Rhyme

Matching Rhyme Time



The student will recognize rhyming words.

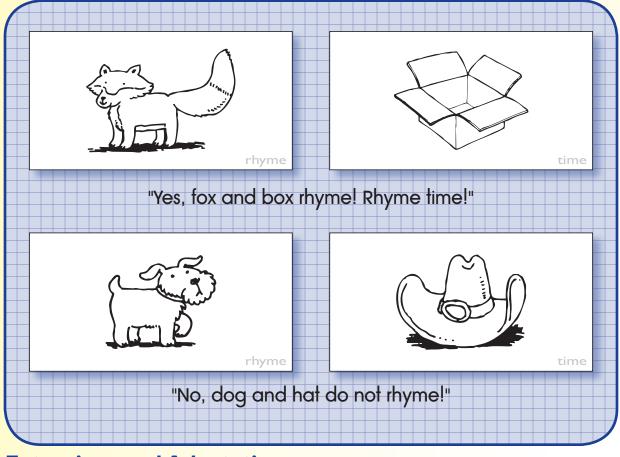


Rhyme and time picture cards (Activity Master PA.002.AM1a - PA.002.AM1f) Select target rhymes.

Activity

Students match rhyming picture cards.

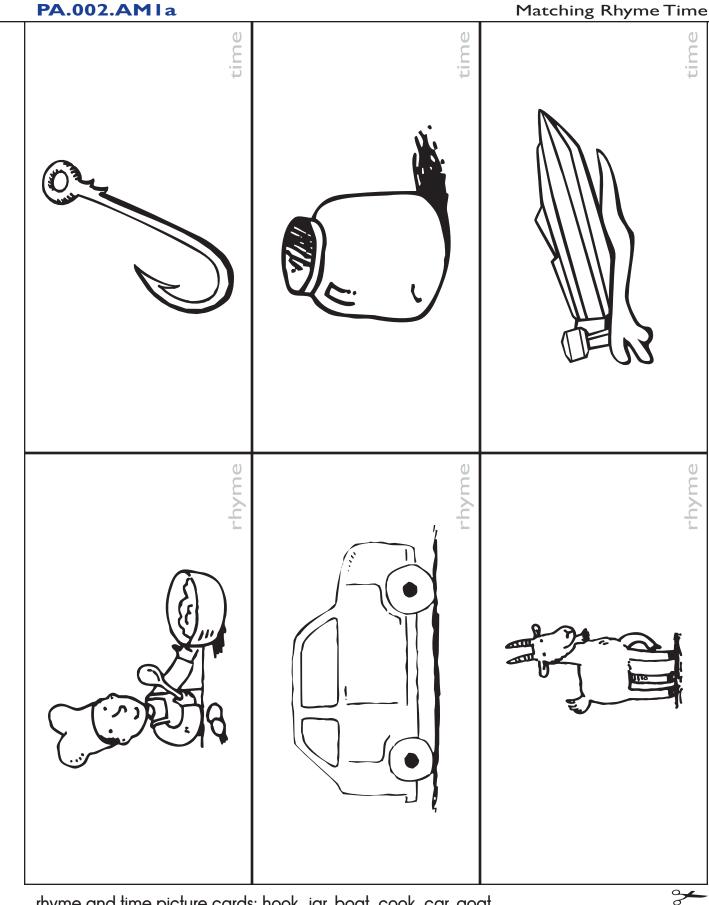
- 1. Separate and place the rhyme and time picture cards face down in two stacks on a flat surface.
- 2. Working in pairs, student one selectes the top card from each stack and names the pictures (e.g., "fox, box").
- 3. If a match is made, says "rhyme time" and keeps the pair. If a match is not made, returns the cards randomly to the appropriate stack and student two takes a turn.
- 4. Continue until all matches are made.
- 5. Peer evaluation



Extensions and Adaptations

- State a word or draw a picture that rhymes with the match.
- Match words with the same initial sound.

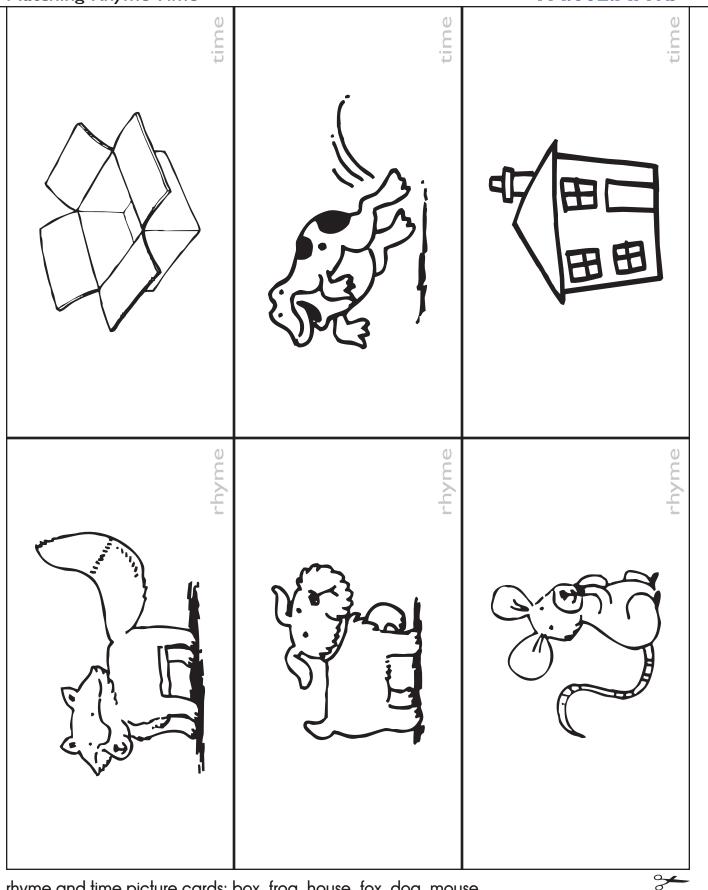
PA.002



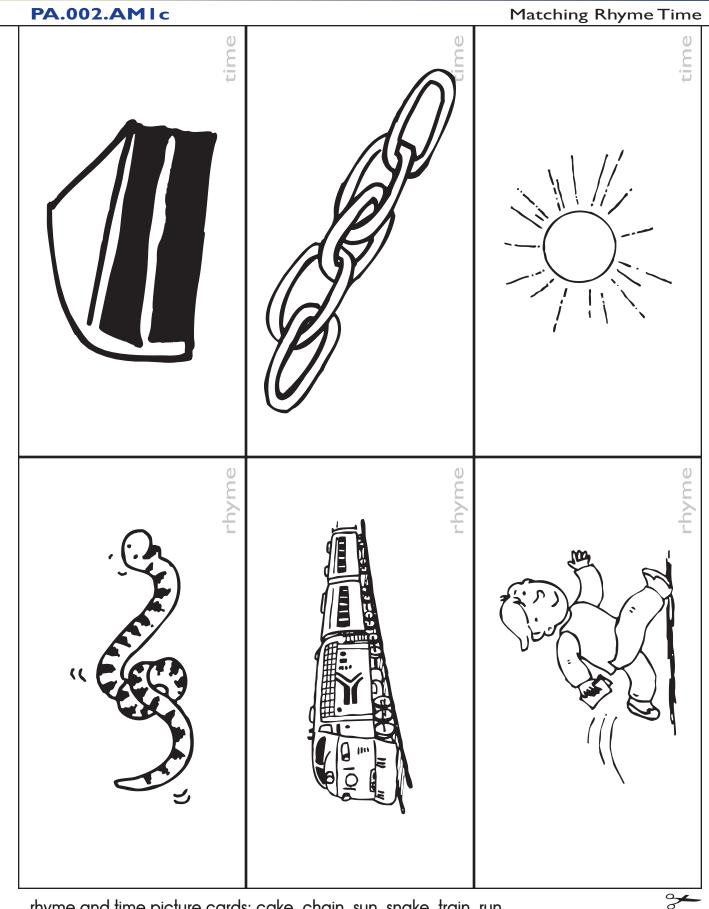
rhyme and time picture cards: hook, jar, boat, cook, car, goat

Matching Rhyme Time

PA.002.AMIb



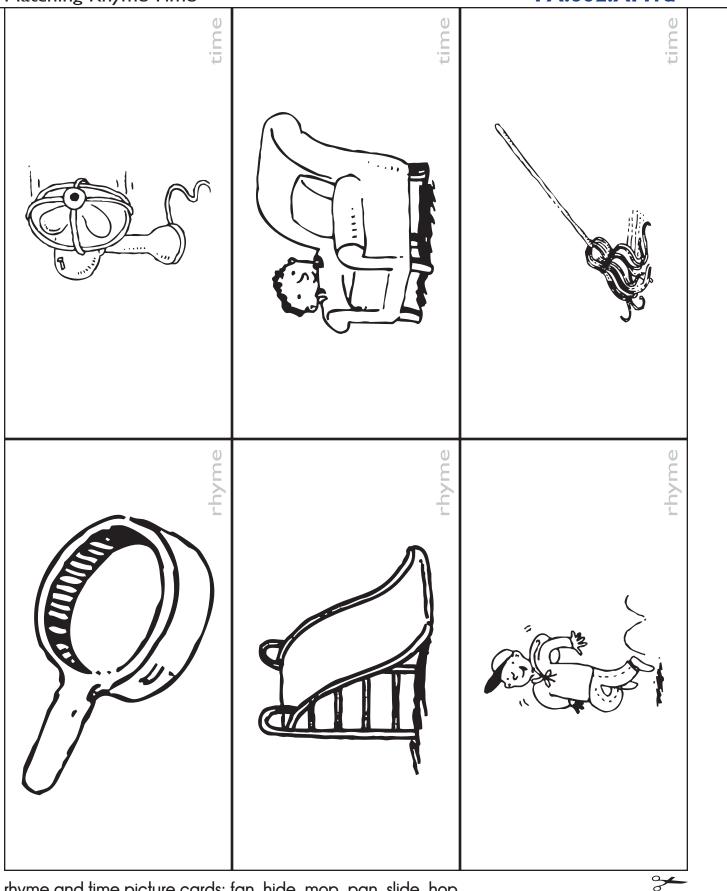
rhyme and time picture cards: box, frog, house, fox, dog, mouse



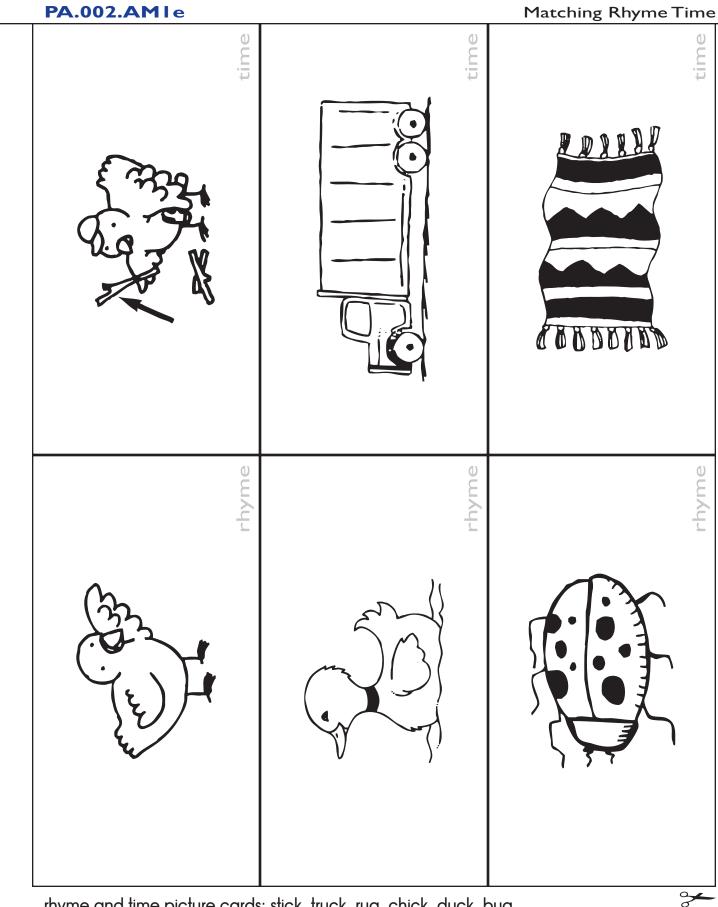
rhyme and time picture cards: cake, chain, sun, snake, train, run

Matching Rhyme Time

PA.002.AMId



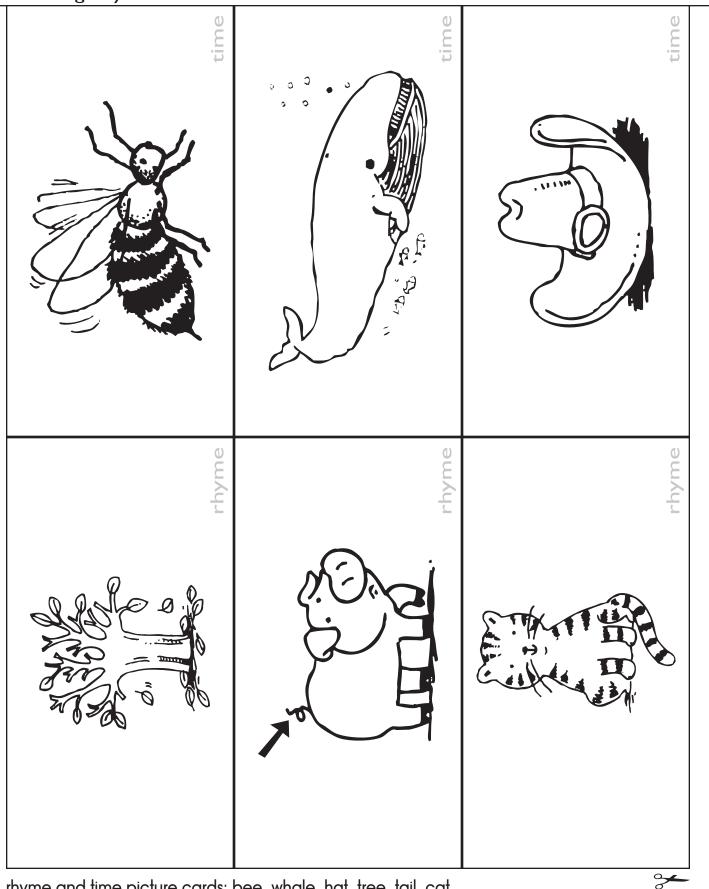
rhyme and time picture cards: fan, hide, mop, pan, slide, hop



rhyme and time picture cards: stick, truck, rug, chick, duck, bug

Matching Rhyme Time

PA.002.AMIf



rhyme and time picture cards: bee, whale, hat, tree, tail, cat



Rhyme

Rhyming A-LOT-OH!

Objective

The student will recognize rhyming words.

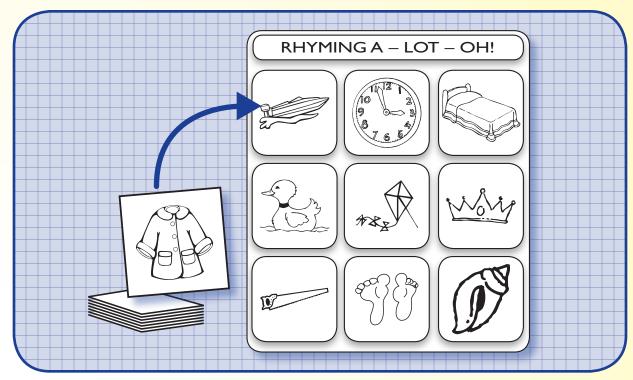
Materials

- Rhyming A-LOT-OH! boards (Activity Master PA.003.AM1a PA.003.AM1f) Copy on card stock, cut out, and laminate.
- Rhyming picture cards (Activity Master PA.003.AM2a PA.003.AM2c)

Activity

Students match rhyming picture cards to picture boards.

