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# GENTLE CINDY NOTEBOOK



# DIRECTIONS

## Decodable Passages:

- Includes 3 decodable passages: short, standard, and long.

## ORF Fluency Passage & Evaluation Sheet

- Set a timer for one minute. Listen as the student reads the passage.
- The teacher version of the passage includes word counts on each line to help you evaluate your students' fluency on this passage.

## Comprehension Questions

- These questions align with the fluency passage.

## Bingo Directions:

- The teacher or game leader calls out a word at random.
- If a player has the word on their card, they must read it aloud correctly to mark the square.
- The first player to mark a full row (horizontal, vertical, or diagonal) and shout "Bingo!" wins!

## Roll and Read Directions:

- Roll the dice: Players take turns rolling the dice.
- Read Aloud: The player reads the words or sentences in the row that matches the number they rolled.
- How to win: read all words in one column.



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# GENTLE CINDY



**Soft c /s/ and g /j/**

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In March, Dodge and Hodge want to go to the city. They want to see a magic act. Dodge said, "I want to see a man do a card trick." Hodge said, "I want to see a man escape from a cage."

They get in the pickup and go to the city. They jump out of the pickup and run to the stage. They see a man on the stage. He has on a fancy robe. He said, "I am the Magic Man."

The Magic Man has a box of gold. He said, "Look at this box of gold." Then he made it vanish! Dodge and Hodge can not decide how he made the box of gold vanish. It was just a bit of magic!

They had a nice trip to the city.

**Soft c /s/ and g /j/**

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In March, Dodge and Hodge went to see the legend of the magic gold. They got to a place with a stage. At this place, they saw a man with a green hat. The man said, "Welcome! I am an Irish man.

I will tell you about the magic gold." The man on the stage said, "This magic gold is in a pot. It is at the end of the rainbow." Dodge and Hodge said, "We want to see this magic gold." The man gave them advice.

He said, "Take a left at the big gate. Skip past the fence. At the end of the path, look for the pot of gold." Dodge and Hodge did as he said. They got to the pot of gold!

But when they got to it, they saw that it was not real gold. It was fake gold! Dodge and Hodge had to accept that it was just a legend.

They went back to the man with the green hat on the stage and said, "It is just a legend!"

**Soft c /s/ and g /j/**

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Andy is an Irish lad. He has a legend to tell. He said  
It is a legend of a gold pot. The gold pot is at the  
end of a rainbow. A leprechaun is at the gold pot. A  
leprechaun is a magic man. He has an orange hat. He  
has a green jacket and green pants.

He has a gold belt and black shoes. The leprechaun  
will do a jig if you engage him with a joke or with music.  
But if you enrage him he will not be nice. In March when  
it is windy and brisk you can see a rainbow in the sky.

The legend said that if you can see the end of the  
rainbow you can see the leprechaun and his gold pot.  
But this is a trick! You cannot see the end of a rainbow  
from where you stand.

As you walk on your path to get to the end of the  
rainbow it will shift on to a new place. It will still be far  
from you! You will not get to it and you will not see the

**Soft c /s/ and g /j/**

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leprechaun or his gold pot. But Andy said I did get to the end of a rainbow!

I did see the leprechaun and his gold pot! How did you do it? said Kelly. I got on my bike and went on a path to the end of the rainbow said Andy. When I got to the end of the path I got off my bike and went on to a place with grass and mud.

It was wet but I could see the end of the rainbow on this place! At the base of the rainbow was a man in an orange hat and green pants. It was him! It was the leprechaun! And he had his gold pot with him! The legend is real! said Andy. What did you do? said Kelly.

Did he do a jig? Did he engage with you? No said Andy I did not ask him to do anything for me. I did not want to enrage him. I just let him be with his gold pot."

## St. Patrick's Day Fun

Tim woke up on St. Patrick's Day. He was so happy. He put on his green shirt and green hat. "I am ready for the day," he said.

Tim went to school. His friends were all in green, too. They had fun games to play. They played a game with a pot of gold. Tim had to find it. He looked under the desk. He looked by the door. Then, he saw it. The pot of gold was on the shelf! "I found it!" Tim said.

At lunch, they ate green cookies and drank green milk. Tim liked the cookies best. They were sweet and yummy.

After lunch, the class made a big rainbow. They used red, blue, and yellow paper. Tim's teacher said, "This is the best rainbow ever!"

At the end of the day, Tim went home. He told his mom about his fun day. "I love St. Patrick's Day!" he said.

