



P.020

Letter-Sound Correspondence

Letter-Sound Train



Objective

The student will match medial phonemes to graphemes.



Materials

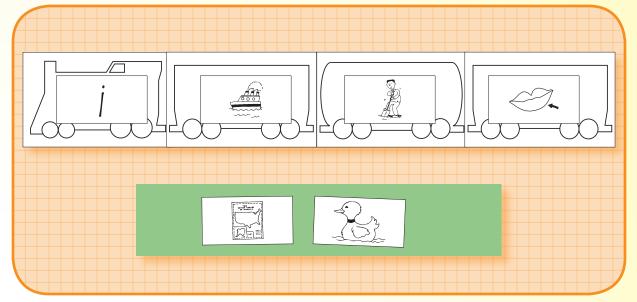
- Letter-Sound Train engine and caboose (Activity Master P.020.AM1)
- Letter-Sound Train cars (Activity Master P.020.AM2) Copy six times.
- Construction paper Use as the platform.
- Index card Label the card with the letter "i". Attach it to the train engine.
- ▶ Medial sound picture cards (Activity Master P.020.AM3a P.020.AM3c)



Activity

Students match medial sounds in words to the target letter on a train.

- 1. Place the engine, cars, and caboose in a line on a flat surface. Place medial sound picture cards face down in a stack. Place the platform at the center.
- 2. Taking turns, students select the top card, name it, and say its medial sound (e.g., "duck, /u/"). State the letter that makes that sound (i.e., "u").
- 3. Determine if medial sound matches target letter. If it matches, place card on a train car. If it does not match, place on the platform.
- 4. Continue until all cards are sorted.
- 5. Peer evaluation

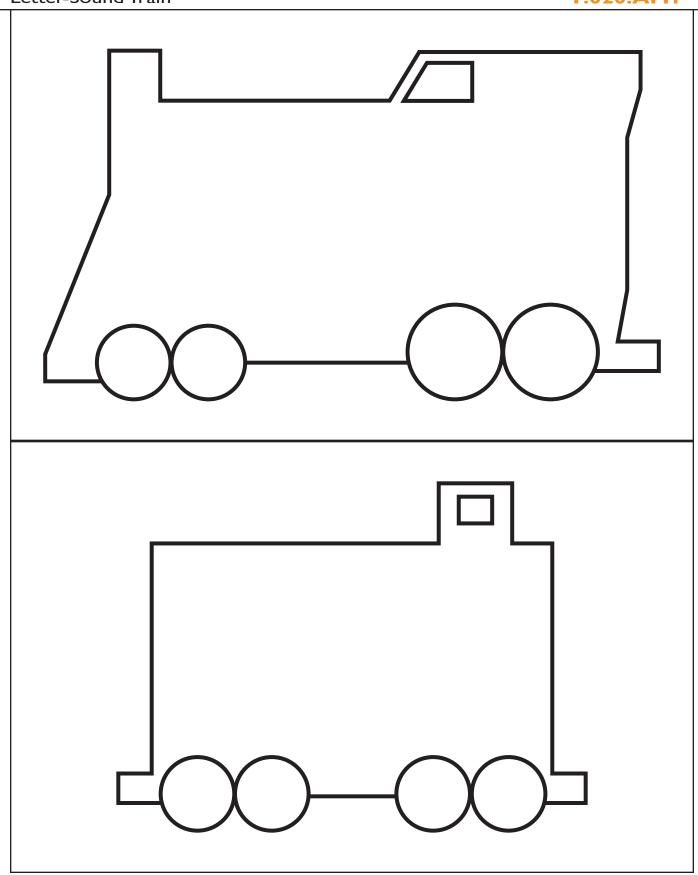




Extensions and Adaptations

- Use other target medial sound cards (Activity Master PLSC-M.1 PLSC-M.13).
- Use target and non-target initial or final objects or sound picture cards (Activity Master P.LSC-I.1 - P.LSC-I.22 or P.LSC-F.1 - P.LSC-F.16).