- 1. Provide each student with a different Rhyming A-LOT-OH! board. Place rhyming picture cards face down in a stack.
- 2. Taking turns, student one selects the top picture card from the stack, names it (e.g., "coat") and looks on his rhyming board for a match (i.e., boat).
- 3. If there is a match, says the rhyming word and places the picture on top of the picture on the board. If there is no match, or if the rhyming picture is already covered, returns the picture card to the bottom of the stack.
- 4. Continue until a student matches all of the pictures on a page or until all the cards in the stack are used.
- 5. Peer evaluation



Extensions and Adaptations

- Exchange rhyming boards and play again.
- Play using other picture cards.

Rhyming A-LOT-OH!

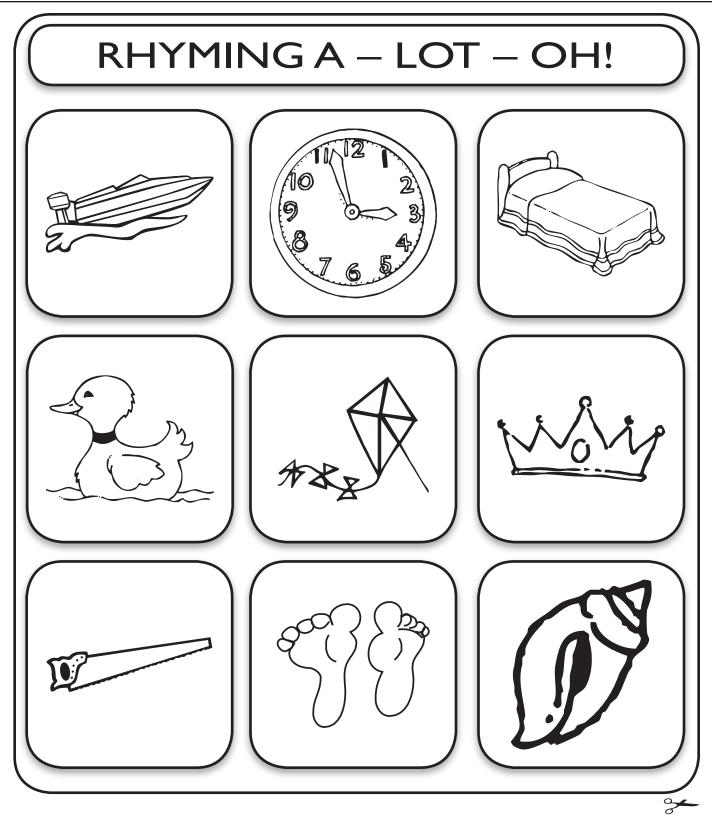
PA.003.AMIa



rhyming a-lot-oh! board: goat, cab, chair, lock, gum, horn, soap, map, moose

PA.003.AMIb

Rhyming A-LOT-OH!



rhyming a-lot-oh! board: boat, clock, bed, duck, kite, crown, saw, feet, shell

Rhyming A-LOT-OH!

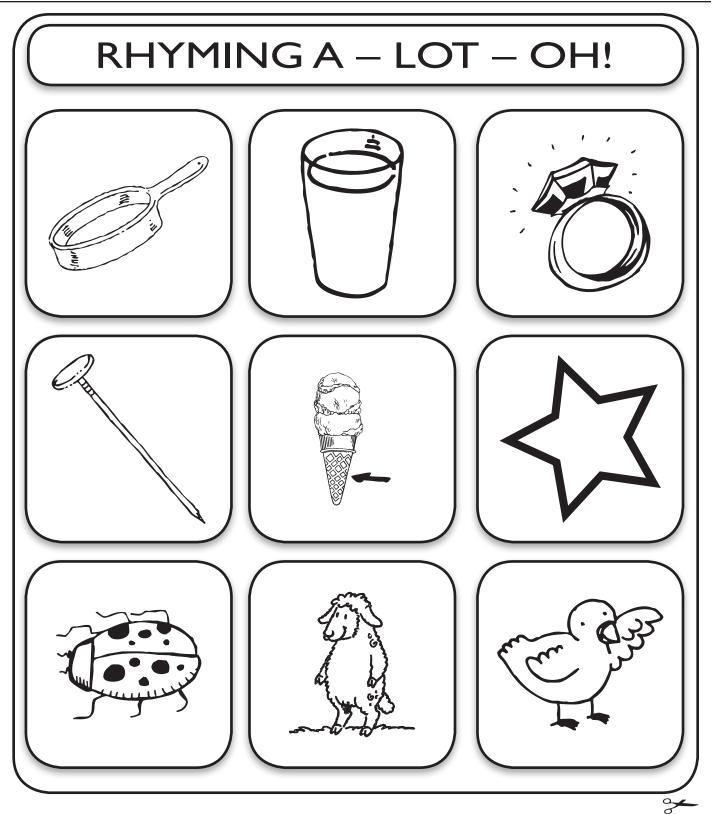
PA.003.AMIc



rhyming a-lot-oh! board: fan, skate, swing, dock, bib, mice, pig, vest, gold

PA.003.AMId

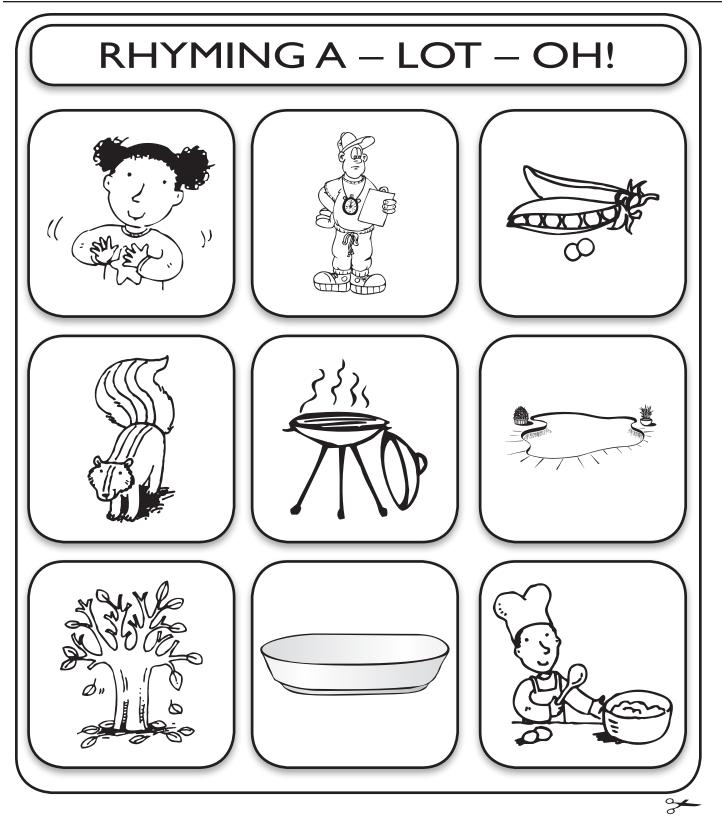
Rhyming A-LOT-OH!



rhyming a-lot-oh! board: pan, glass, ring, nail, cone, star, bug, sheep, chick

Rhyming A-LOT-OH!

PA.003.AMIe



rhyming a-lot-oh! board: clap, coach, pea, skunk, grill, pool, tree, dish, cook

PA.003.AMIf

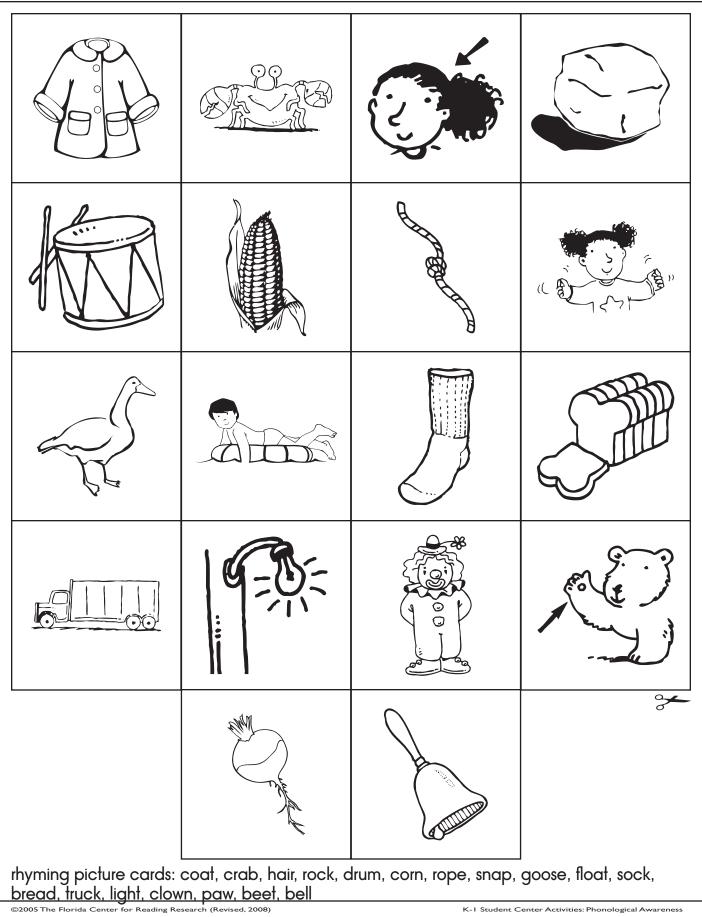
Rhyming A-LOT-OH!



rhyming a-lot-oh! board: mail, rain, rose, bride, top, frog, sink, fin, lamp

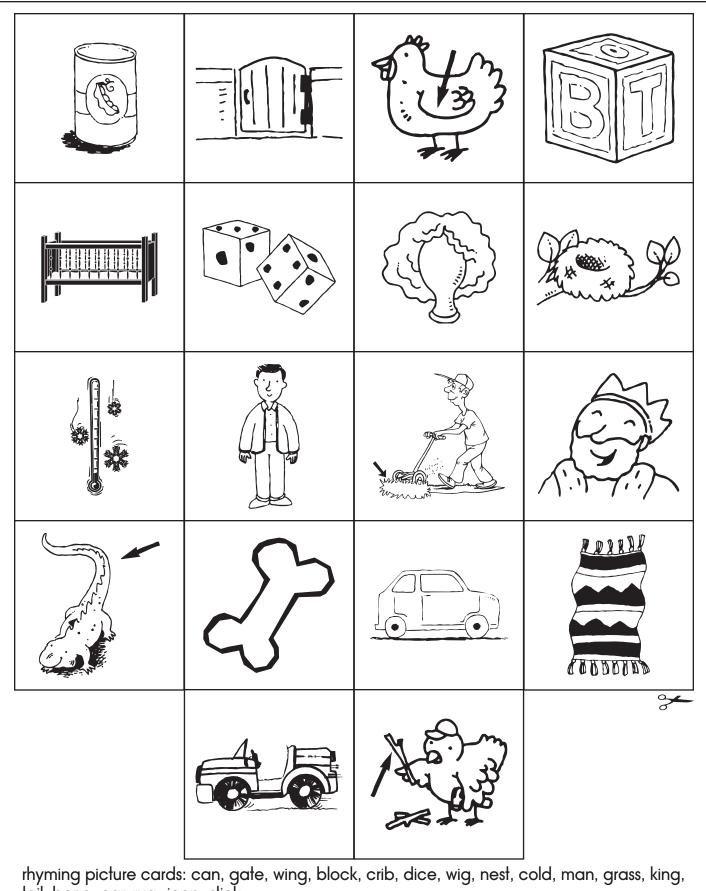
Rhyming A-LOT-OH!

PA.003.AM2a



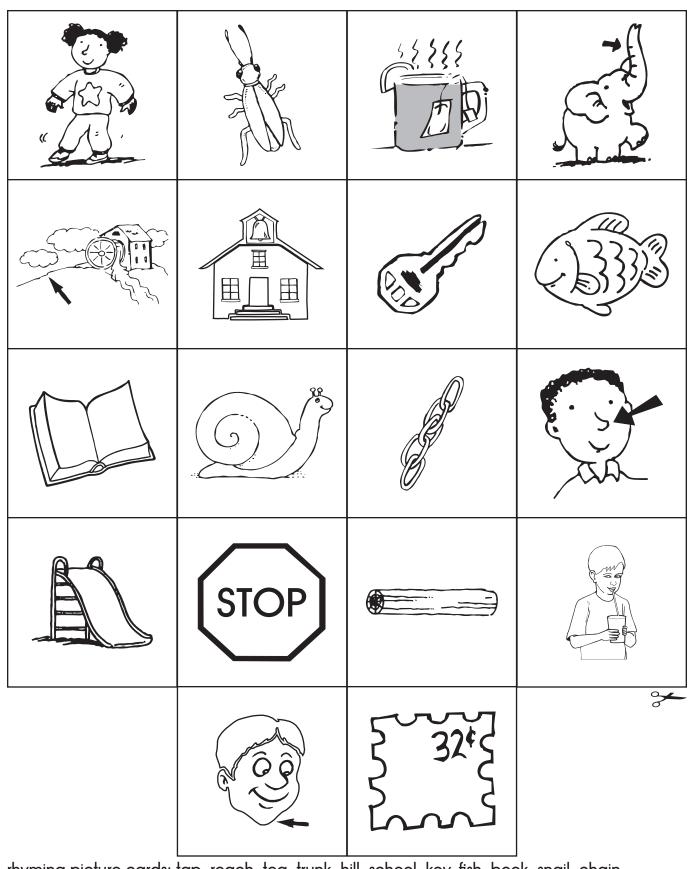
PA.003.AM2b

Rhyming A-LOT-OH!



Rhyming A-LOT-OH!

PA.003.AM2c



rhyming picture cards: tap, roach, tea, trunk, hill, school, key, fish, book, snail, chain, nose, slide, stop, log, drink, chin, stamp



Rhyme Pocket Rhymes

Objective

The student will recognize rhyming words.

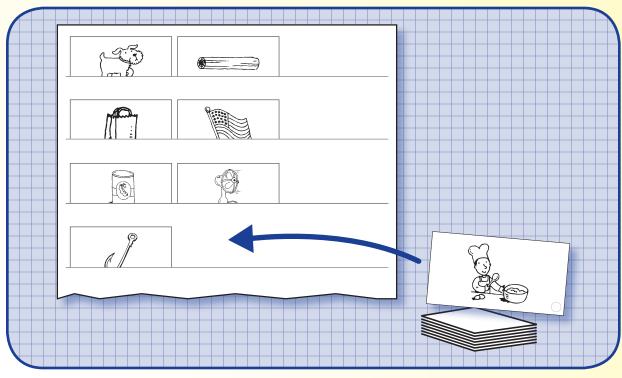


- Pocket chart
- Rhyming picture cards (Activity Master PA.004.AM1a PA.004.AM1g) Separate into two sets by the circle and triangle icons on the cards.
- Bag Place circle set in the bag.

Activity

Students match rhyming picture cards on a pocket chart.

