****Ll****b****Hh****c****Mm****13****a****Gg****b****Vv****c****Cc****14****a****Nn****b****Qq****c****Rr****15****a****Aa****b****Ww****c****Yy**



Find and check.

16~19

e.g.

Gg

a



c



16

Kk

a



b



c



17

Nn

a



b



c



18

Yy

a



b



c



19

Bb

a



b



c





Check the correct pair. 20~23

e.g. a

Oo



b

Ii



Dd



20 a

Bb



b

Yy



c

Ee



21 a

Uu



b

Jj



c

Dd



22 a

Jj



b

Pp



c

Qq



23 a

Hh



b

Ee



c

Vv





Look and check. 24~26

e.g.



a

Ee

b

Oo

c

Aa

24



a

Pp

b

Ff

c

Vv

25



a

Ii

b

Uu

c

Ll

26



a

Oo

b

Aa

c

Uu



Look and write. 27~30

e.g.



Bb

27



28

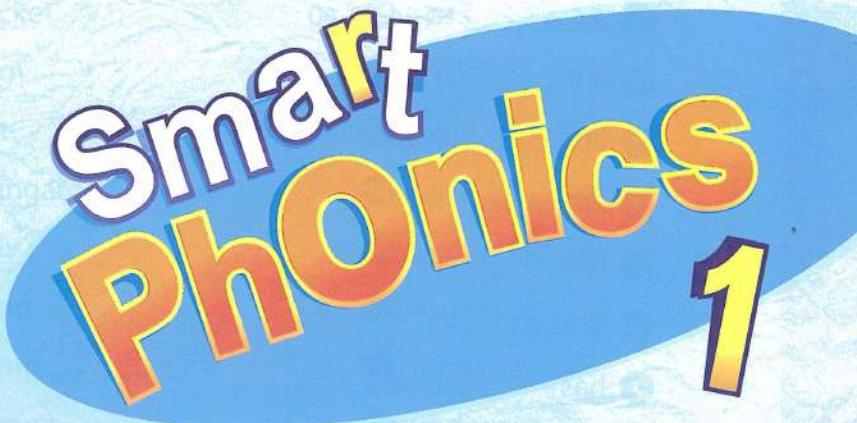


29



30





Smart
Phonics
1



Sight Words

in Songs, Stories and Comics

1	a	18, 24, 30, 60	14	my	24, 48
2	am	24	15	oh	54
3	an	18, 24	16	on	12, 18
4	are	18	17	please	48
5	be	48	18	says	48
6	doesn't	30	19	see	12, 18, 60
7	has	30, 42	20	she	30
8	he	30	21	the	12, 18, 30, 42, 48, 54, 60
9	I	18, 24, 48, 60	22	they	18
10	in	18, 54, 60	23	this	24
11	is	12, 24, 54, 60	24	under	12, 18
12	like	30, 48	25	where	54
13	likes	30	26	who	42