### St. Patrick's Day Fun

Tim woke up on St. Patrick's Day. He was so happy. He (12)

put on his green shirt and green hat. "I am ready for (24)

the day," he said. (28)

Tim went to school. His friends were all in green, too. (39)

They had fun games to play. They played a game with a (51)

pot of gold. Tim had to find it. He looked under the (63)

desk. He looked by the door. Then, he saw it. The pot of (76)

gold was on the shelf! "I found it!" Tim said. (86)

At lunch, they ate green cookies and drank green milk. (96)

Tim liked the cookies best. They were sweet and yummy. (106)

After lunch, the class made a big rainbow. They used (116)

red, blue, and yellow paper. Tim's teacher said, "This (125)

is the best rainbow ever!" (130)

At the end of the day, Tim went home. He told his mom (143)

about his fun day. "I love St. Patrick's Day!" he said. (154)

 Words read	
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 Total errors	
--	--

 Total correct	
---	--

 Accuracy %	
--	--

## Answers

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1. What did Tim wear on St. Patrick's Day?

A green shirt and green hat

2. Where did Tim find the pot of gold?

On the shelf

3. What did Tim and his friends eat for lunch?

Green cookies and green milk

4. What colors did Tim's class use to make the rainbow?

Red, blue, and yellow

5. Who did Tim tell about his fun day at school?

His mom



# Bingo: Player 1

digit	mice	rancid	center	pace
agent	huge	magic	cent	glance
since	advice	lunge	place	spicy
gem	cell	face	wince	prince
nice	brace	twist	stage	city



# Bingo: Player 2

fence	city	center	mice	suggest
face	magic	pace	stage	cent
lunge	twist	brace	accent	wince
page	prince	gem	price	slice
huge	digit	agent	digest	advice

# Bingo: Player 3

spicy	center	suggest	face	advice
agent	hinge	wince	gem	cent
stage	magic	age	slice	decide
lunge	page	nice	cell	pace
price	twist	mice	prince	place

# Bingo: Player 4

brace	digest	page	twist	city
accent	since	digit	price	mice
huge	prince	spicy	gem	lunge
cent	cell	place	magic	suggest
rancid	decide	fence	slice	agent

# Bingo: Player 5

since	suggest	nice	center	lunge
rancid	huge	gem	slice	advice
digit	digest	prince	glance	fence
hinge	stage	wince	spicy	accent
price	place	mice	page	twist

**Bingo: Player 6**

digit	wince	since	mice	place
accent	face	price	decide	lunge
city	agent	age	nice	brace
prince	huge	fence	spicy	glance
advice	pace	page	rancid	digest

# Bingo: Player 7

cell	gem	glance	rancid	hinge
cent	face	prince	mice	twist
digit	accent	lunge	pace	city
digest	slice	since	brace	magic
suggest	spicy	decide	agent	price

# Bingo: Player 8

center	page	pace	face	rancid
huge	fence	slice	gem	cent
nice	decide	agent	spicy	suggest
mice	stage	prince	digit	glance
place	twist	cell	hinge	advice

**Bingo: Player 9**

rancid	face	cell	cent	pace
glance	magic	slice	decide	place
accent	fence	brace	mice	lunge
twist	digit	agent	price	huge
gem	nice	since	city	stage

# Bingo: Player 10

cent	page	face	wince	twist
gem	price	digest	suggest	huge
place	hinge	city	spicy	advice
glance	agent	pace	prince	mice
stage	since	age	accent	rancid



# Bingo: Player 11

lunge	glance	decide	price	mice
digit	face	pace	advice	brace
huge	cell	twist	city	hinge
center	gem	since	digest	cent
age	rancid	agent	magic	stage

# Bingo: Player 12

spicy	cent	digit	face	magic
accent	huge	brace	glance	advice
mice	suggest	prince	rancid	age
twist	price	stage	slice	place
center	cell	decide	agent	gem

# Bingo: Player 13

rancid	center	agent	stage	place
mice	cell	city	fence	age
suggest	wince	pace	prince	decide
accent	magic	page	lunge	digest
spicy	hinge	nice	huge	price

# Bingo: Player 14

digest	digit	agent	slice	brace
spicy	face	price	decide	nice
accent	since	suggest	page	gem
twist	cent	prince	advice	glance
hinge	rancid	cell	fence	center

# Bingo: Player 15

fence	nice	center	pace	accent
age	mice	rancid	page	brace
cent	lunge	spicy	suggest	prince
since	glance	place	face	twist
slice	gem	price	agent	magic



**Bingo: Player 16**

price	since	brace	wince	page
lunge	prince	glance	stage	agent
twist	suggest	rancid	city	nice
accent	pace	digit	huge	spicy
magic	cell	digest	advice	fence

# Bingo: Player 17

fence	mice	hinge	age	price
cent	spicy	stage	face	pace
since	wince	decide	prince	accent
center	city	nice	glance	digest
slice	brace	advice	page	rancid



# Bingo: Player 18

face	decide	advice	pace	digest
glance	city	gem	huge	stage
cent	suggest	since	age	magic
lunge	center	place	spicy	slice
wince	brace	fence	page	twist

# Bingo: Player 19

rancid	glance	nice	magic	age
price	digit	page	suggest	prince
decide	face	center	stage	brace
hinge	fence	city	place	spicy
mice	agent	lunge	pace	advice