- 1. Place the bag containing the circle set of rhyming picture cards next to the pocket chart. Display the triangle set of rhyming picture cards on the pocket chart.
- 2. Taking turns, student one selects a card from the bag, names the picture (e.g., "cook"), and looks for the rhyming match on the pocket chart.
- 3. Places it next to the rhyming picture on the pocket chart and names both pictures (i.e., "cook, hook").
- 4. Reverse roles and continue until all matches are made.
- 5. Peer evaluation

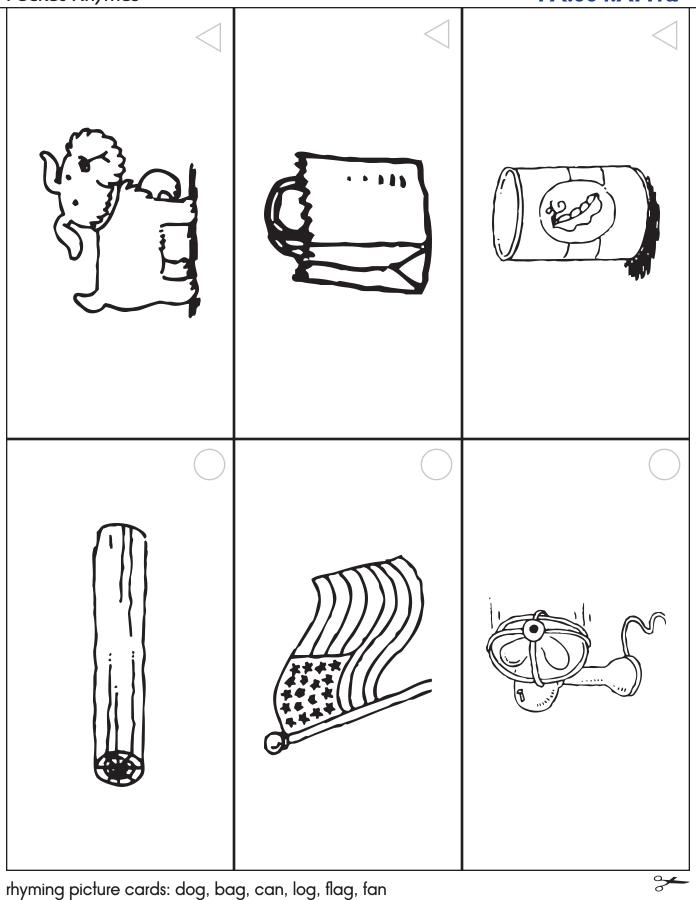


Extensions and Adaptations

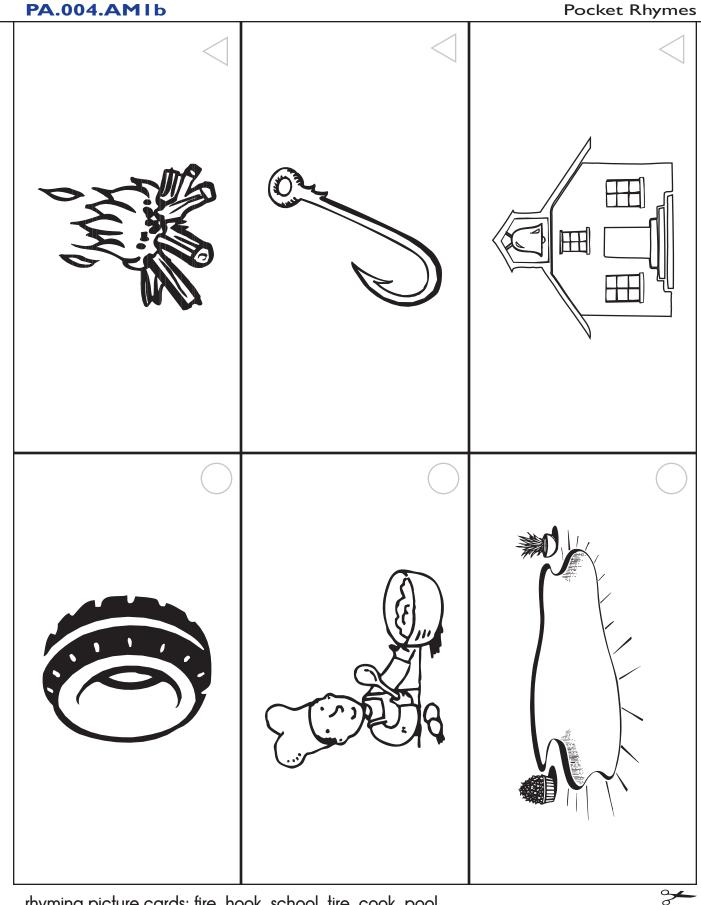
- Segment the onset and rime of matching pairs (e.g., /d/ /og/ and /l/ /og/).
- Sort pictures by initial sound.

Pocket Rhymes

PA.004.AMIa



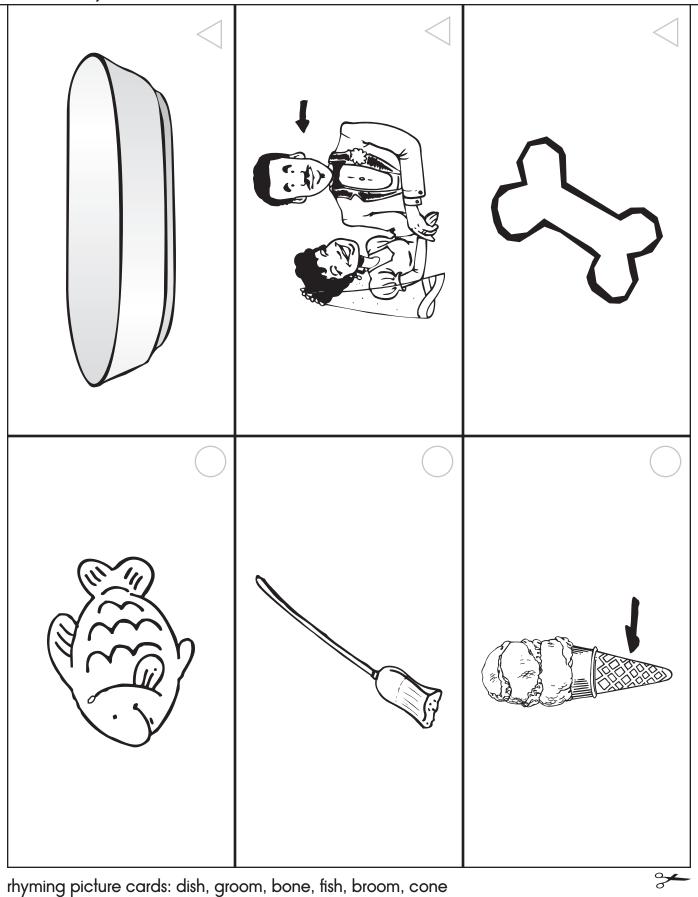
©2005 The Florida Center for Reading Research (Revised, 2008)



rhyming picture cards: fire, hook, school, tire, cook, pool

Pocket Rhymes

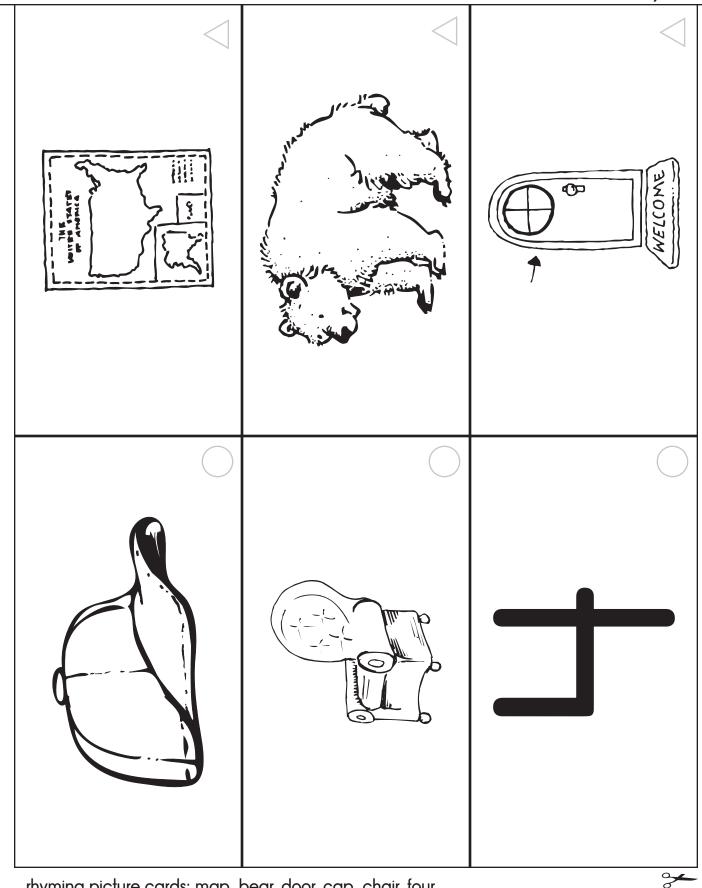
PA.004.AMIc



©2005 The Florida Center for Reading Research (Revised, 2008)

PA.004.AMId

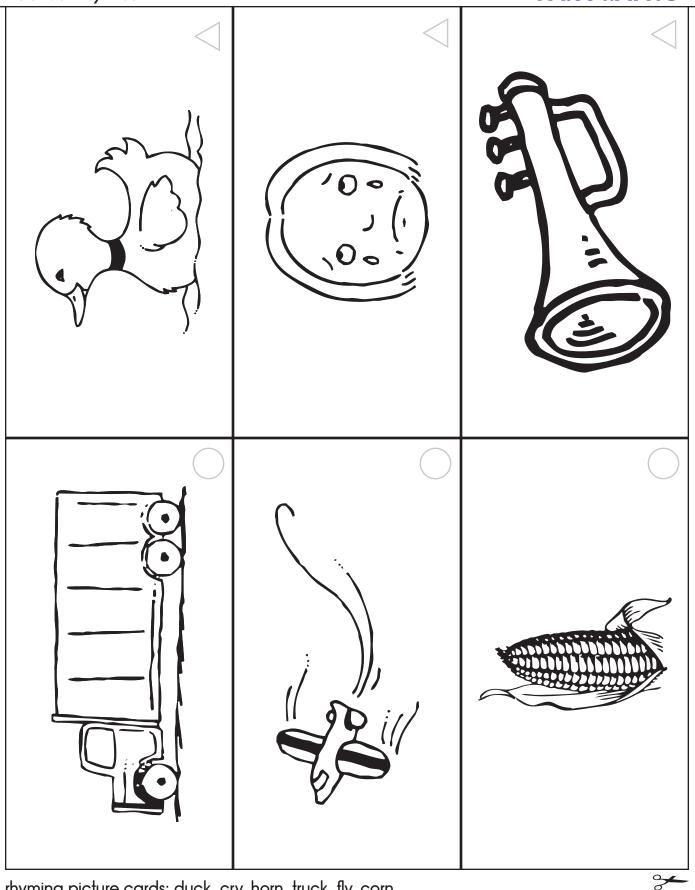
Pocket Rhymes



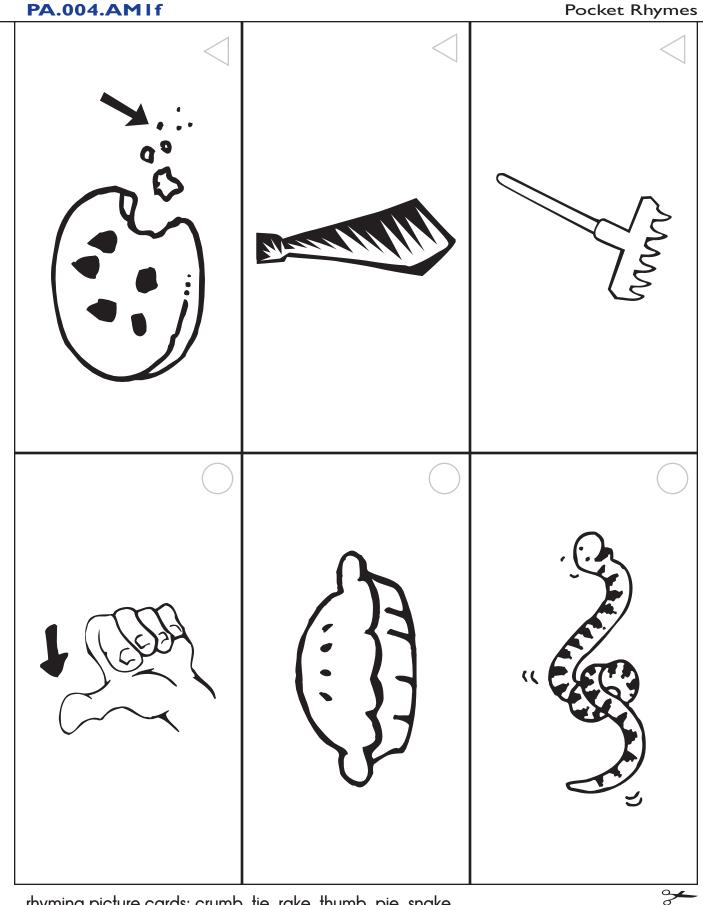
rhyming picture cards: map, bear, door, cap, chair, four

Pocket Rhymes

PA.004.AMIe



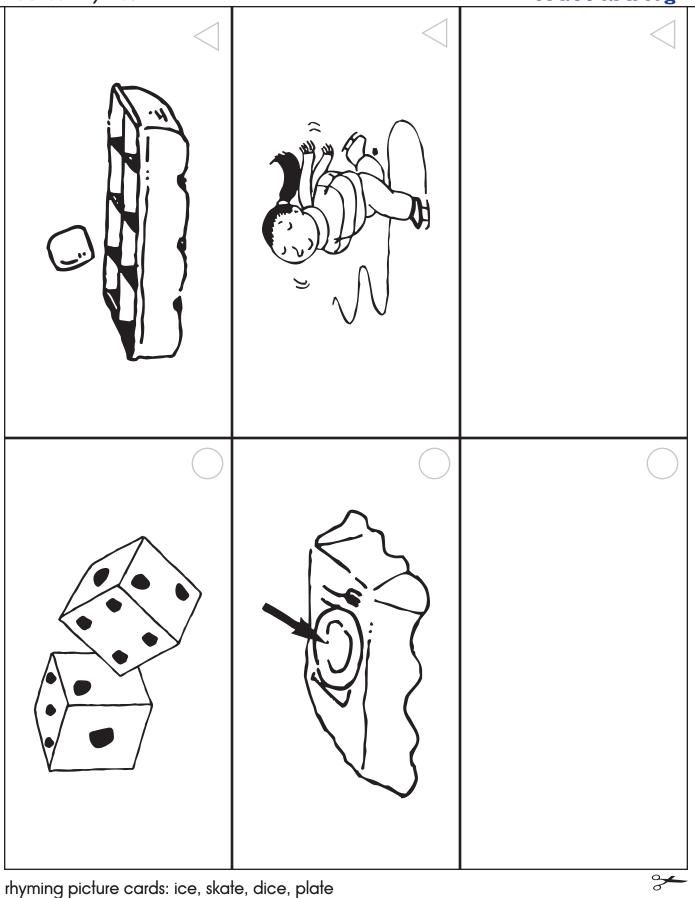
rhyming picture cards: duck, cry, horn, truck, fly, corn



rhyming picture cards: crumb, tie, rake, thumb, pie, snake

Pocket Rhymes

PA.004.AMIg





Rhyme

Rhyme Closed Sort

Objective

The student will recognize rhyming words.

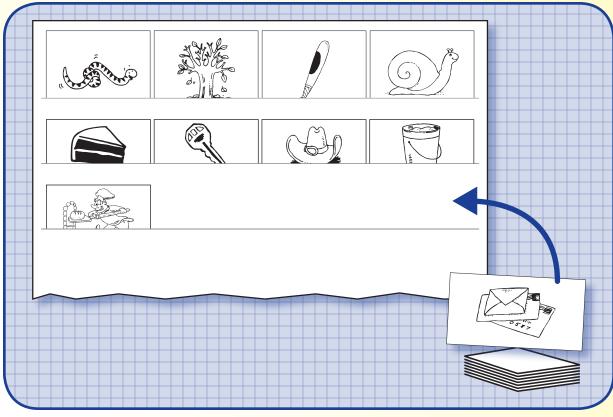
Materials

- Pocket chart
- Rhyming picture header cards (Activity Master PA.005.AM1)
- Rhyming picture cards (Activity Master PA.005.AM2a PA.005.AM2d)

Activity

Students sort rhyming picture cards on a pocket chart.