M MO

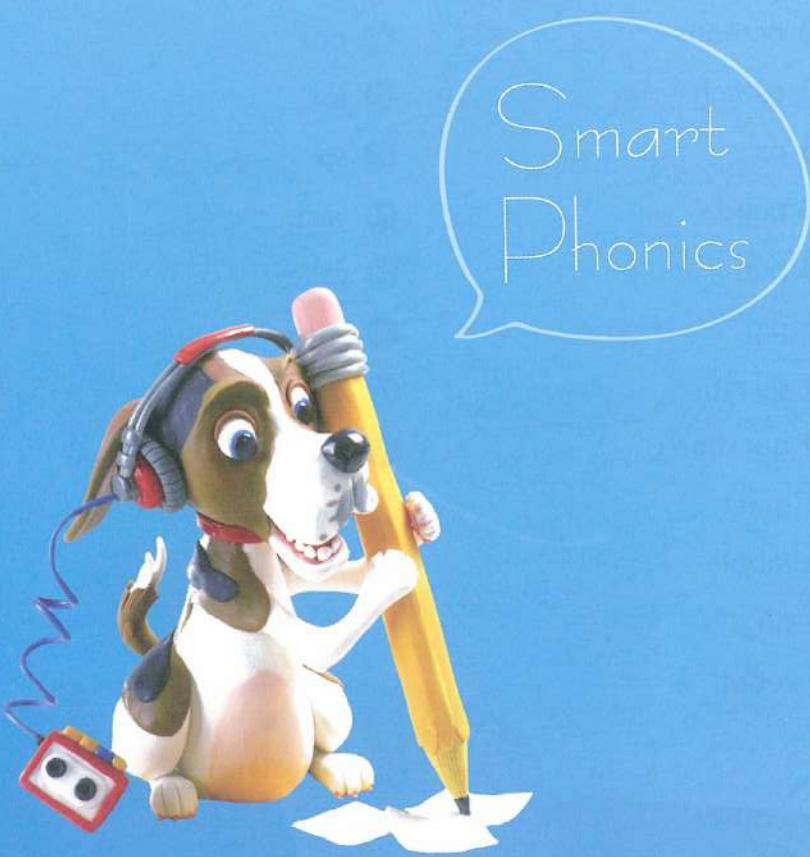
Flashcards 1



- | | | |
|-------------|-------------|---------------|
| 1 alligator | 28 jacket | 55 sea |
| 2 ant | 29 jam | 56 sock |
| 3 apple | 30 jet | 57 sun |
| 4 bat | 31 kangaroo | 58 tent |
| 5 bed | 32 key | 59 tiger |
| 6 book | 33 king | 60 top |
| 7 cap | 34 lamp | 61 umbrella |
| 8 cat | 35 lemon | 62 under |
| 9 cup | 36 lion | 63 up |
| 10 desk | 37 map | 64 vase |
| 11 dog | 38 melon | 65 vest |
| 12 duck | 39 mouse | 66 violin |
| 13 egg | 40 nest | 67 watch |
| 14 elbow | 41 net | 68 watermelon |
| 15 elephant | 42 nut | 69 window |
| 16 fan | 43 octopus | 70 box |
| 17 fish | 44 ostrich | 71 fox |
| 18 fork | 45 ox | 72 six |
| 19 game | 46 panda | 73 yacht |
| 20 girl | 47 pen | 74 yellow |
| 21 gorilla | 48 pig | 75 yo-yo |
| 22 hand | 49 queen | 76 zebra |
| 23 hat | 50 question | 77 zero |
| 24 hippo | 51 quiet | 78 zoo |
| 25 igloo | 52 rabbit | |
| 26 iguana | 53 ring | |
| 27 ink | 54 robot | |

Smart
PhOnics 1





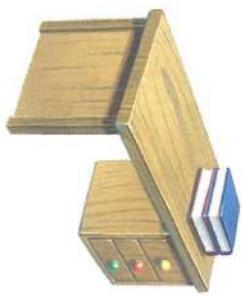
Smart
Phonics

Flashcards

B1 01



B1 02



B1 03



B1 04



Use these flashcards for playing games.

B1 05

B1 09

B1 07

B1 06

B1 10

B1 08

B1 07

B1 11

B1 09

B1 08

B1 12

B1 15

B1 16

B1 01

B1 02

B1 03

B1 04

Bb

Aa

Aa

Aa

B1 05

B1 06

B1 07

B1 08

Cc

Cc

Bb

Bb

B1 09

B1 10

B1 11

B1 12

B1 13

Dd

Dd

Dd

Cc

B1 14

B1 15

B1 16

Ff

Ee

Ee

Flashcards

B1 17

B1 18

B1 19

B1 20

B1 21

B1 22

B1 23

B1 24

B1 25

B1 26

B1 27

B1 28

B1 29

B1 30

B1 31

B1 32

Use these flashcards for playing games.