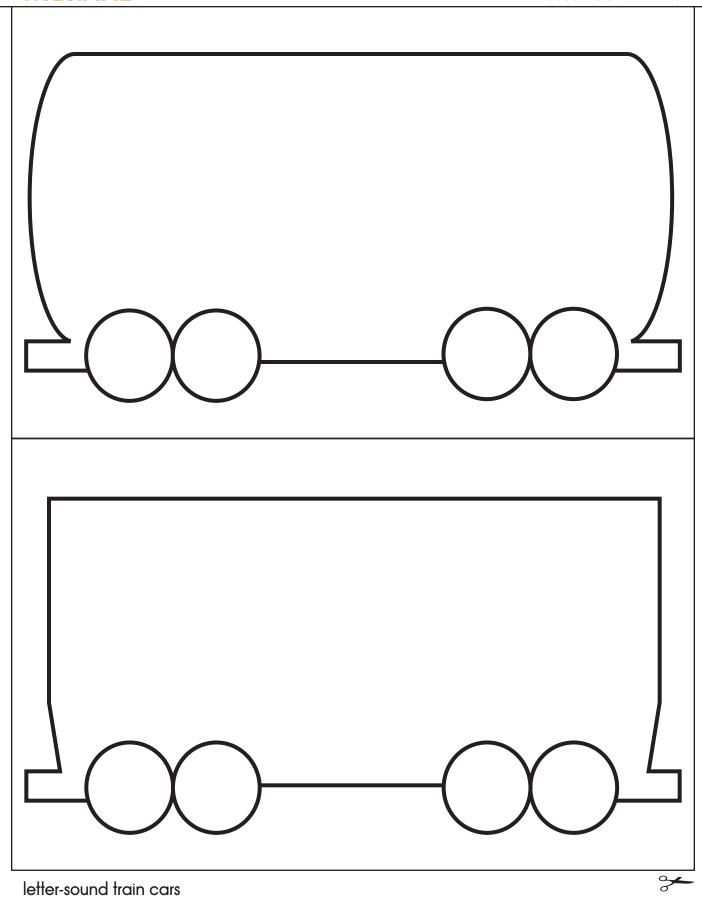
Letter-Sound Train P.020.AMI



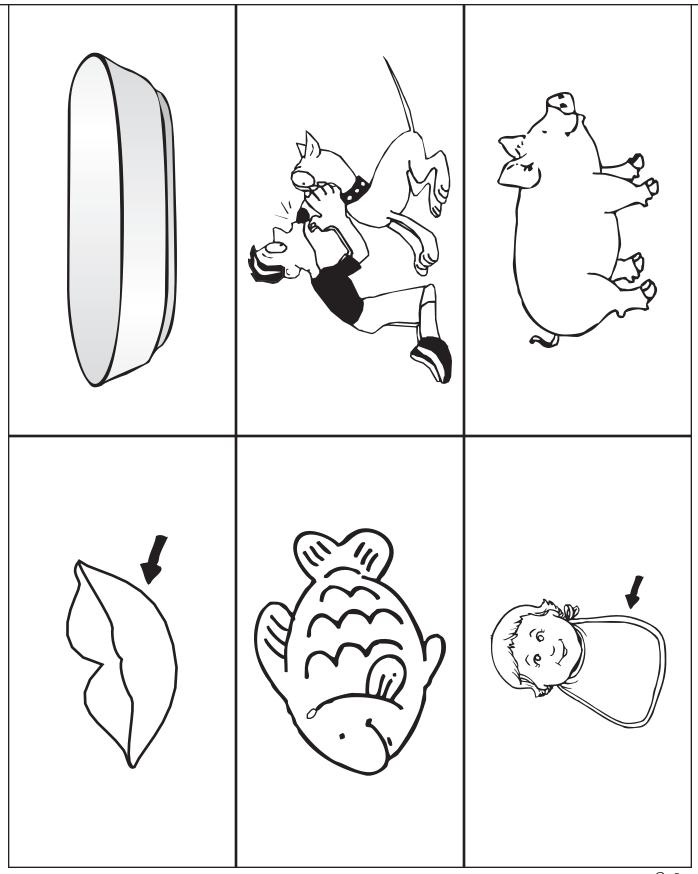
letter-sound train engine and caboose

P.020.AM2

Letter-Sound Train



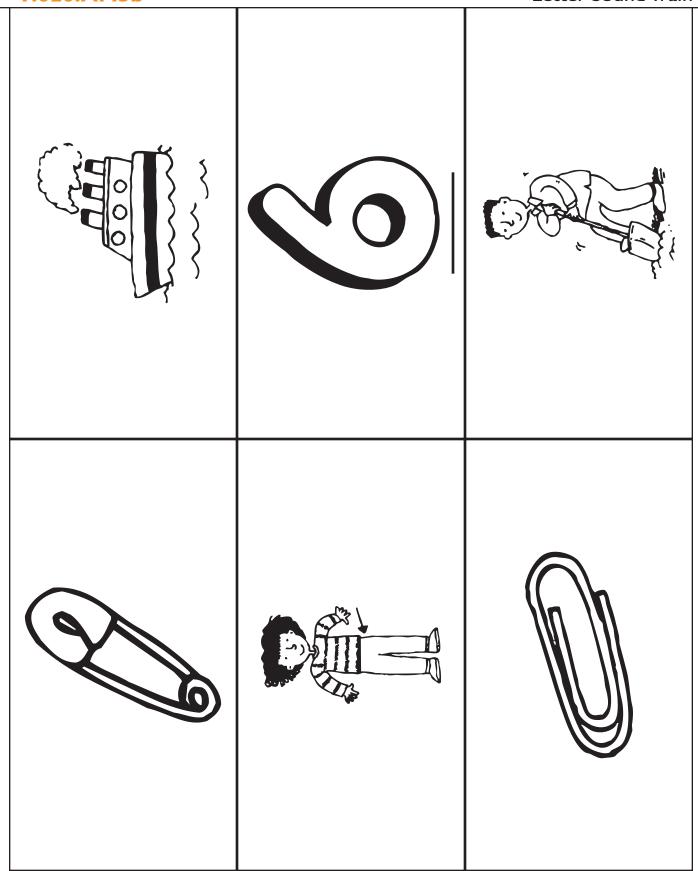
Letter-Sound Train P.020.AM3a



medial sound picture cards: dish, kiss, pig, lip, fish, bib



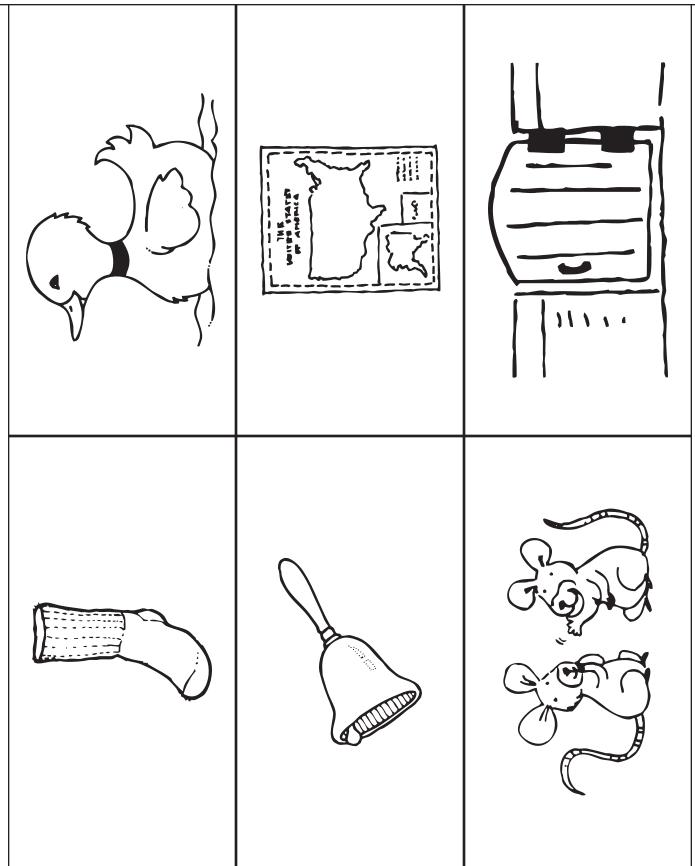
P.020.AM3b Letter-Sound Train



medial sound picture cards: ship, six, dig, pin, hip, clip



Letter-Sound Train P.020.AM3c



medial sound picture cards: duck, map, gate, sock, bell, mice







P.021

Letter-Sound Correspondence

Letter-Sound Mobile



Objective

The student will match medial phonemes to graphemes.



Materials

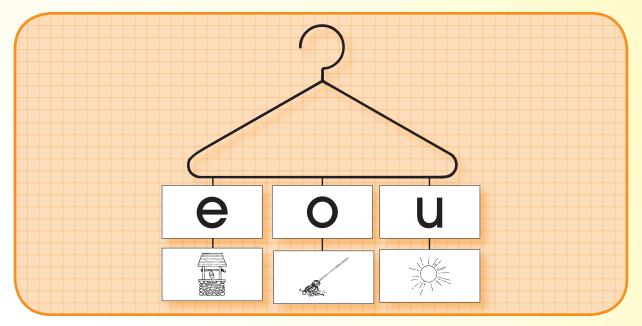
- Vowel letter cards (Activity Master P.021.AM1) Choose three target letter cards and punch a hole in the top center of each.
- ▶ Medial sound picture cards (Activity Master P.021.AM2a P.021.AM2e) Choose picture cards that correspond to target letters and punch a hole in the top and bottom of each.