- 1. Place the four rhyming picture header cards across the top row of the pocket chart. Place the rhyming picture cards face down in a stack.
- 2. Taking turns, students select the top card from the stack, name the picture (e.g., "mail"), and look for the rhyme match on the pocket chart.
- 3. Place the card in the correct column. Name all of the pictures in that column (i.e., "snail, pail, mail").
- 4. Continue until all cards are sorted.
- 5. Peer evaluation

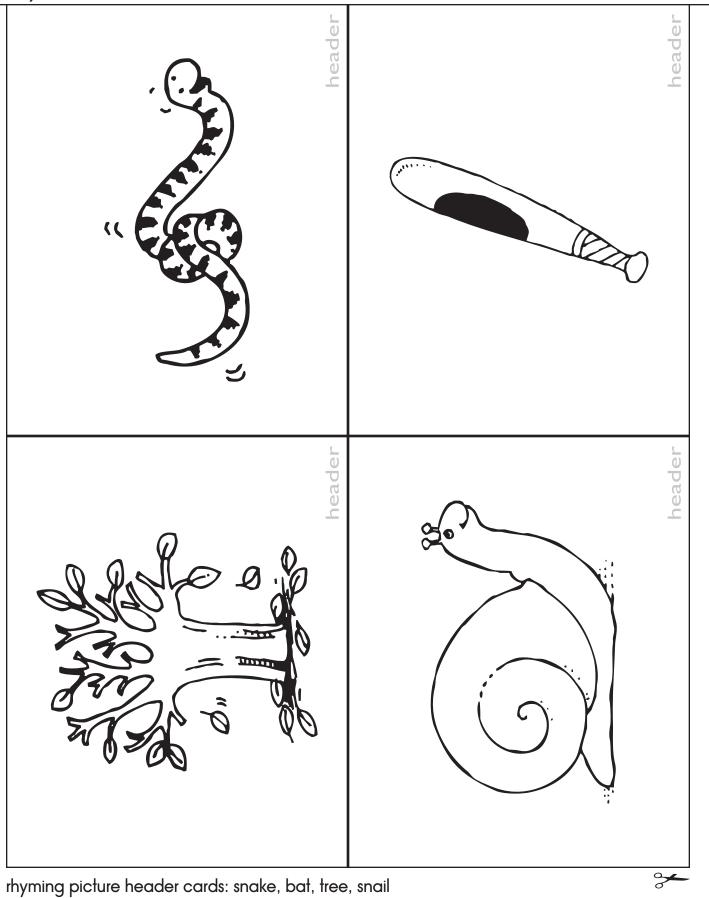


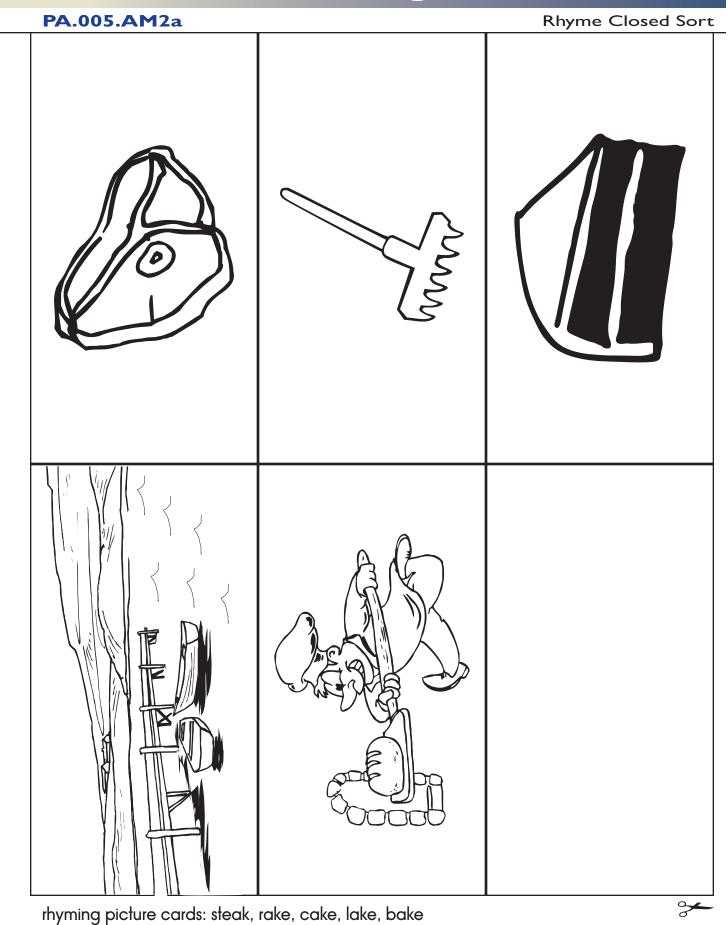
Extensions and Adaptations

- Play using other rhyming pictures (Activity Master PA.005.AM3a PA.005.AM3d).
- Complete closed sort using initial sound picture cards (Activity Master PA.005.AM4a -PA.005.AM4d).

Rhyme Closed Sort



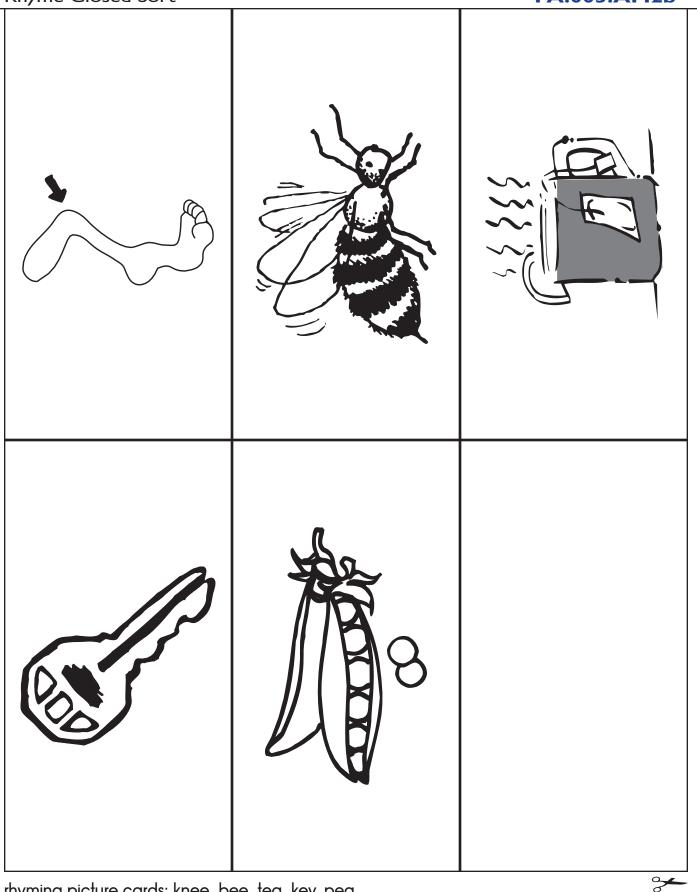




K-I Student Center Activities: Phonological Awareness

Rhyme Closed Sort

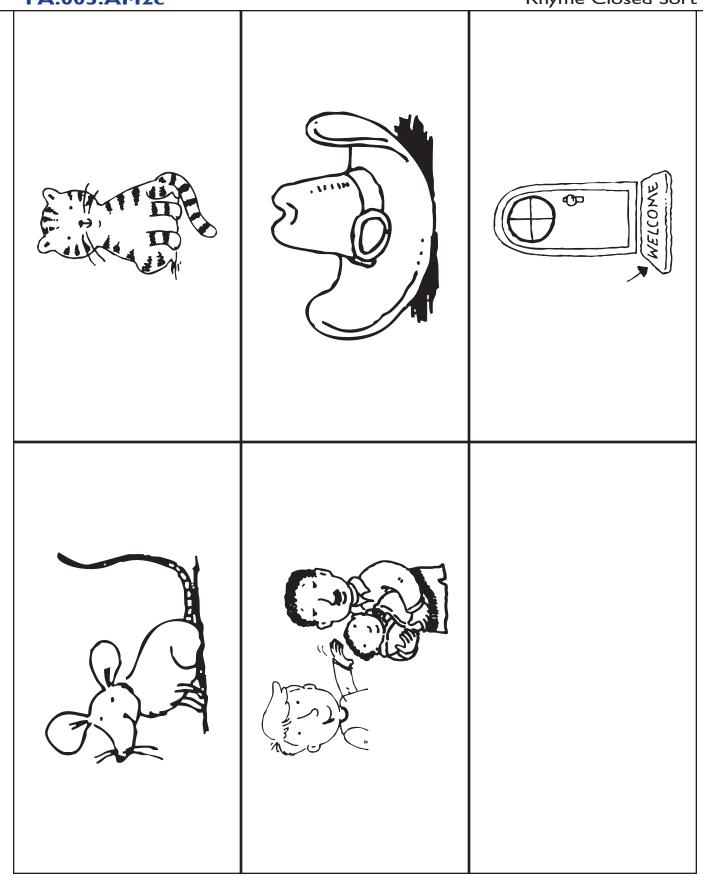
PA.005.AM2b



rhyming picture cards: knee, bee, tea, key, pea

PA.005.AM2c

Rhyme Closed Sort

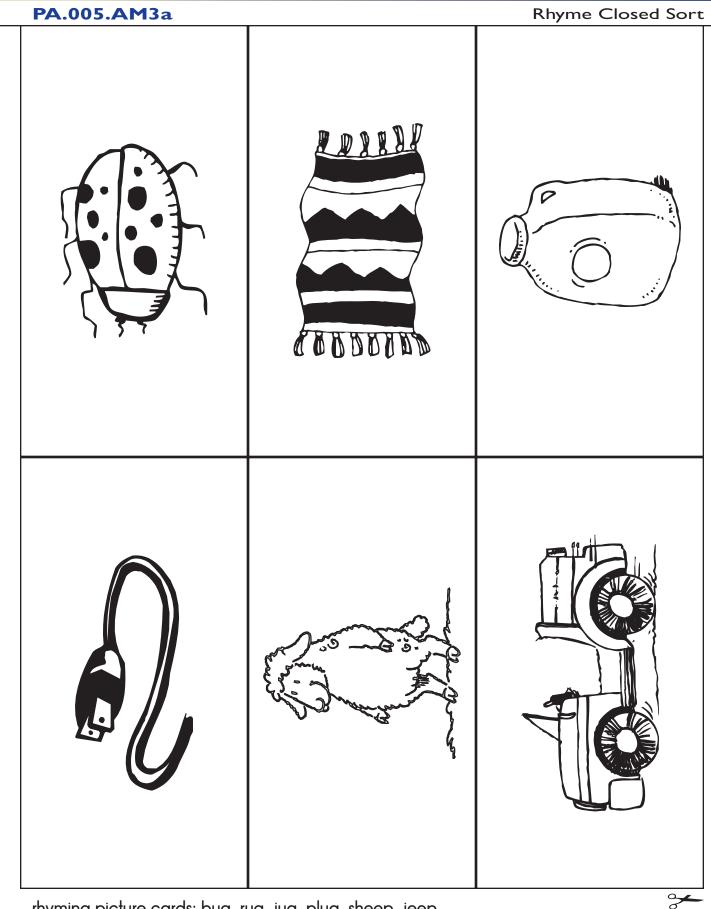


rhyming picture cards: cat, hat, mat, rat, pat

S

Rhyme Closed Sort PA.005.AM2d يىتى 111 S

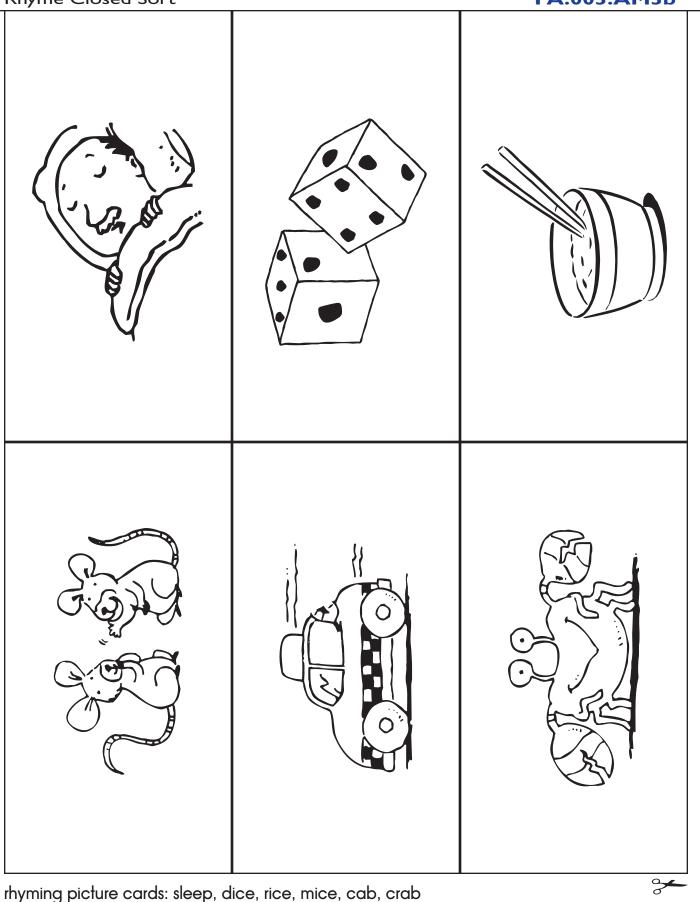
rhyming picture cards: nail, pail, tail, sail, mail



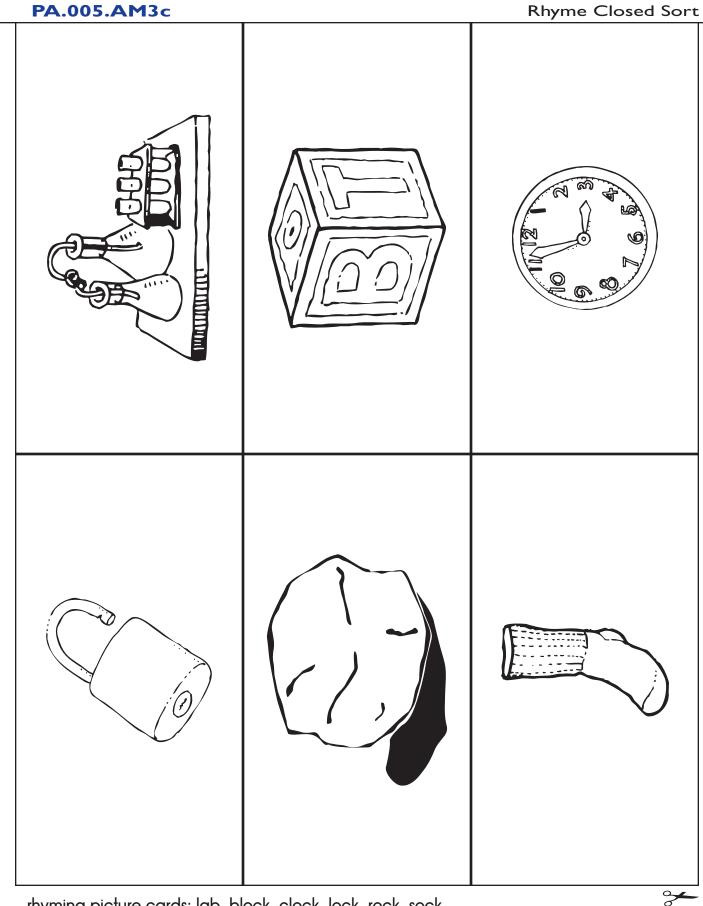
rhyming picture cards: bug, rug, jug, plug, sheep, jeep

Rhyme Closed Sort

PA.005.AM3b



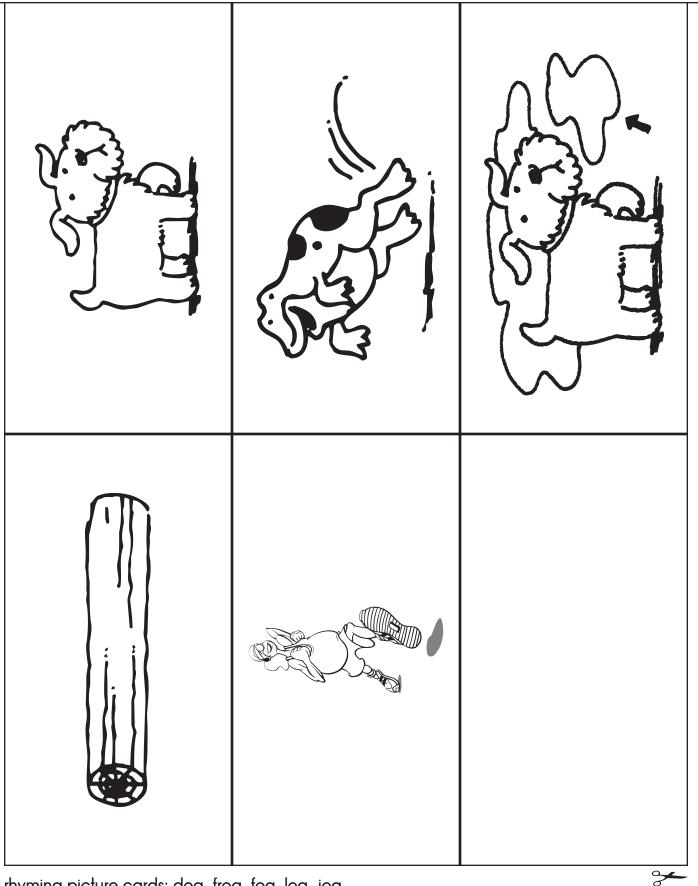
©2005 The Florida Center for Reading Research (Revised, 2008)



