

The Super Stretchy Tea Tag – Vowel Adventure by Stella Palavecino

Story Setup:

Welcome to Vowel Land, where all the vowels live! Today, the vowels want to play a game to discover their super stretchy powers. Each vowel has its own personality: Ted (E) is cheerful, Pat (A) is playful, and Tim (I)... well, Tim feels left out today.

Objective:

Help the vowels stretch and fuse to make TEA, and learn which vowels are short and which can stretch into long sounds.

Materials:

Badges showing each vowel character.

How to Play:

1. Each student wears a vowel badge and becomes that vowel character.
2. TED E is 'It' in the game . Ted runs around and tags another vowel to create GREEN or TEA!
 - Example: Ted (E) tags Pat (A) → TEAAA !
3. The Rescue Team can tag fused vowels to free them, returning them to their short sounds.
4. Tim stays on the sidelines— He is so sad he is left behind !! (his vowel combination doesn't make the long TEA sound) , so he's waiting for the next adventure.



5. Keep playing, stretching sounds, and noticing how vowels join together or stay short.

Learning Points:

- Two vowels together = long, stretched sound
- One vowel alone = short sound
- This shows how vowel sounds match the way they look in writing

Extra Fun Tip:

Encourage students to make fun sound effects when vowels fuse, like “TEAAA!” or “AAEE!”, to make the adventure lively and memorable.

Find below a slightly more playful version of your game description while keeping all the key elements:

The Super Stretchy Tea Tag – Quick Instructions

1. Everyone wears a badge with a vowel character.
2. Ted is ‘It’ and runs around and tags other vowels to make GREEN or TEA!
 - Example: Ted (E) tags Pat (A) → **TEAAA!**
3. If the rescue team tags a fused pair, they go back to their short vowel sounds.
4. Keep playing, stretching sounds, and seeing how vowels join or stand alone.
5. Notice: some vowels like Tim’s aren’t part of the long TEA sound—but that’s okay!

Remember:

- Two vowels together = **long sound**
- One vowel alone = **short sound**