- Clothes hanger
- String, yarn, or clear fishing line



Activity

Students sort medial sound picture cards to letters while making a mobile.

- 1. Place vowel letter cards at the center. Place medial sound picture cards face up in a stack. Provide the student with a clothes hanger and string.
- 2. The student ties the letter cards across the clothes hanger while saying the name and sound
- 3. Selects a medial sound picture card, names the picture, and says its medial sound (e.g., "well, /e/").
- 4. Looks for the letter on hanger that corresponds to the medial sound, names it (i.e., "e"), and places it below that letter.
- 5. Continues until all cards are sorted. Ties each card under the corresponding letter.
- 6. Teacher evaluation



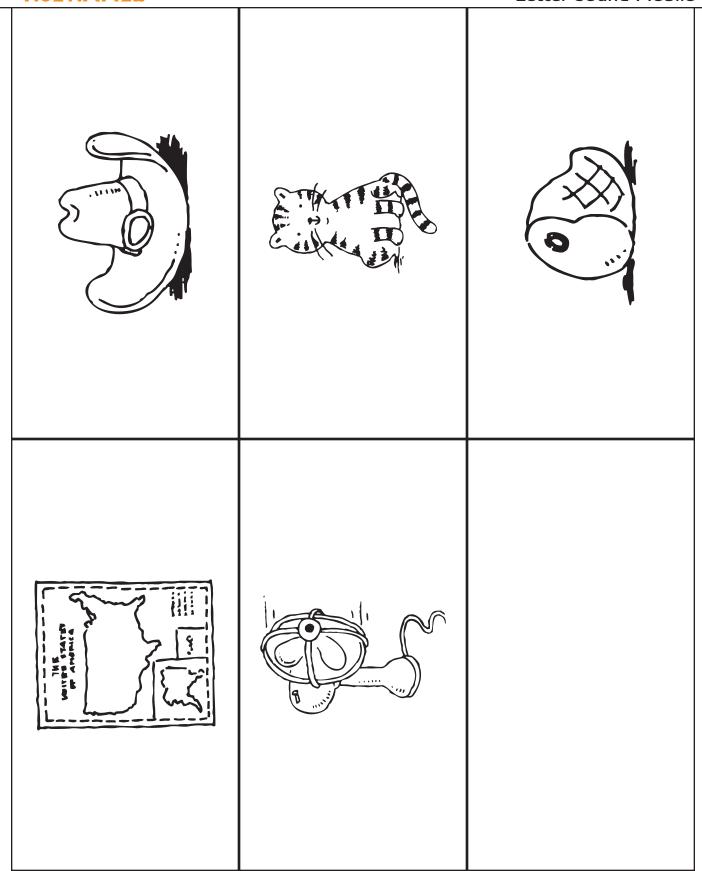


Extensions and Adaptations

- Use other target letters.
- Sort initial or final sounds (Activity Master P.LSC-I.1 P.LSC-I.22 or P.LSC-F.1- P.LSC-F.16).