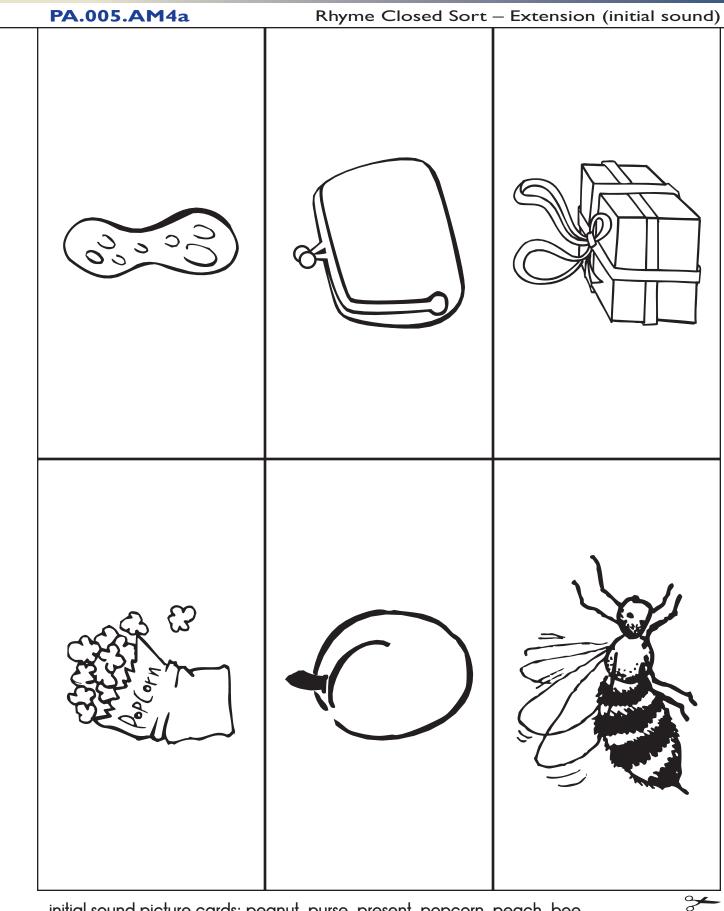
rhyming picture cards: lab, block, clock, lock, rock, sock

Rhyme Closed Sort

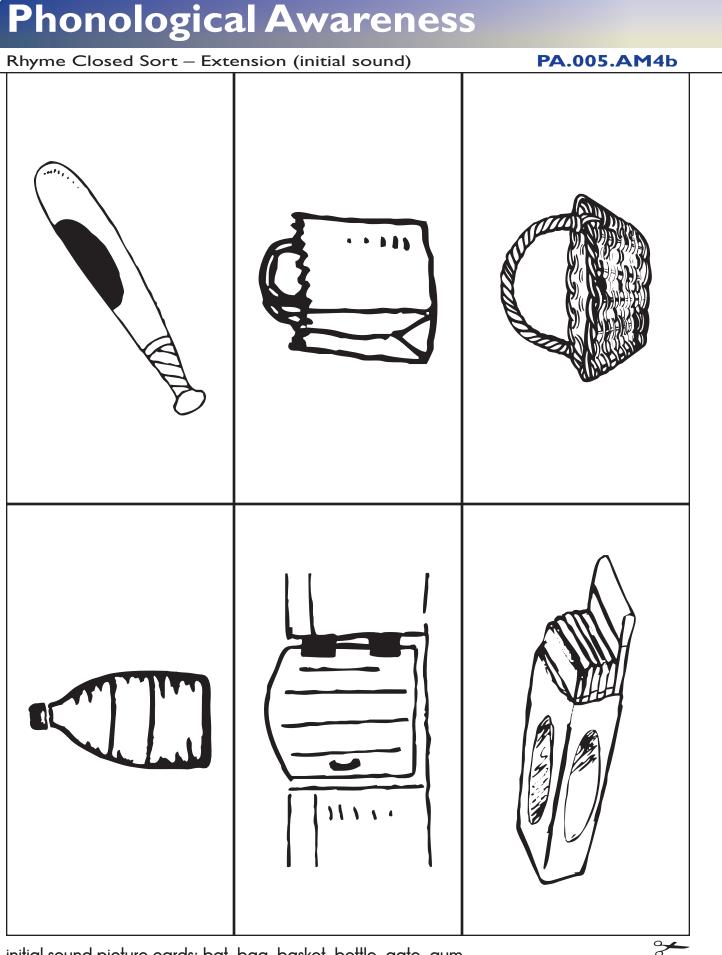
PA.005.AM3d



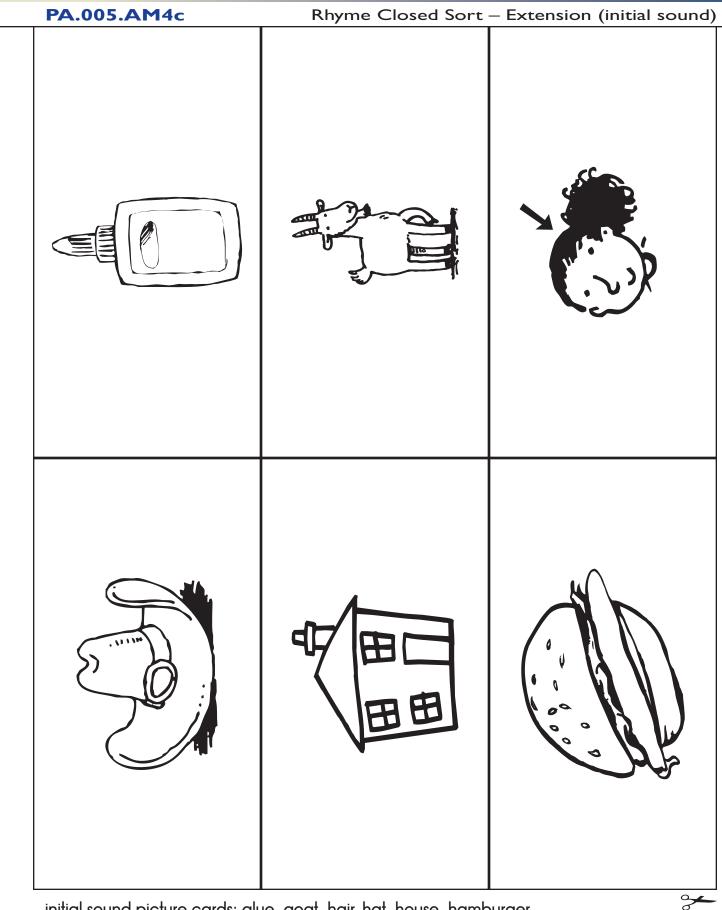
rhyming picture cards: dog, frog, fog, log, jog



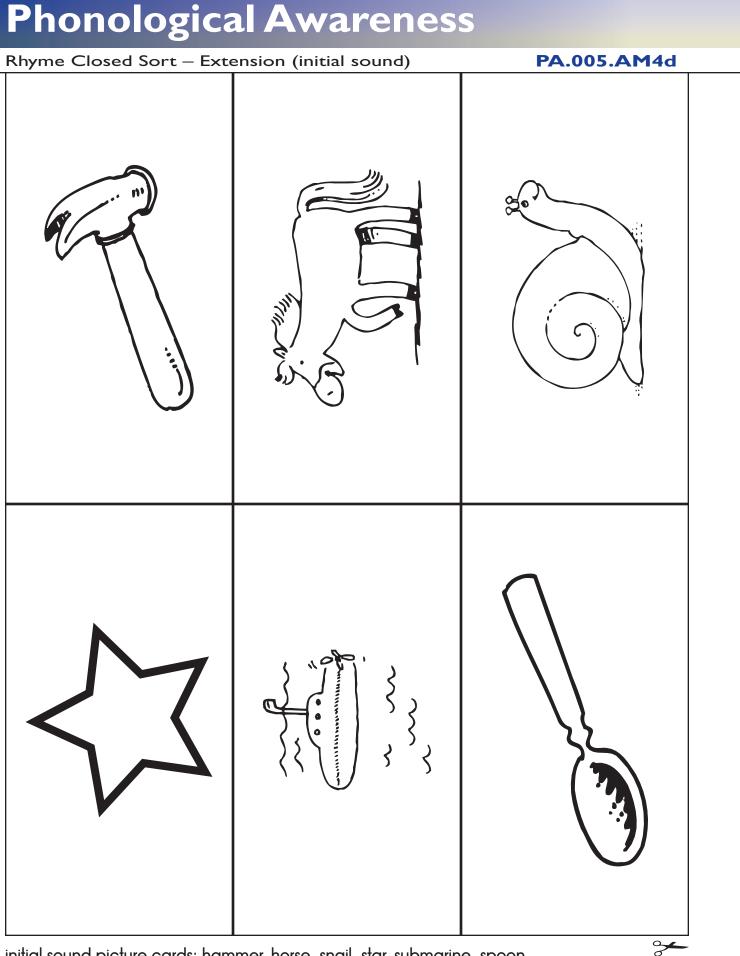
initial sound picture cards: peanut, purse, present, popcorn, peach, bee



initial sound picture cards: bat, bag, basket, bottle, gate, gum



initial sound picture cards: glue, goat, hair, hat, house, hamburger



initial sound picture cards: hammer, horse, snail, star, submarine, spoon



PA.006

Rhyme

Rhyme Pie

Objective

The student will recognize rhyming words.

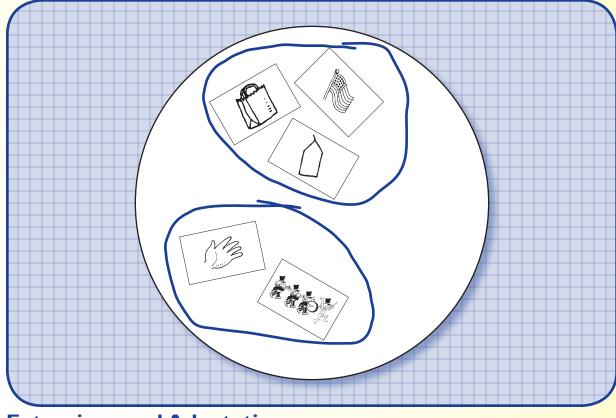
Materials

- Rhyming picture cards (Activity Master PA.006.AM1a PA.006.AM1c)
- Paper plates or construction paper circles
- Scissors
- Glue
- Markers

Activity

Students group picture cards into rhyming sets.

- 1. Provide the student with the rhyming picture card pages, paper plates, scissors, glue, and a marker.
- 2. The student cuts out the pictures.
- 3. Groups rhyming pictures and glues in sets on paper plates.
- 4. Circles the matching rhyming picture sets.
- 5. Teacher evaluation

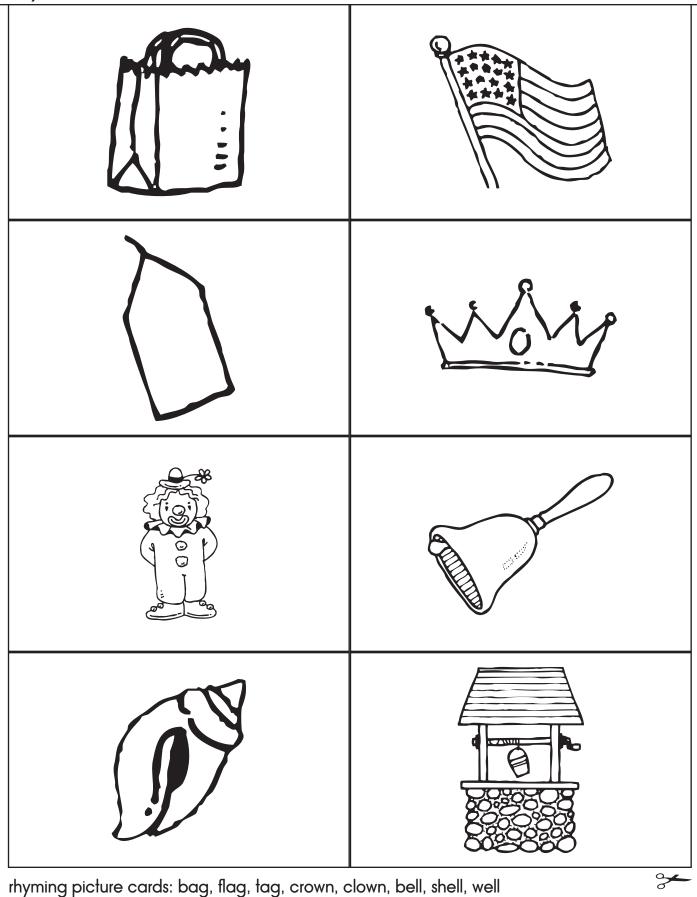


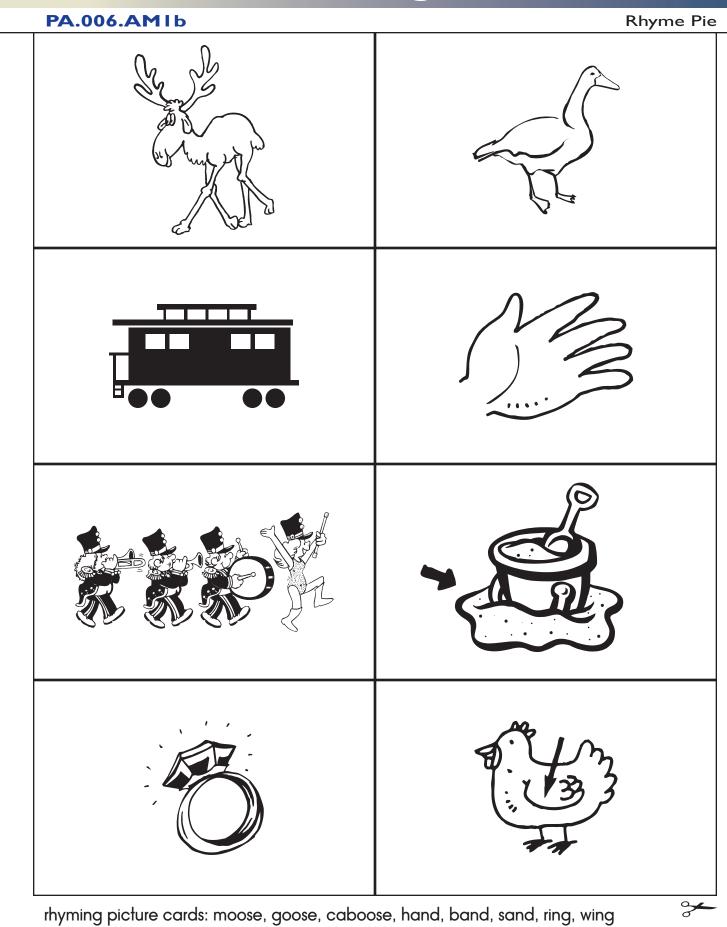
Extensions and Adaptations

- Use rhyming pictures from print media.
- Draw objects that rhyme.