B1 17



B1 18



B1 19



B1 20



B1 21



B1 22



B1 23



B1 24



B1 25



B1 26



B1 27



B1 28



B1 29



B1 30

B1 31

B1 32

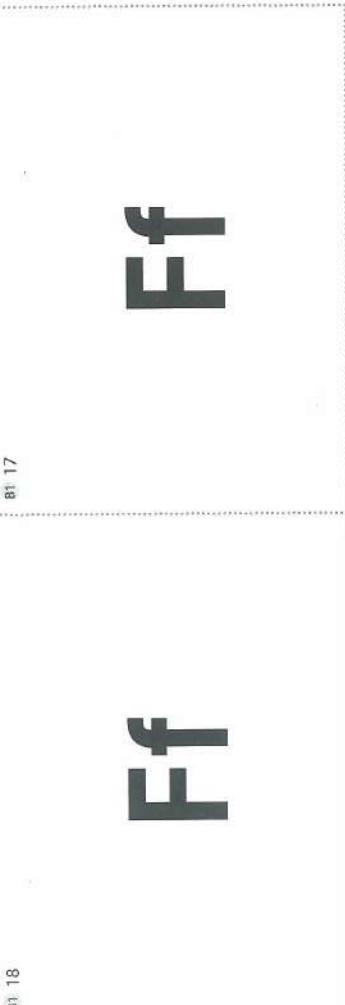
Gg

81 19

81 18

81 17

Ff



Hh

81 23

81 21

81 22

81 24

Jj

Jj

Kk

81 32

81 31

81 30

81 29

Ii

Ii

Jj

Hh

Gg

81 28

81 26

81 25

Ii

Flashcards

B1 33



B1 45



B1 41



B1 37



B1 34



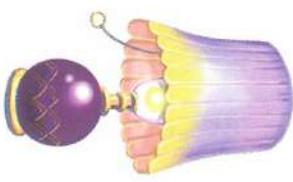
B1 46



B1 42



B1 38



B1 35



B1 47



B1 43



B1 39



B1 36



B1 48



B1 44



B1 40



Use these flashcards for playing games.