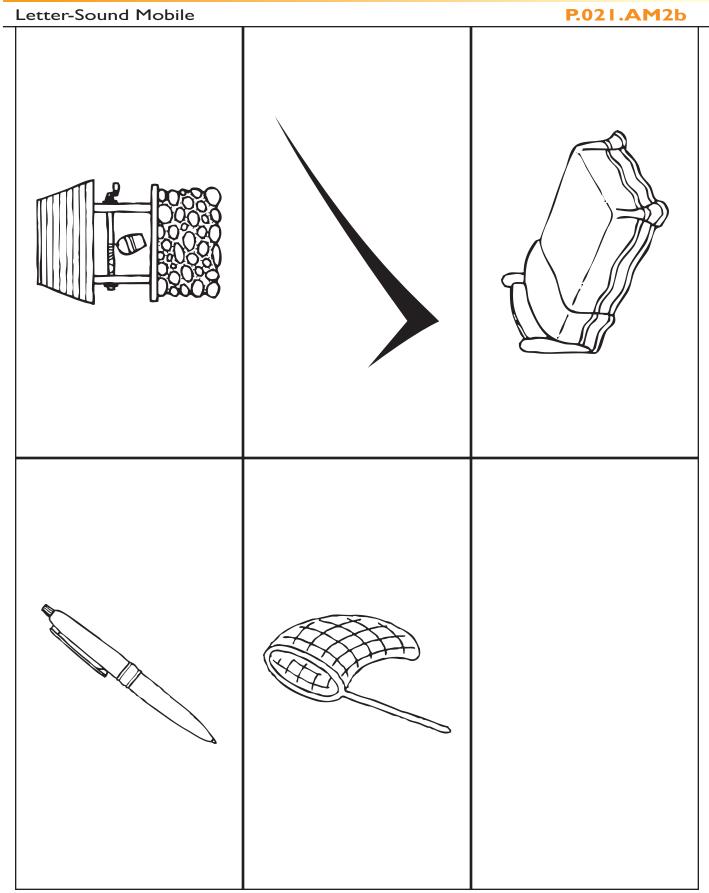
Letter-Sound Mobile P.021.AMI				

vowel letter cards



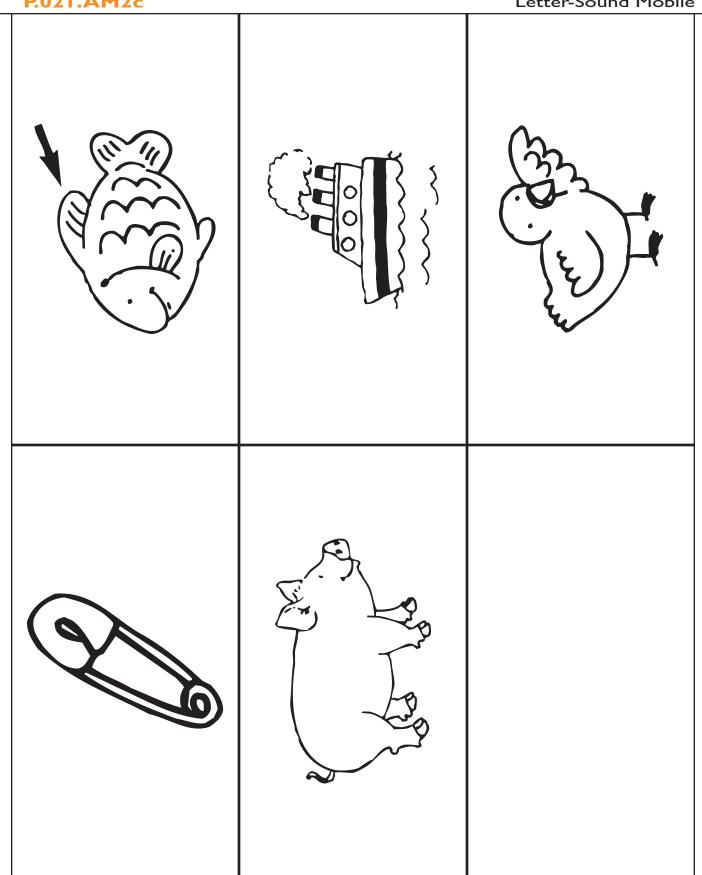
medial sound picture cards: hat, cat, ham, map, fan





