

RF.4.3 Know and apply grade-level phonics and word analysis skills in decoding words.

RF.4.3a Use combined knowledge of all letter-sound correspondences, syllabication patterns, and morphology (e.g., roots and affixes) to read accurately unfamiliar multisyllabic words in context and out of context.

RF.5.3 Know and apply grade-level phonics and word analysis skills in decoding words.

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Website/Location of app: *Vocabulary Spelling City* <http://www.spellingcity.com/app/>

Description of Application:

Free: *VocabularySpellingCity's* app for Apple devices includes the following learning games, available free to all users: *Sentence Unscramble*, *Word Unscramble*, *Spelling TestMe*, *HangMouse*, *TeachMe*, *Missing Letter*, *Alphabetize*, and *Audio Word Match*



Premium Paid (rates vary) include the Free apps plus: *Vocabulary TestMe*, *MatchIt Definitions*, *MatchIt Sentences*, *WhichWord Sentences*, *WhichWord Definitions*, *Parts of Speech*, *Speedy Speller*, *FlashCards*, *Word-O-Rama*, *Sentence and Paragraph Writing Practice*



Incorporation Explanation:

VocabularySpellingCity is an engaging way to incorporate and enrich ELA standards utilizing spelling and vocabulary words in learning games using pre-made word lists or teacher uploaded lists. *Sentence Unscramble* helps students practice sentence structure, as well as using words in context by unscrambling words to form a complete sentence. *Word Unscramble* is similar to text twists, jumbles and anagrams. *Spelling TestMe* uses a real voice that reads each word aloud, reads it in a sentence, and repeats the word. *HangMouse* lets children decode words in a fun version of traditional Hangman. *Spelling TeachMe* introduces a new word list to students, reads aloud each word, spelled letter-by-letter and used in a context-rich sentence. *Missing Letter* provides letter recognition practice by finding the missing letter to complete each spelling or vocabulary word. *Alphabetize* is an activity that can be used to practice putting words in alphabetical order. *Audio Word Match*, while developing listening skills and auditory discrimination, is played like the traditional concentration game.