

Pail and Clay

Ember dan Tanah Liat



Level	Level 2 - Phonics
Focus	Vowel teams ai / ay - word play
Class use	Read, point, say, trace, and draw.

Learning goals

Check	Teacher note
☐	I can recognize the pattern ai / ay.
☐	I can read the word play.
☐	I can read the short story with my teacher.
☐	I can tell the story meaning in Bahasa Indonesia.

Read the story

English	Bahasa Indonesia
Lucky can play with clay on a tray today.	Hari ini Lucky bermain dengan tanah liat di atas baki.
She can make a snail and a long gray tail.	Ia dapat membuat siput dan ekor abu-abu yang panjang.
A pail of clean water is by her seat.	Sebuah ember berisi air bersih berada di dekat kursinya.
She can wait for the clay to stay in shape.	Ia menunggu agar tanah liat tetap pada bentuknya.
But a real snail can see the clay snail!	Namun, seekor siput asli melihat siput dari tanah liat!
The snail can take the tray and slip away.	Siput itu mengambil baki dan meluncur pergi.
Lucky can jump up and say, "Wait! Wait!"	Lucky melompat dan berkata, 'Tunggu! Tunggu!'
They can race down the plain green way.	Mereka berlomba menyusuri jalan hijau yang datar.
The snail is not fast, but it will not wait.	Siput tidak cepat, tetapi ia tidak mau menunggu.
Then Lucky can catch the tray and the clay.	Kemudian Lucky mendapatkan kembali baki dan tanah liat.
She can clean the tray and play again.	Ia membersihkan baki dan bermain lagi.

Today Lucky and the snail can play and stay.	Hari ini Lucky dan siput dapat bermain bersama.
--	---

Words to know

Word	IPA	Arti
snail	/sneɪl/	siput
clay	/kleɪ/	tanah liat
tray	/treɪ/	baki
wait	/weɪt/	menunggu
play	/pleɪ/	bermain

Read aloud routine

Check	Teacher note
[]	Listen once and point to each word.
[]	Echo one sentence at a time.
[]	Read the story again without stopping.

Practice page

Trace the pattern ai / ay.

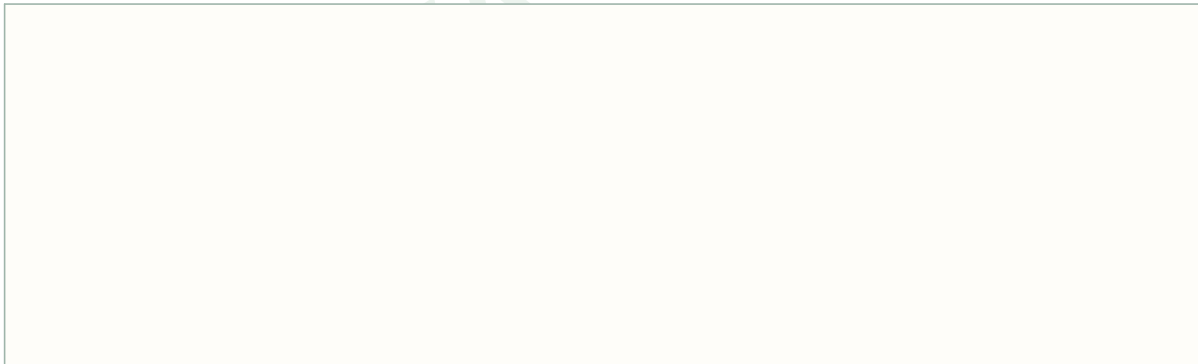
ai / ay	ai / ay	ai / ay	ai / ay	ai / ay	ai / ay
------------	------------	------------	------------	------------	------------

Write the word: play

Circle the word you hear.

play	snail	clay	tray
------	-------	------	------

Draw the story.



Teacher check

Check	Teacher note
[]	Student points to the target word.
[]	Student reads the story sentences.
[]	Student explains the story meaning.