# Bingo: Player 20

prince	face	gem	rancid	suggest
age	mice	accent	cent	digest
huge	since	spicy	place	glance
fence	price	slice	twist	pace
wince	lunge	advice	agent	brace

## Bingo: Word List for Teacher

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### Word List

- |                                 |                                 |                                  |
|---------------------------------|---------------------------------|----------------------------------|
| <input type="checkbox"/> wince  | <input type="checkbox"/> since  | <input type="checkbox"/> cent    |
| <input type="checkbox"/> rancid | <input type="checkbox"/> magic  | <input type="checkbox"/> slice   |
| <input type="checkbox"/> nice   | <input type="checkbox"/> center | <input type="checkbox"/> page    |
| <input type="checkbox"/> age    | <input type="checkbox"/> advice | <input type="checkbox"/> stage   |
| <input type="checkbox"/> fence  | <input type="checkbox"/> accent | <input type="checkbox"/> huge    |
| <input type="checkbox"/> lunge  | <input type="checkbox"/> brace  | <input type="checkbox"/> suggest |
| <input type="checkbox"/> price  | <input type="checkbox"/> decide | <input type="checkbox"/> face    |
| <input type="checkbox"/> hinge  | <input type="checkbox"/> spicy  | <input type="checkbox"/> twist   |
| <input type="checkbox"/> cell   | <input type="checkbox"/> city   | <input type="checkbox"/> gem     |
| <input type="checkbox"/> pace   | <input type="checkbox"/> agent  | <input type="checkbox"/> digit   |
| <input type="checkbox"/> place  | <input type="checkbox"/> mice   | <input type="checkbox"/> prince  |
| <input type="checkbox"/> glance | <input type="checkbox"/> digest |                                  |



# Roll and Read: Player 1

					
say	city	sage	place	accent	fancy
legend	nice	age	slice	office	suggest
prince	magic	agent	huge	hinge	race

# Roll and Read: Player 2

					
sage	office	magic	hinge	fancy	accent
city	prince	suggest	place	legend	huge
say	age	slice	race	agent	nice

# Roll and Read: Player 3

					
sage	office	slice	magic	prince	place
huge	suggest	age	nice	legend	race
hinge	fancy	say	city	accent	agent

# Roll and Read: Player 4

					
huge	fancy	office	suggest	nice	agent
race	age	slice	prince	say	legend
sage	magic	city	hinge	place	accent

# Roll and Read: Player 5

					
fancy	slice	nice	agent	place	huge
accent	age	sage	legend	prince	hinge
magic	office	suggest	say	city	race

# Roll and Read: Player 6

					
suggest	fancy	say	legend	prince	agent
race	slice	magic	age	sage	huge
nice	hinge	accent	city	place	office

# Roll and Read: Player 7

					
age	hinge	nice	sage	suggest	legend
prince	office	fancy	say	agent	huge
magic	place	city	accent	race	slice

# Roll and Read: Player 8

					
huge	slice	sage	prince	place	suggest
city	say	magic	agent	nice	race
accent	legend	age	fancy	office	hinge

# Roll and Read: Player 9

					
magic	agent	huge	city	age	fancy
sage	hinge	accent	suggest	office	nice
say	place	race	prince	slice	legend

# Roll and Read: Player 10

					
prince	suggest	agent	nice	say	magic
city	fancy	hinge	age	huge	office
legend	race	place	slice	sage	accent

# Roll and Read: Player 11

					
magic	huge	sage	say	fancy	legend
hinge	office	age	place	slice	agent
nice	prince	race	suggest	accent	city

# Roll and Read: Player 12

					
city	nice	say	sage	race	accent
hinge	suggest	slice	place	legend	agent
office	magic	prince	fancy	age	huge

# Roll and Read: Player 13

					
hinge	magic	accent	fancy	place	race
office	city	say	slice	sage	agent
nice	age	legend	huge	prince	suggest

# Roll and Read: Player 14

					
suggest	legend	huge	place	hinge	age
nice	fancy	race	prince	office	say
slice	agent	city	magic	accent	sage

# Roll and Read: Player 15

					
race	hinge	agent	huge	city	slice
magic	say	age	nice	office	legend
prince	place	sage	suggest	fancy	accent

# Roll and Read: Player 16

					
accent	sage	huge	say	agent	race
age	legend	fancy	hinge	city	magic
suggest	nice	prince	slice	place	office

# Roll and Read: Player 17

					
city	agent	fancy	say	race	office
sage	slice	accent	suggest	hinge	prince
nice	age	place	legend	huge	magic

# Roll and Read: Player 18

					
legend	huge	prince	hinge	agent	fancy
office	city	slice	suggest	place	age
sage	nice	accent	say	magic	race

# Roll and Read: Player 19

					
slice	place	huge	nice	age	prince
sage	legend	suggest	accent	city	office
hinge	magic	agent	fancy	race	say

# Roll and Read: Player 20

					
race	magic	agent	city	place	hinge
say	prince	office	legend	accent	nice
age	sage	huge	suggest	fancy	slice