Rhyme Pie

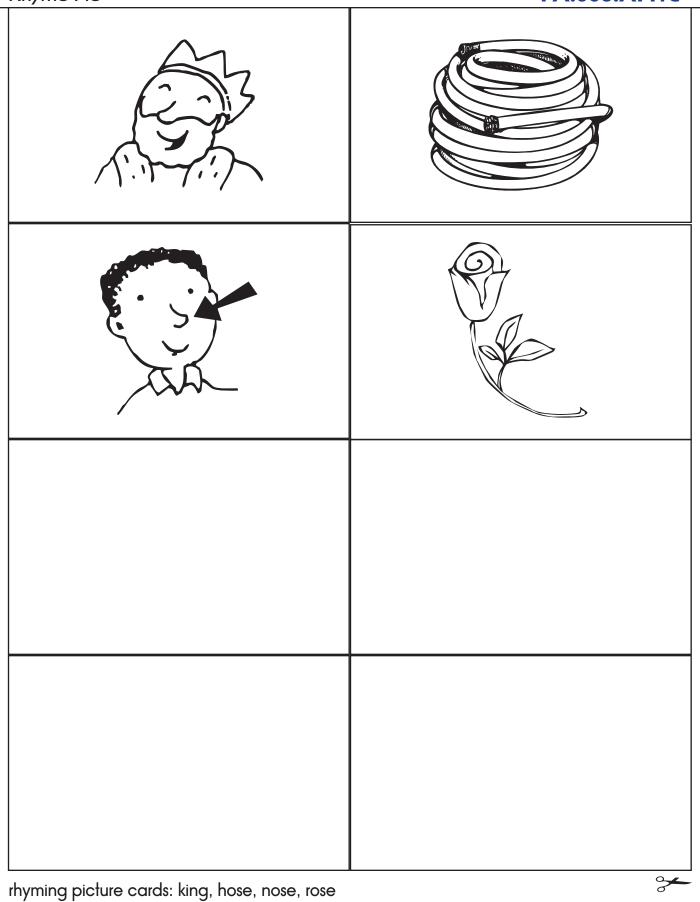
PA.006.AMIa





Rhyme Pie

PA.006.AMIc



©2005 The Florida Center for Reading Research (Revised, 2008)



PA.007

Rhyme

Rhyme Memory Match

Objective

The student will recognize rhyming words.

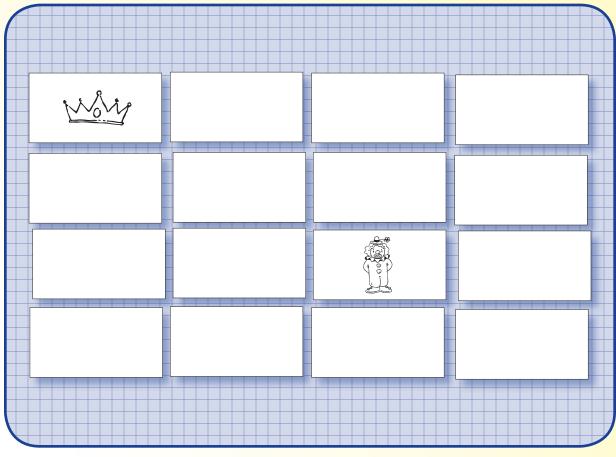


Rhyming picture cards (Activity Master PA.007.AM1a - PA.007.AM1g) Select target rhymes.

Activity

Students match rhyming pairs of picture cards.

- 1. Place the rhyming picture cards face down in rows.
- 2. Taking turns, students select two cards, name the picture on each (e.g., "crown, clown"), and determine if there is a match.
- 3. If there is a match, pick up the cards and place to the side. If cards do not match, return them to their original positions.
- 4. Continue until all rhyming pairs are made.
- 5. Peer evaluation

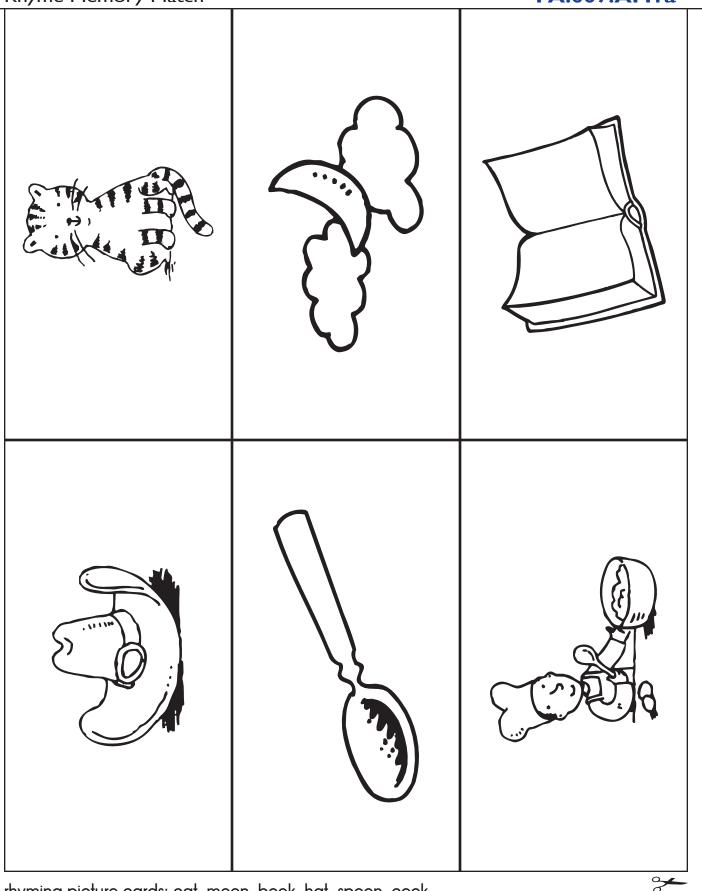


Extensions and Adaptations:

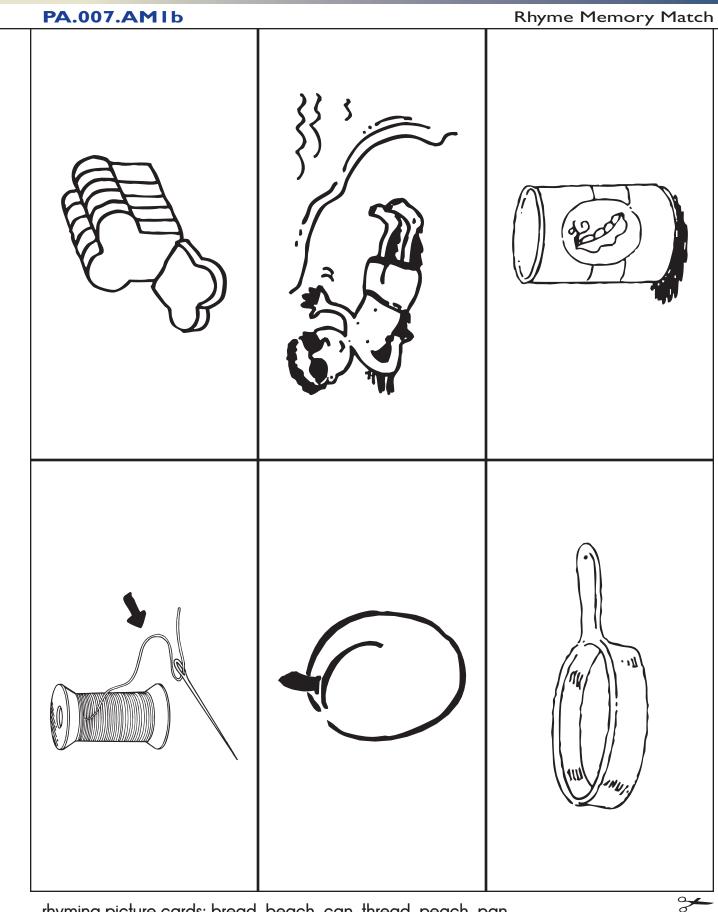
- Sort cards on a pocket chart and review rhyming pairs.
- Play using initial sound picture cards (Activity Master PA.007.AM2a PA.007.AM2e).