P.021.AM2c

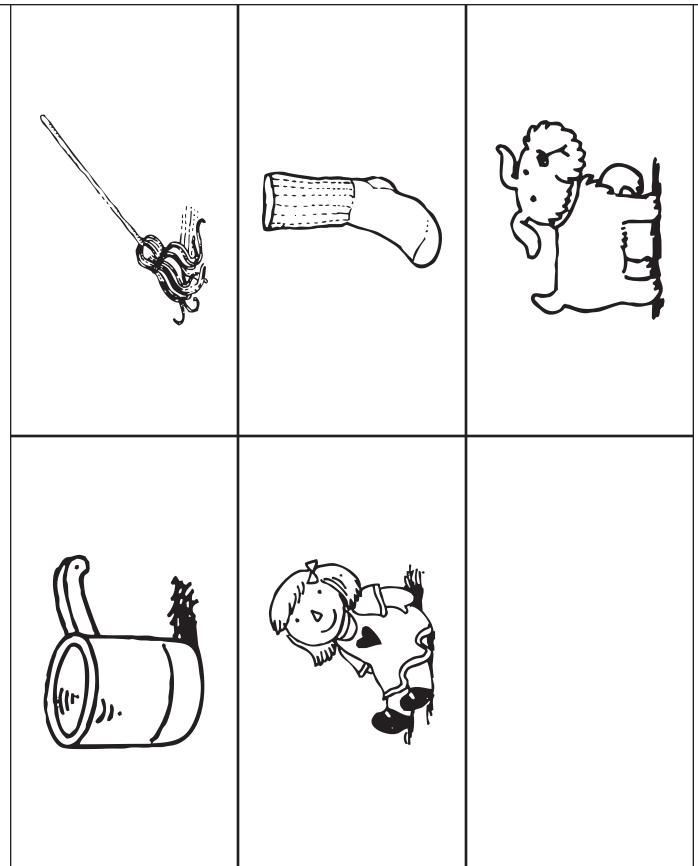
Letter-Sound Mobile



medial sound picture cards: fin, ship, chick, pin, pig



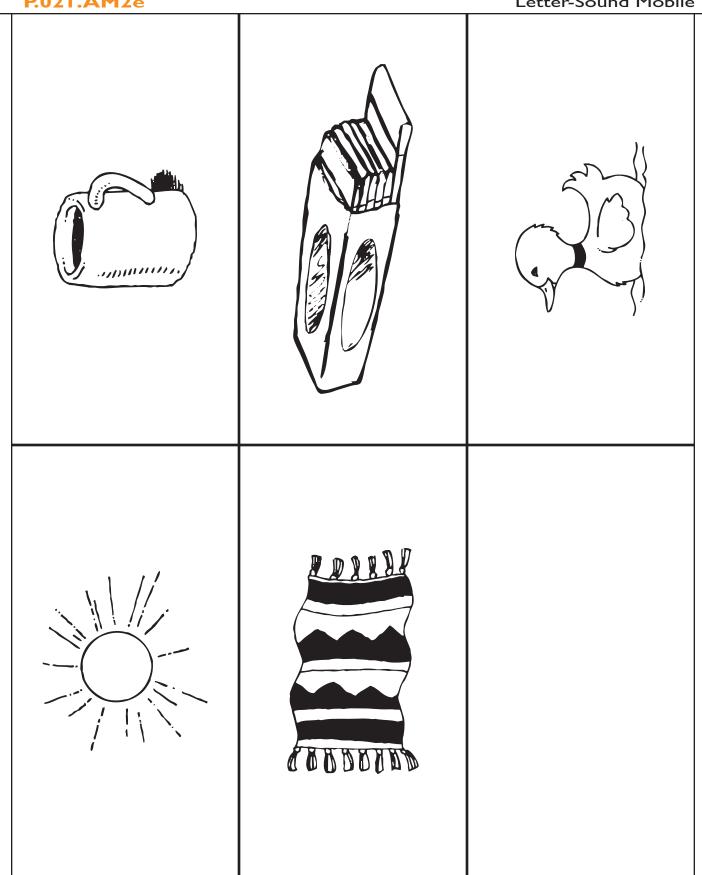
Letter-Sound Mobile P.021.AM2d



medial sound picture cards: mop, sock, dog, pot, doll



Letter-Sound Mobile



medial sound picture cards: mug, gum, duck, sun, rug





Letter-Sound Correspondence

Letter-Sound Bingo



Objective

The student will match medial phonemes to graphemes.



Materials

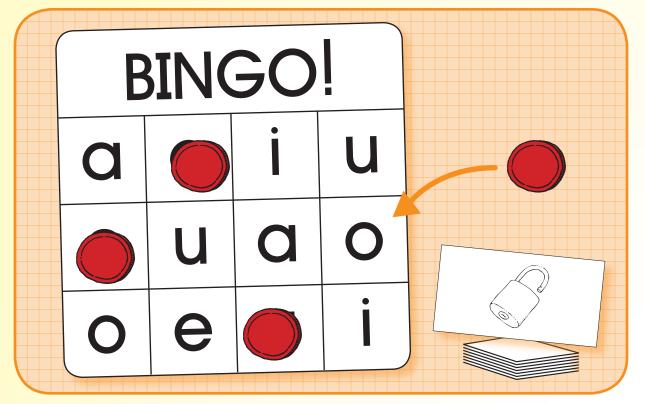
- Letter-sound bingo cards (Activity Master P.022.AM1a P.022.AM1c)
- Medial sound picture cards (Activity Master P.022.AM2a P.022.AM2d)
- Game pieces (e.g., counters)



Activity

Students match medial sounds of words to letters while playing a Bingo-type game.

- 1. Place the medial sound picture cards face down in a stack. Provide each student with a different bingo card and game pieces.
- 2. Taking turns, student one selects the top card from the stack, names the picture, and says its medial sound (e.g., "lock, /o/").
- 3. Each student looks for letter on his bingo card that corresponds to the medial sound (i.e., "o") and places one game piece on that letter.
- 4. Student one places picture card in a discard pile.
- 5. Continue until one student has a completed card and says, "Bingo!"
- 6. Peer evaluation





Extensions and Adaptations

Make other bingo cards (Activity Master P.022.AM3) for use with initial or final sounds.