Ll

B1 35

Ll

B1 34

Ll

B1 33

Kk

B1 32

Nn

B1 40

Mm

B1 39

Mm

B1 38

Mm

B1 37

Oo

B1 48

Oo

B1 47

Nn

B1 46

Nn

B1 45

Pp

B1 48

Pp

Oo

B1 45

Pp

Oo

B1 44

Nn

B1 43

Nn

B1 42

Mm

B1 41

Mm

B1 40

Mm

B1 39

Mm

B1 38

Mm

B1 37

Mm

B1 36

Mm

B1 35

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B1 34

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B1 0

Flashcards

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B1 330

B1 331

B1 332

B1 333

B1 334

B1 335

Rr

B1 52

Qq

B1 50

Qq

B1 49

Qq

B1 56

Ss

B1 55

Ss

B1 54

Rr

B1 53

Rr

B1 60

Tt

B1 64

Tt

B1 63

Tt

B1 58

Ss

B1 57

Vv

Uu

Uu

Uu

B1 62

Flashcards

B1 65



B1 66



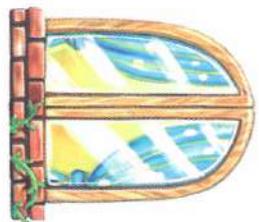
B1 67



B1 68

Use these flashcards for playing games

B1 69



B1 70



B1 71



B1 72



B1 73



B1 74



B1 75



B1 76



B1 77



B1 78



Ww

B1 67

Ww

B1 66

Vv

B1 65

Vv

B1 64

Xx

B1 72

Xx

B1 71

Xx

B1 70

Ww

B1 69

Zz

B1 76

Yy

B1 74

Yy

B1 73

Yy

B1 77

Zz

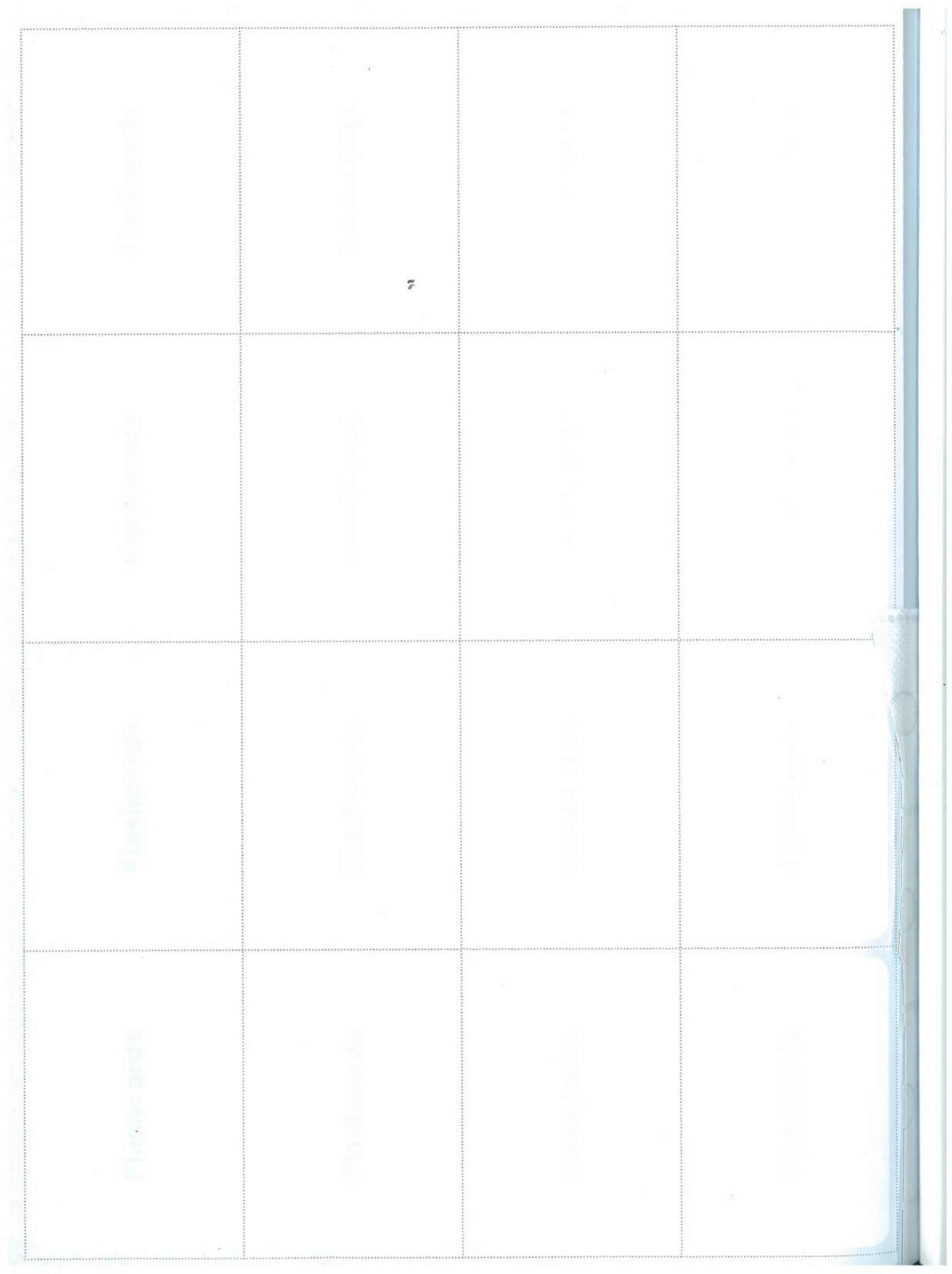
B1 78

Zz

B1 75

Flashcards

Use these flashcards for playing games



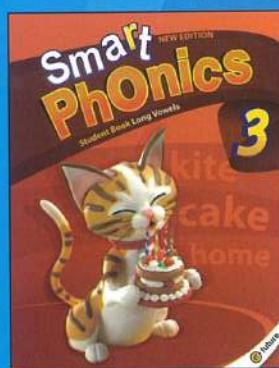
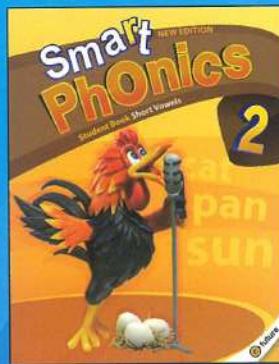


Smart Phonics

is an easy-to-teach phonics series developed for elementary school children learning English as a Foreign Language. Throughout the five book series, basic phonics skills are introduced in a simple and systematic way while providing children with efficient tools for basic reading and writing. **Smart Phonics** also introduces a great number of common sight words embedded in fun phonics stories and songs. In this way, children can learn sight words naturally and effortlessly.

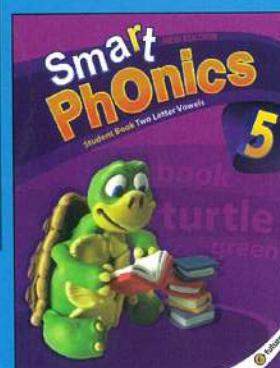
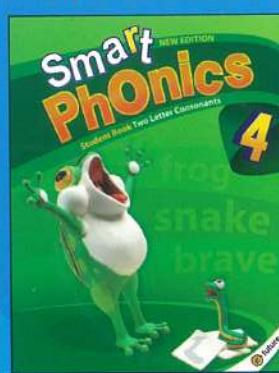
Key Features

- Carefully-Designed Syllabus
- Easy-to-Follow Lesson Flow
- Interesting Activities and Board Games
- Fun Phonics Stories and Songs
- Entertaining Comics
- Sight Words in Context
- Progress Tests



Components

- Student Book (1~5)
(Hybrid CD for Audio and Phonics Land Games Included in Student Book)
- Workbook (1~5)
- Flashcards (1~5)
- Big Game Book (1~5)



Also Available

- Game Cards for Phonics
- Phonics Builder 1, 2, 3



The Smart Way
to Learn English

e future