Rhyme Memory Match

PA.007.AMIa



rhyming picture cards: cat, moon, book, hat, spoon, cook

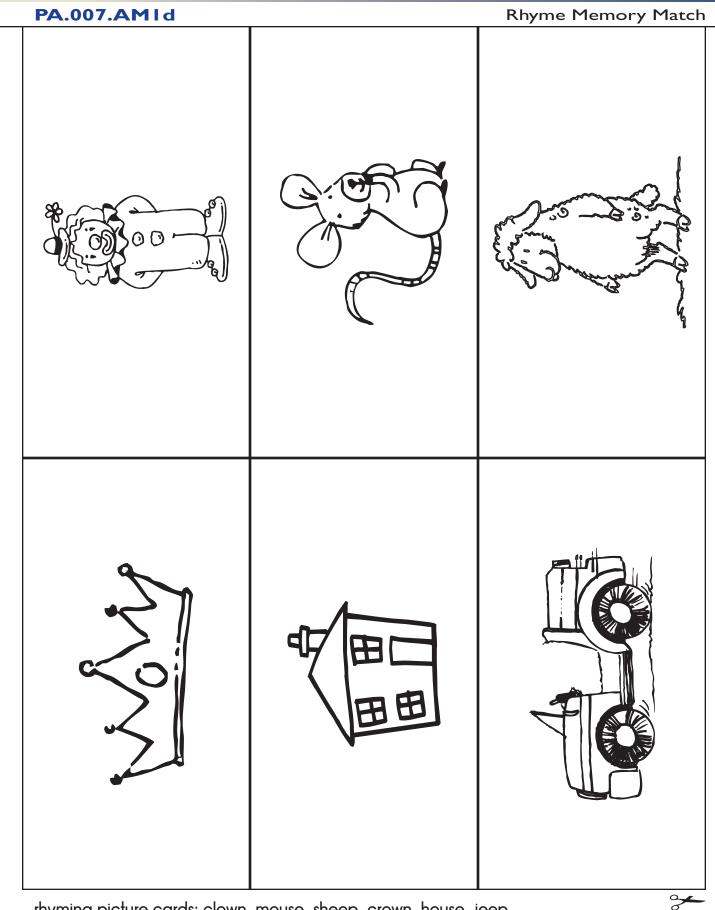


rhyming picture cards: bread, beach, can, thread, peach, pan

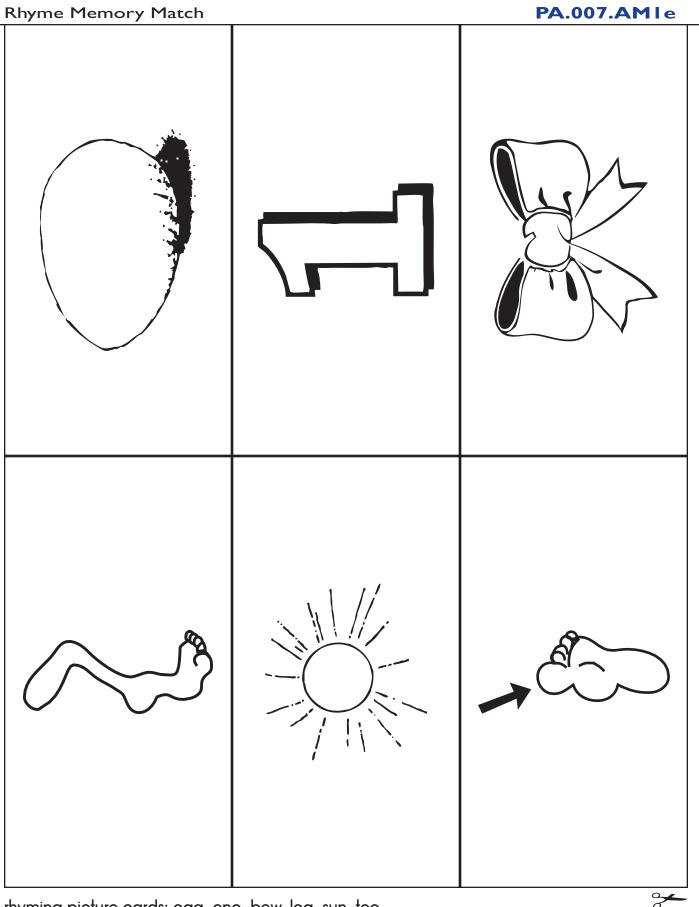
Rhyme Memory Match **PA.007.AMIc**

rhyming picture cards: bee, star, sock, knee, car, lock

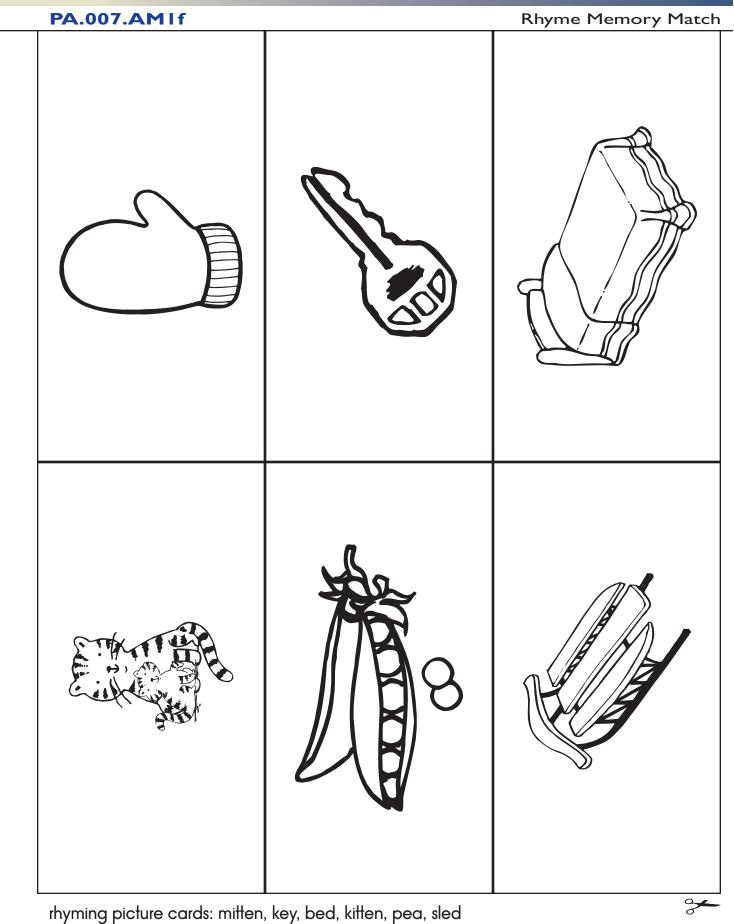
S



rhyming picture cards: clown, mouse, sheep, crown, house, jeep



rhyming picture cards: egg, one, bow, leg, sun, toe

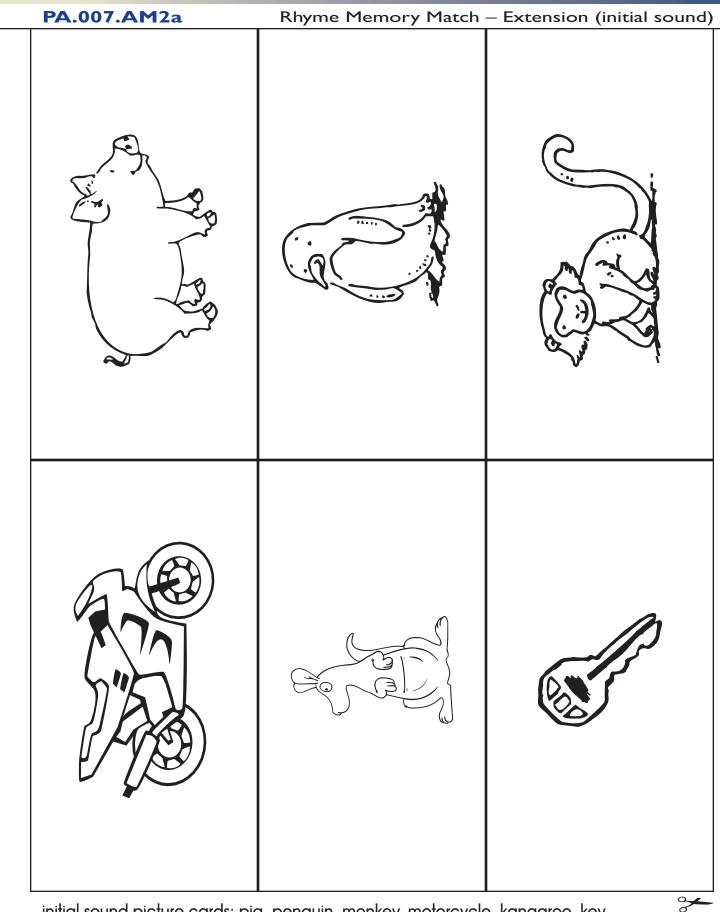


K-I Student Center Activities: Phonological Awareness

Rhyme Memory Match PA.007.AMIg 2

rhyming picture cards: pie, dish, hose, tie, fish, nose

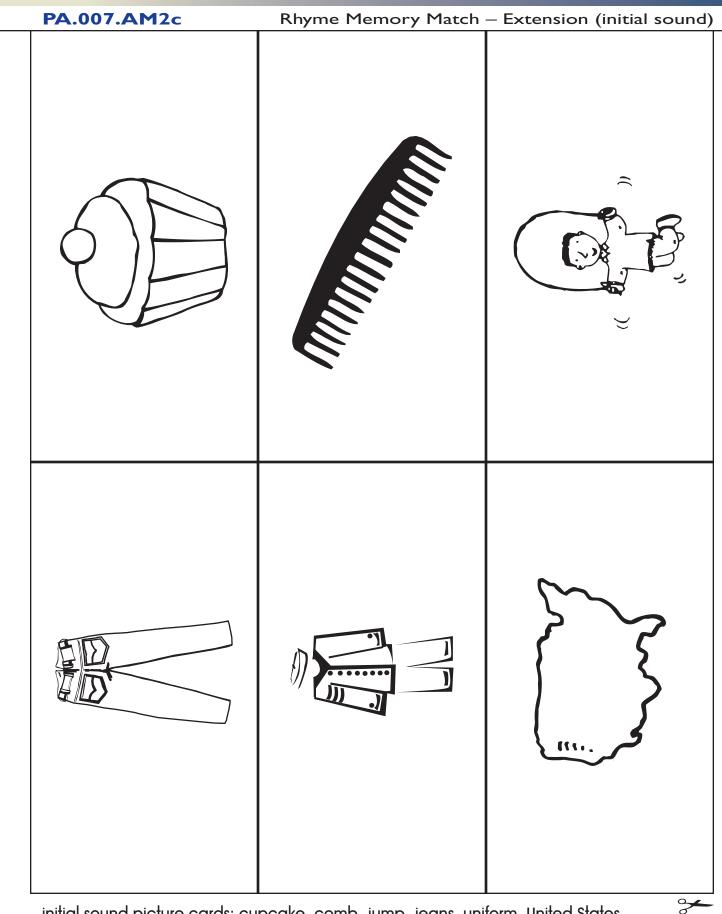
S



initial sound picture cards: pig, penguin, monkey, motorcycle, kangaroo, key

Phonological Awareness Rhyme Memory Match – Extension (initial sound) PA.007.AM2b S

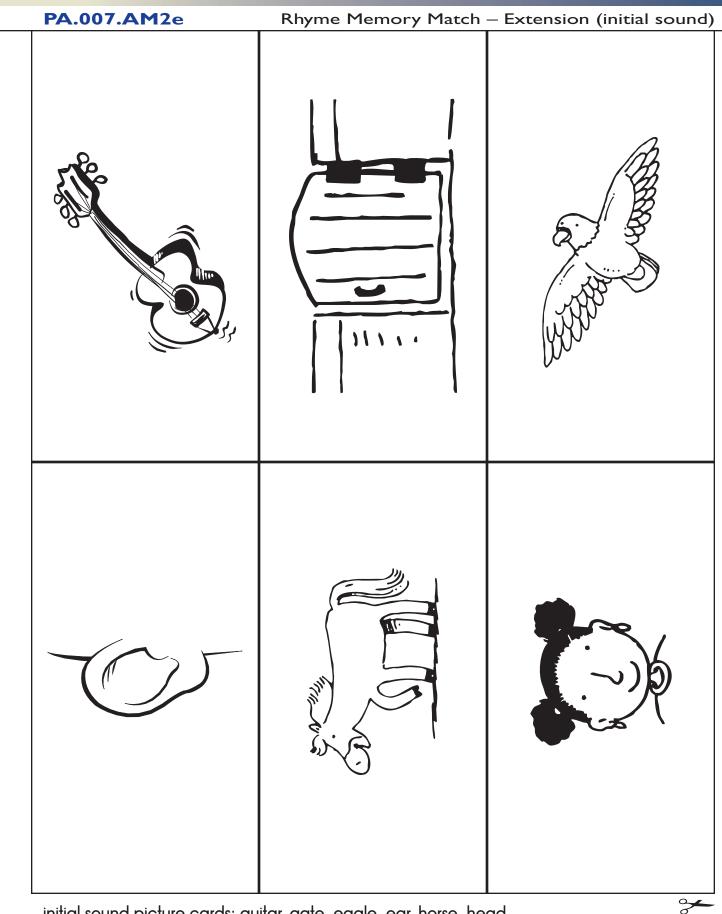
initial sound picture cards: toothbrush, tea, sock, soccerball, nail, net



initial sound picture cards: cupcake, comb, jump, jeans, uniform, United States

Phonological Awareness Rhyme Memory Match – Extension (initial sound) PA.007.AM2d S

initial sound picture cards: desk, doll, ox, octopus, dragon, deer



initial sound picture cards: guitar, gate, eagle, ear, horse, head

Rhyme

Rhyming Game

Objective

The student will recognize rhyming words.

Materials

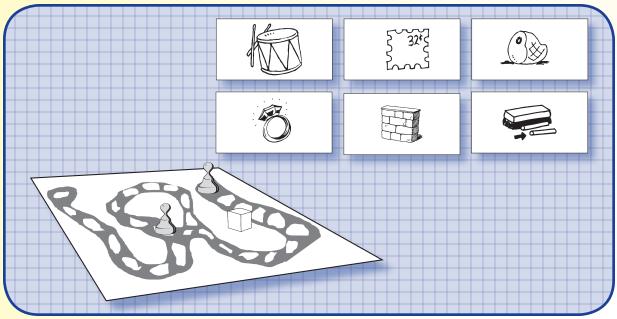
- Rhyming Game board (Activity Master PA.008.AM1a PA.008.AM1b) Copy on card stock, assemble, and laminate.
- Rhyming picture cards (Activity Master PA.008.AM2a PA.008.AM2d)
- Number cube (Activity Master PA.008.AM3) Copy on card stock and assemble.
- Game pieces (e.g., counters)

Ĩ

Activity

Students match rhyming words while playing a game.

- 1. Place Rhyming Game board, number cube, and rhyming picture cards face up in rows on a flat surface. Place game pieces on the START space.
- 2. Taking turns, students roll the number cube and move game piece according to the number shown.
- 3. Name the picture where the game piece lands (e.g., "lamp") and look at the cards to find a rhyming match.
- 4. If a match is made, say the match (i.e., "stamp, lamp"). If unable to make a match, then return the game piece to its previous space.
- 5. Continue until all students reach the END space.
- 6. Peer evaluation



Extensions and Adaptations

- Play using print media or illustrate additional picture cards.
- Play by stating rhyming words.

PA.008

PA.008.AMIa

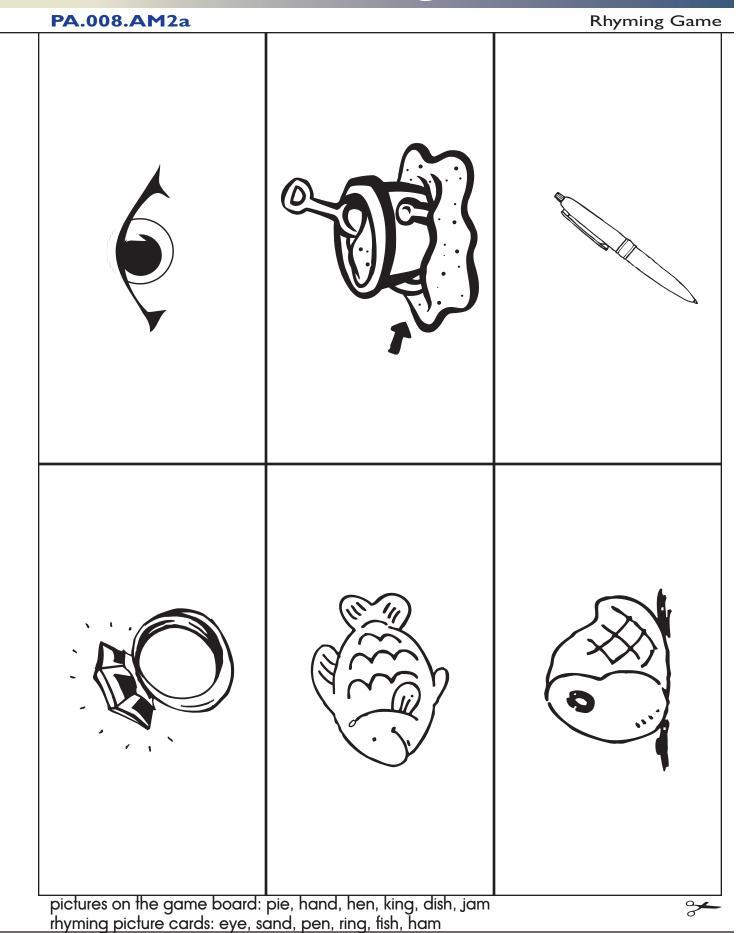
Rhyming Game



Rhyming Game

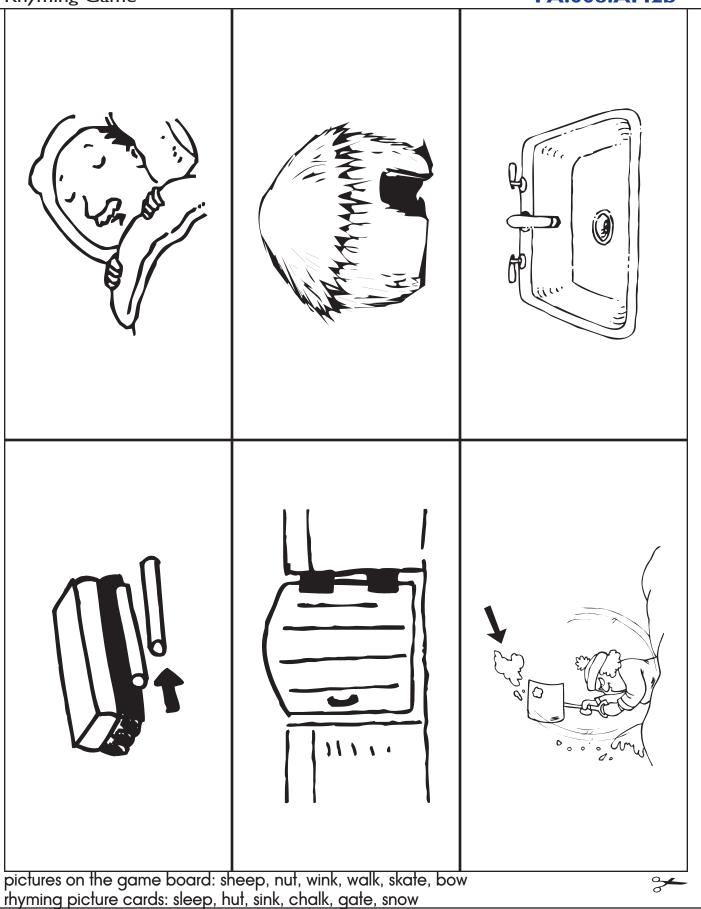
PA.008.AMIb

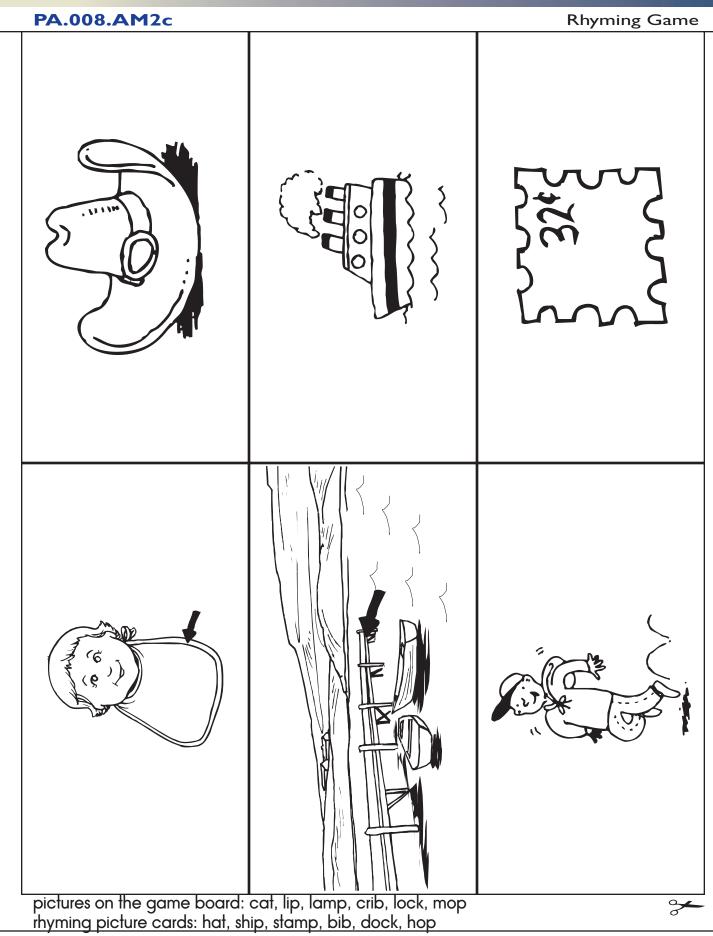




Rhyming Game

PA.008.AM2b

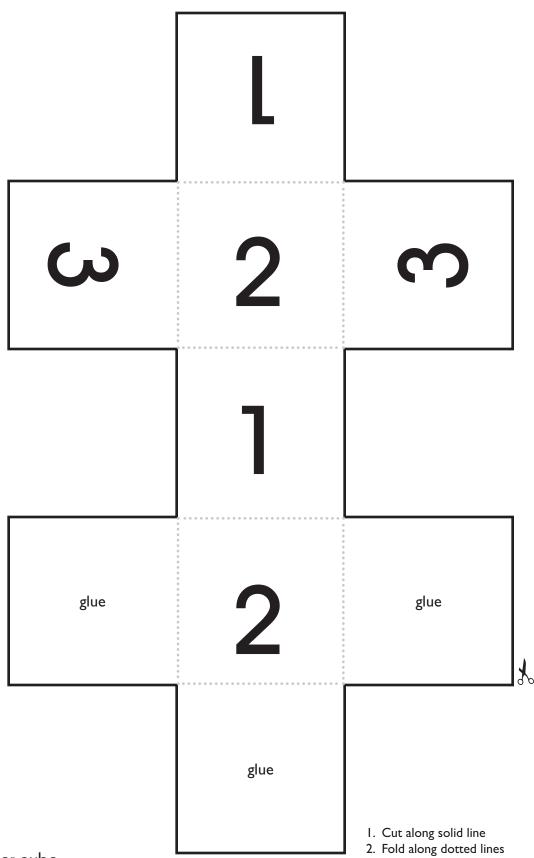




Rhyming Game PA.008.AM2d S

pictures on the game board: gum, paw, ball, mail, fox, bag rhyming picture cards: drum, straw, wall, sail, box, tag

Rhyming Game



number cube

Rhyme

Rhyme Flip Book

Objective

The student will recognize and produce rhyming words.