BINGO!				
a	O		u	
6	U	a	0	
0	6	U		

BINGO!				
O	U	a		
e		e	a	
U	0		e	

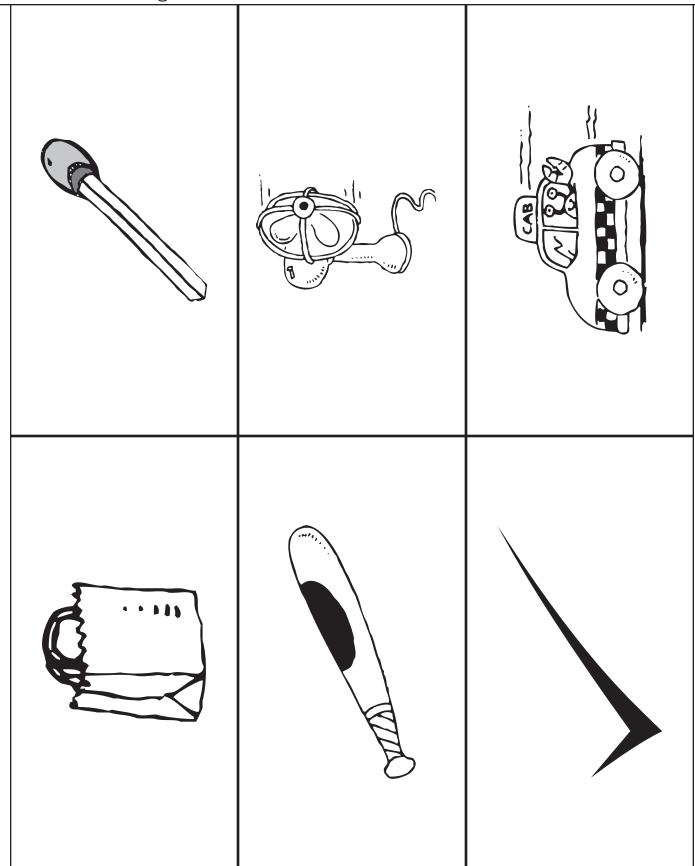
letter-sound bingo card

P.022.AMIc

BINGO!				
a	u	0		
O		e	a	
U	a		e	

letter-sound bingo card

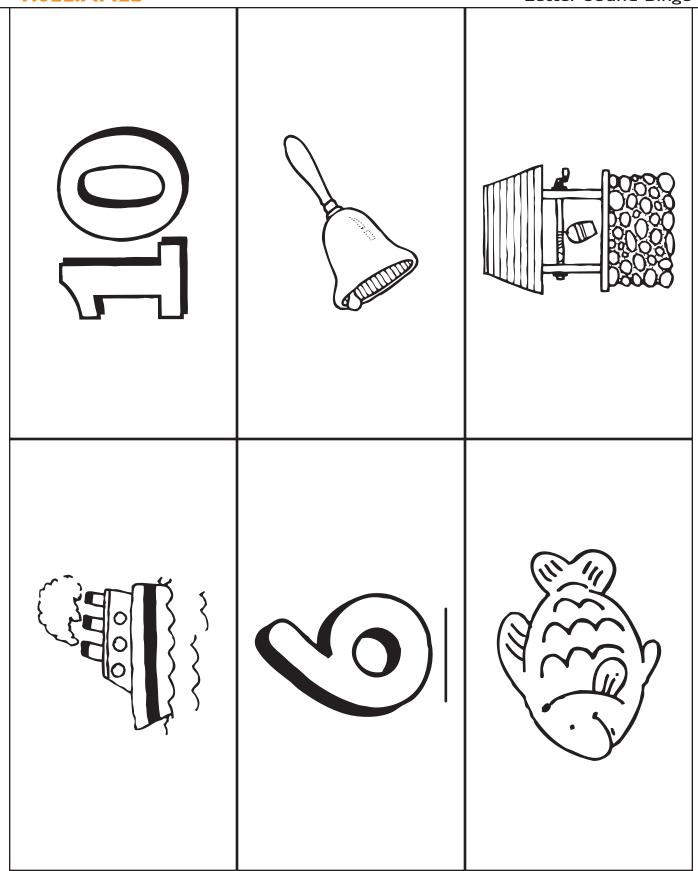
Letter-Sound Bingo P.022.AM2a



medial sound picture cards: match, fan, cab, bag, bat, check



Letter-Sound Bingo



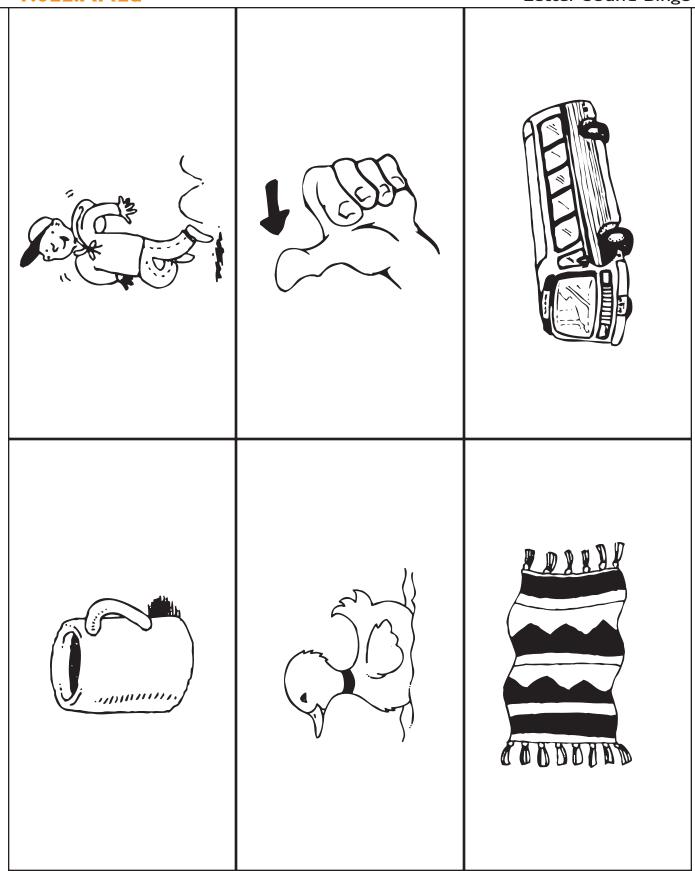
medial sound picture cards: ten, bell, well, ship, six, fish



Letter-Sound Bingo P.022.AM2c

medial sound picture cards: dish, chin, chick, lock, mop, sock

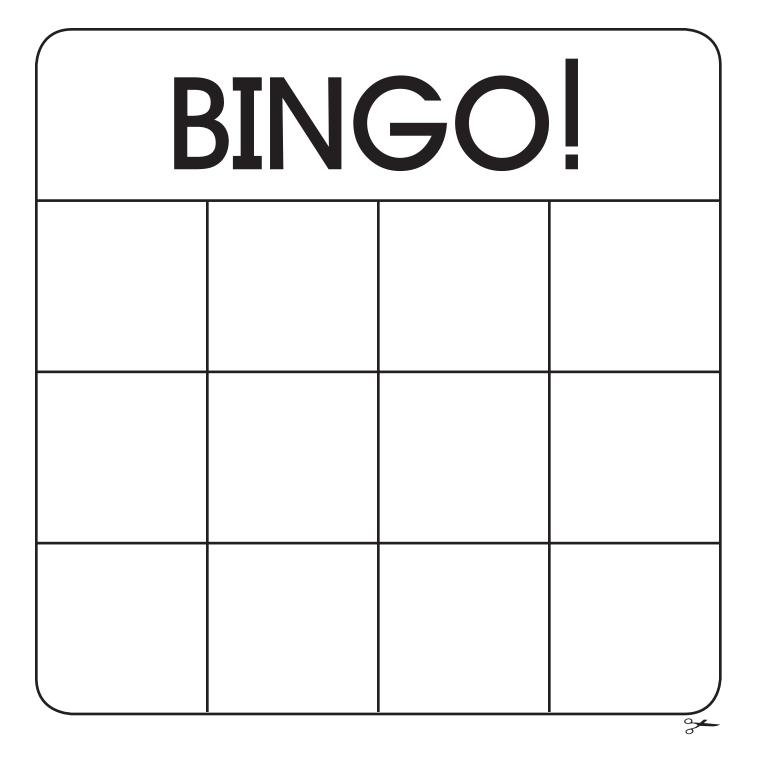




medial sound picture cards: hop, thumb, bus, mug, duck, rug

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P.022.AM3



blank bingo card





Letter-Sound Correspondence

Medial Phoneme Spin



Objective

The student will match medial phonemes to graphemes.