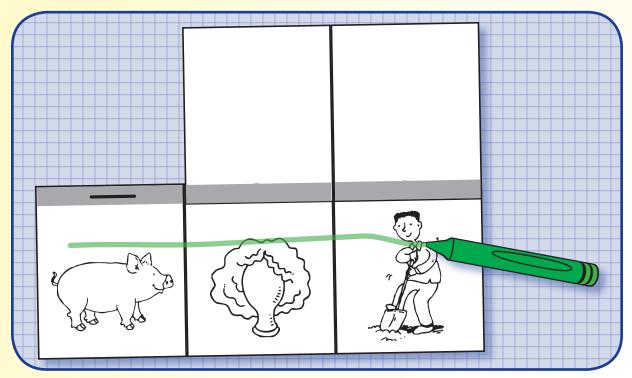
Materials

- Rhyme picture book pages (Activity Master PA.009.AM1a PA.009.AM1g)
- Stapler
- Crayons or markers

Activity

Students find two rhyming pictures and illustrate a third picture.

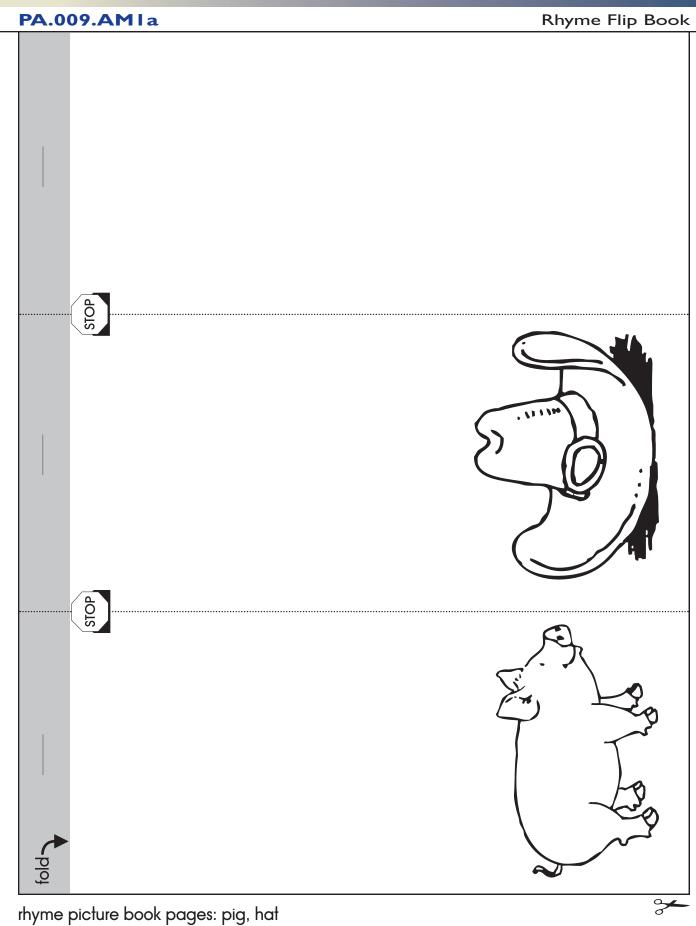
- 1. Place stapler and crayons at the center. Provide the student with a set of rhyme picture book pages.
- 2. The student makes a flip book using the rhyme book pages. Cuts, compiles, and staples the book.
- 3. Flips through the pages in the book and finds two pictures that rhyme.
- 4. Draws a picture of a word that rhymes with the two pictures on a blank page.
- 5. Chooses a crayon and marks a line across all three rhyming pictures (*Note: Uses a different color for each set of rhyming pictures*).
- 6. Continues until there are three pictures for each rhyme.
- 7. Teacher evaluation



Extensions and Adaptations

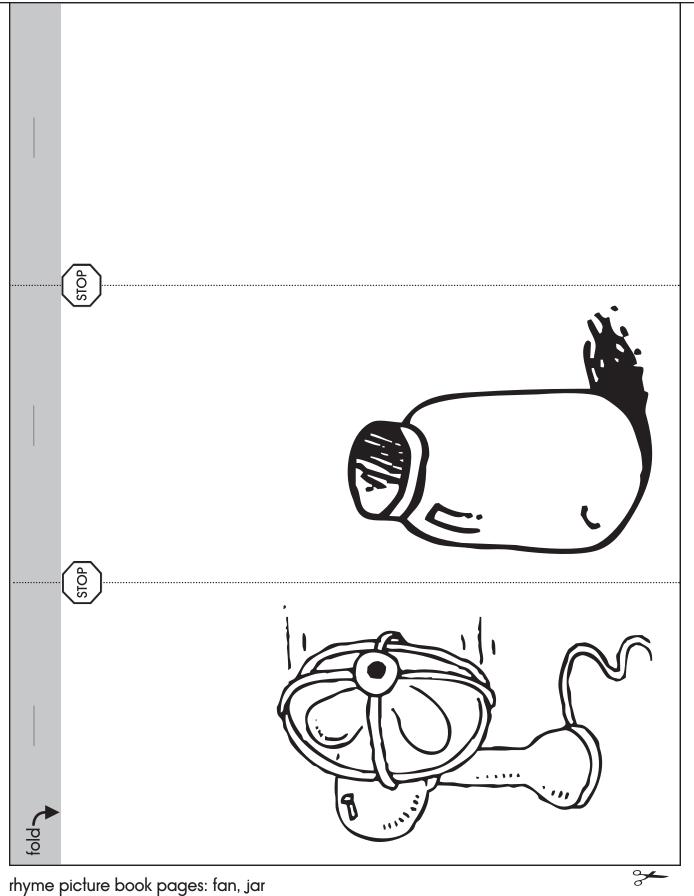
- Exchange books with a partner and compare rhyming words.
- Make additional flip book pages (Activity Master PA.009.AM2).

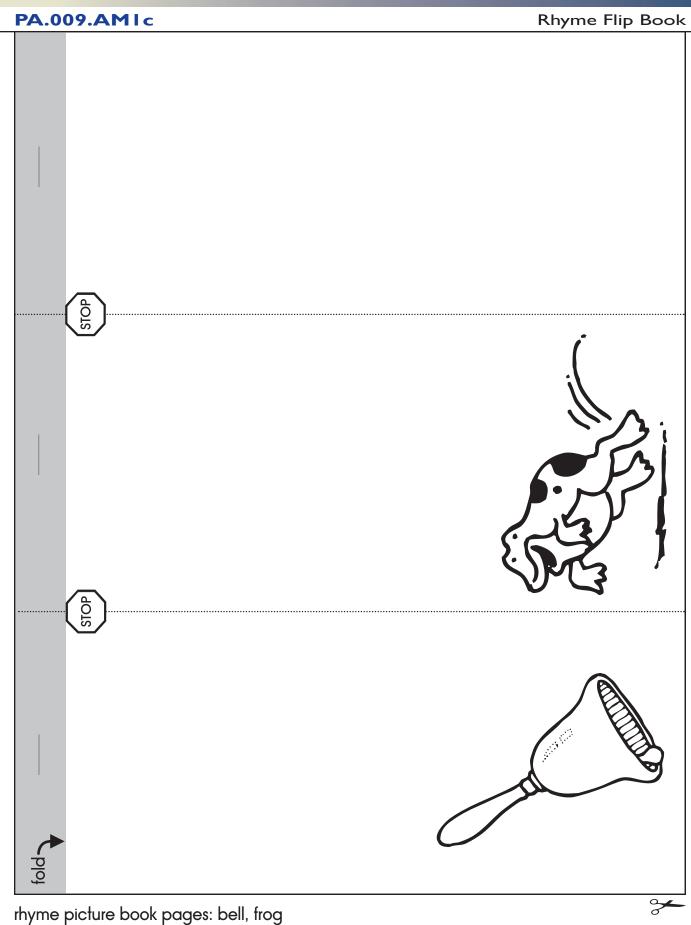
PA.009



Rhyme Flip Book

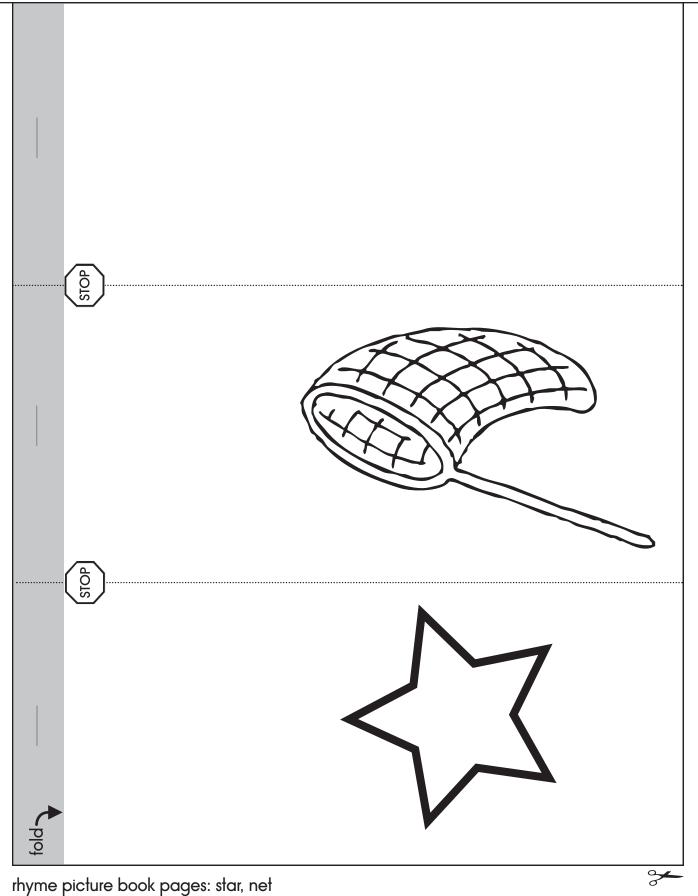
PA.009.AMIb



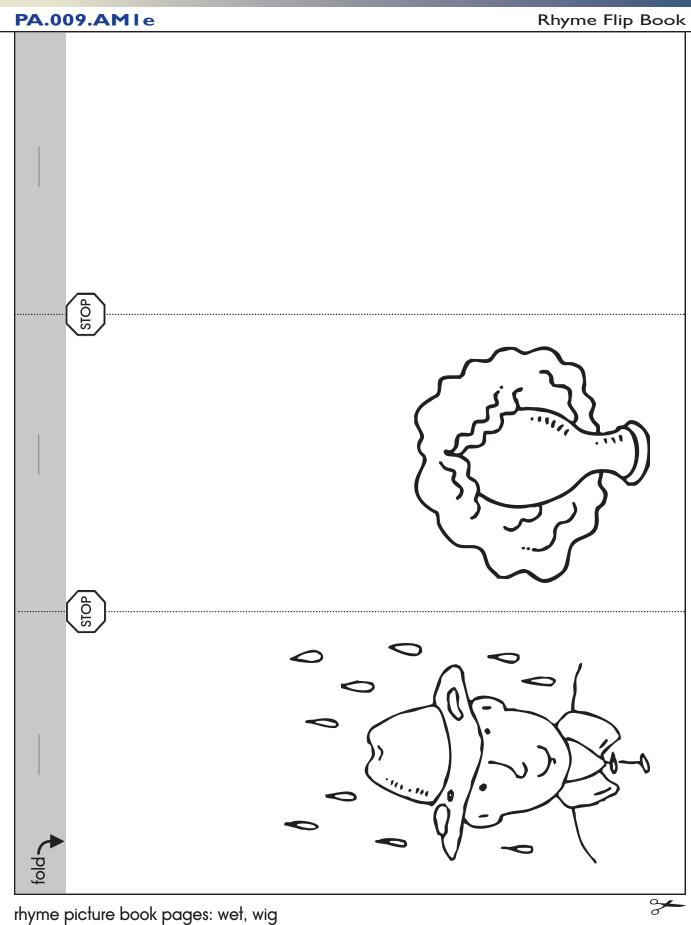


Rhyme Flip Book

PA.009.AMId

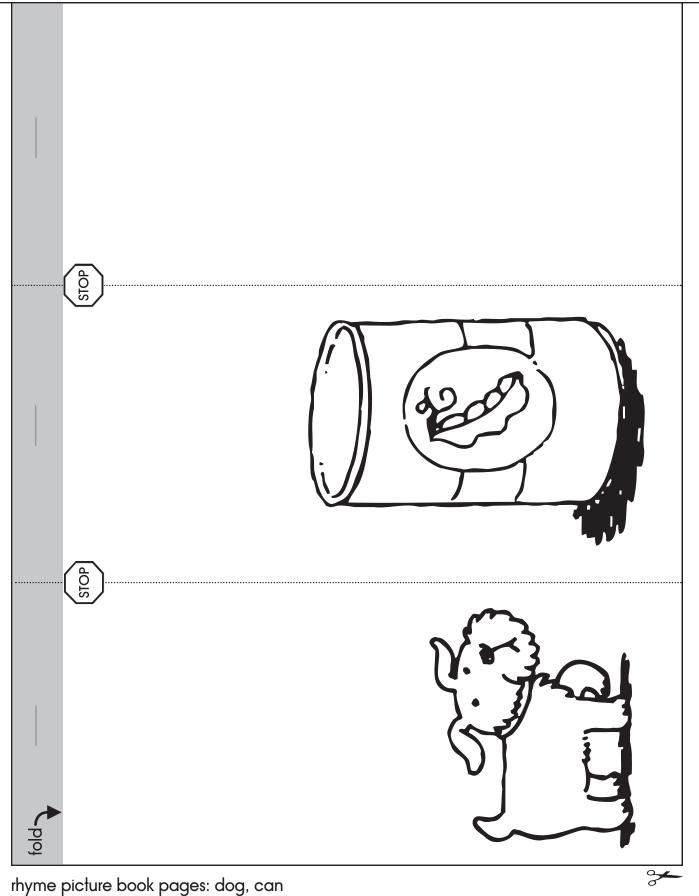


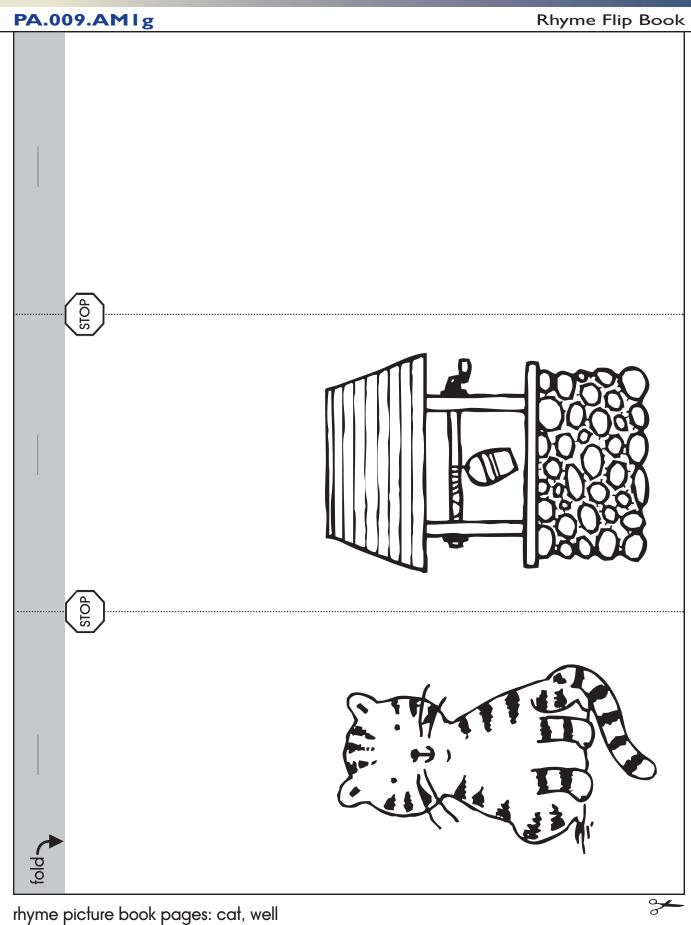
©2005 The Florida Center for Reading Research (Revised, 2008)



Rhyme Flip Book

PA.009.AMIf





Rhyme Flip Book

PA.009.AM2