Materials

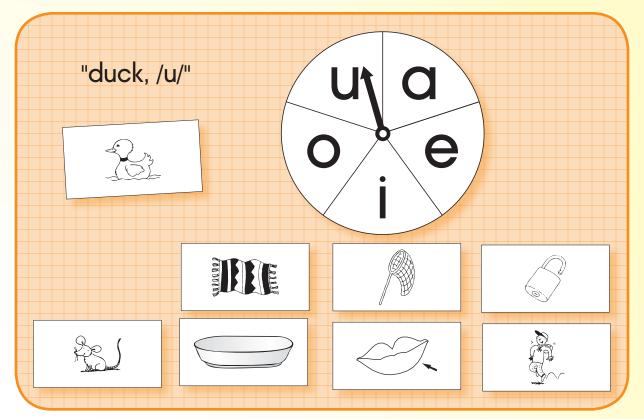
- Vowel spinner (Activity Master P.023.AM1) Copy on card stock, laminate, and cut.
- Brad Attach arrow to the spinner with the brad.
- Medial sound picture cards (Activity Master P.023.AM2a P.023.AM2d)



Activity

Students match medial sounds of words to letters while playing a spinner game.

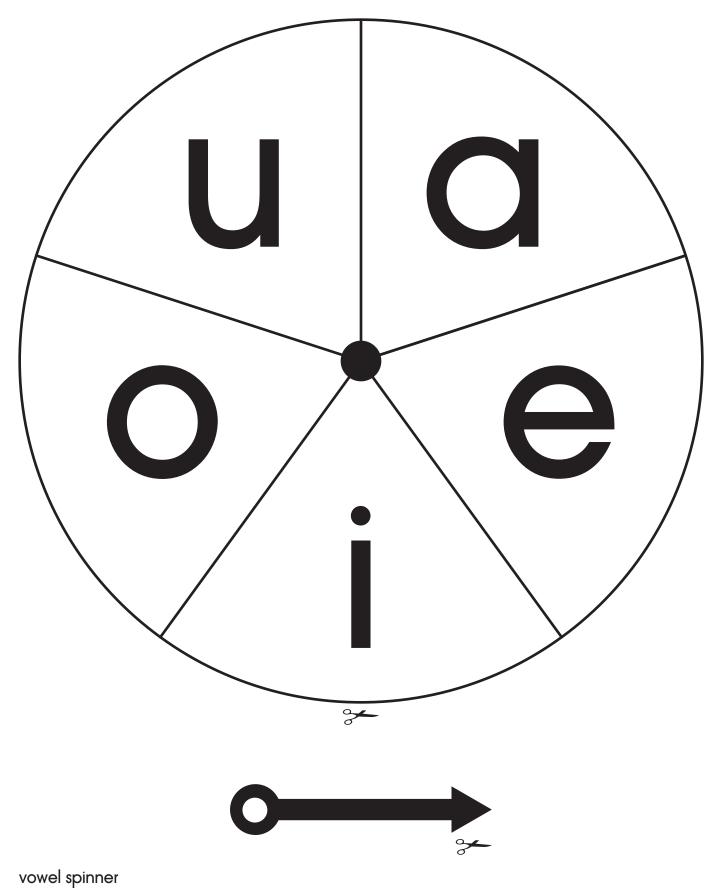
- 1. Place spinner at the center. Place picture cards face up in rows.
- 2. Taking turns, students spin the spinner, name the letter, and say its sound (e.g., "u, /u/").
- 3. Select picture card that has the same medial sound, name it, and say its medial sound (e.g., "duck, /u/"). If correct, keep the card. If not correct, return card to its original position.
- 4. Continue until all cards are used.
- 5. Peer evaluation





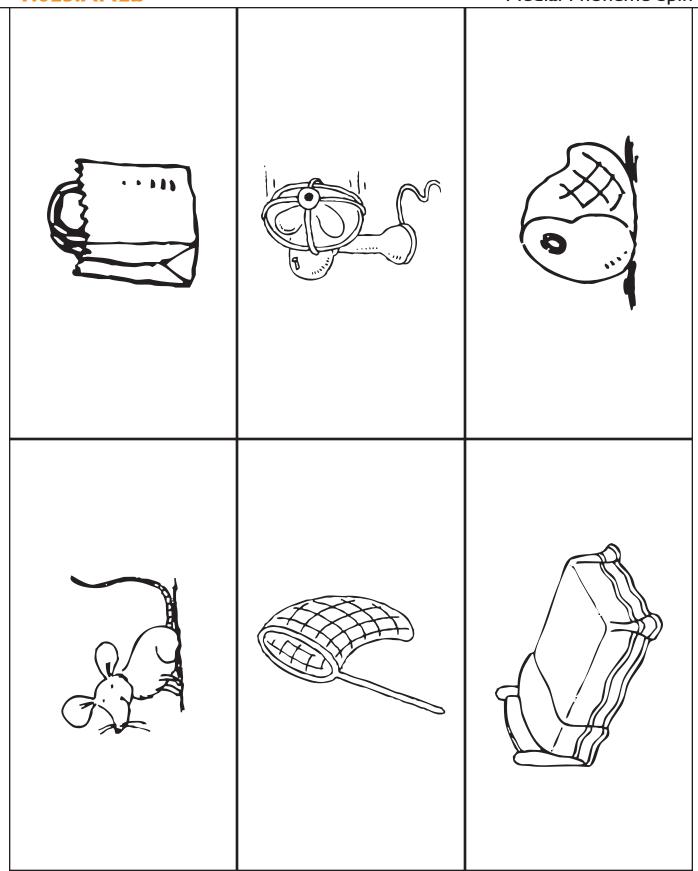
Extensions and Adaptations

- Make another spinner (Activity Master P.023.AM3) for use with initial or final sounds.
- Use long vowels as target letters.



P.023.AM2a

Medial Phoneme Spin

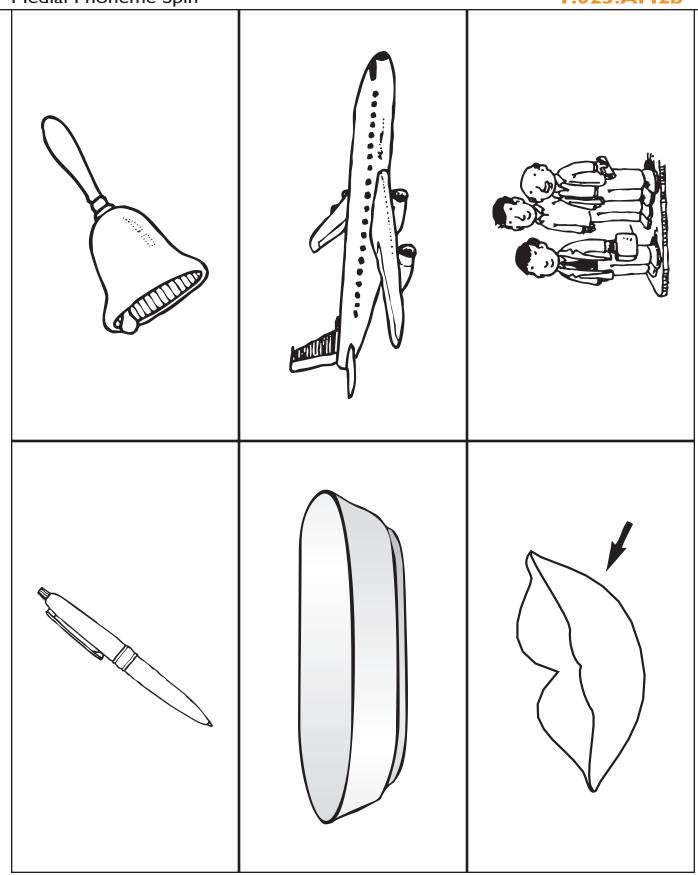


medial sound picture cards: bag, fan, ham, rat, net, bed



Medial Phoneme Spin

P.023.AM2b

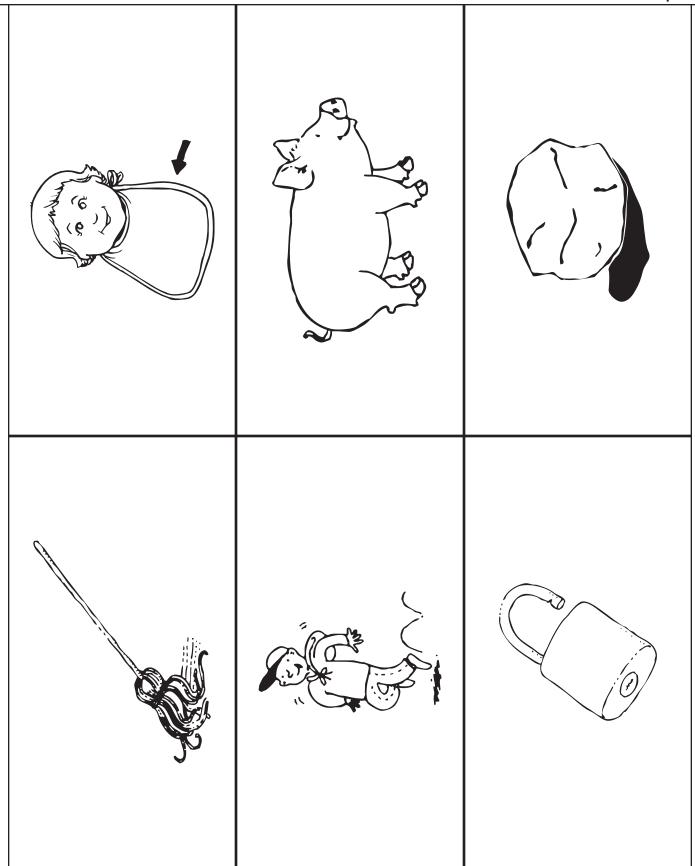


medial sound picture cards: bell, jet, men, pen, dish, lip



P.023.AM2c

Medial Phoneme Spin

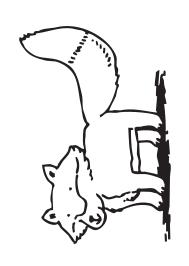


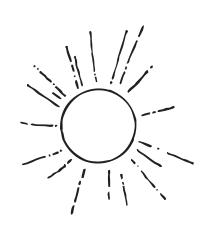
medial sound picture cards: bib, pig, rock, mop, hop, lock

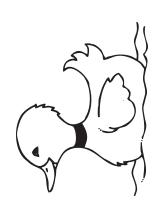


Medial Phoneme Spin

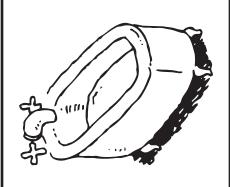
P.023.AM2d

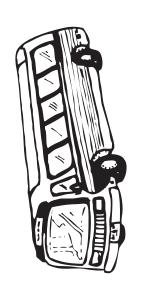












medial sound picture cards: fox, sun, duck, rug, tub, bus



