



### Objective

The student will identify variant correspondences in words.



### Materials

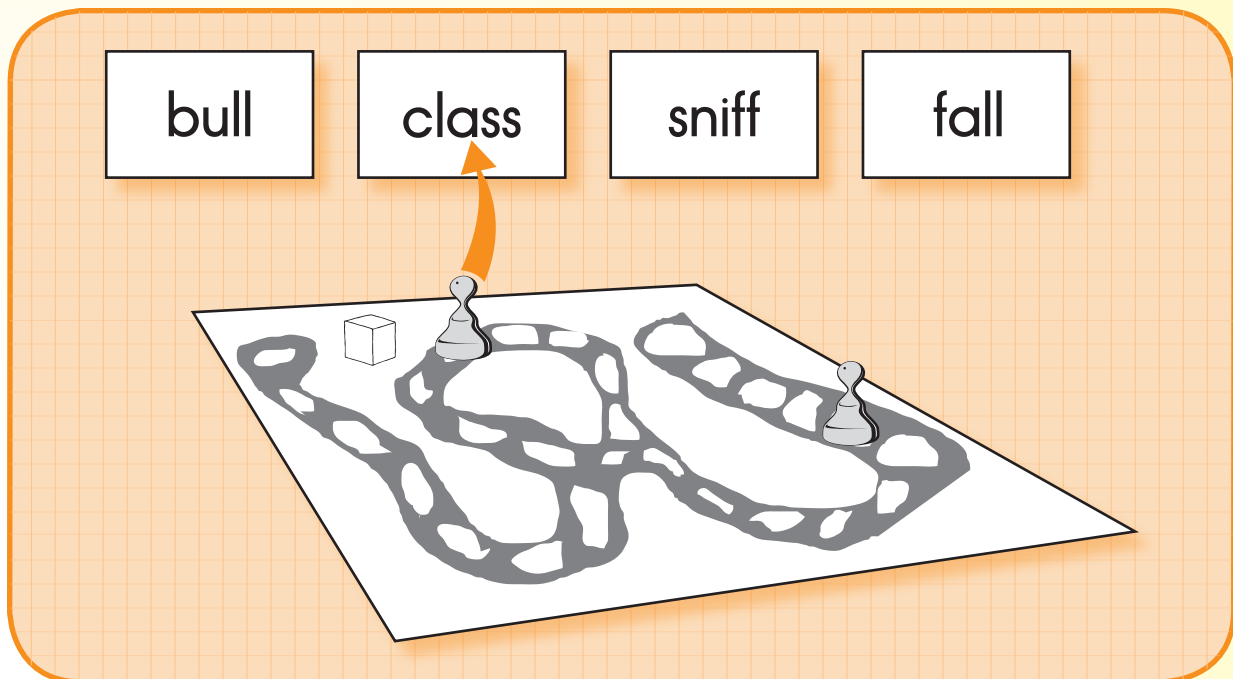
- ▶ Game board (Activity Master P.012.AM1a - P.012.AM1b)
- ▶ Number cube (Activity Master P.012.AM2)
- ▶ Word cards (Activity Master P.012.AM3a - P.012.AM3b)
- ▶ Game pieces (e.g., counters)



### Activity

Students read words containing doubled consonants (ff, ll, ss) by playing a board game.

1. Place game board, game pieces, and number cube at the center. Place word cards face up in rows beside the game board.
2. Taking turns, students roll the number cube and move game piece that many spaces.
3. Read word and state target letters (ff, ll, ss) and sound that game piece lands on (e.g., lands on “boss” say, “boss, ss, /s/”). Point to a word card containing the same target letters and sound (e.g., point to and say “class, ss, /s/”). If students cannot read or identify another matching word, go back to original spot.
4. Continue until both students reach the end of the game board.
5. Peer evaluation



### Extensions and Adaptations

- ▶ Make other word cards to use with game.
- ▶ Sort the words from the game board.

# Phonics

Knoll Stroll

P.012.AM1a

START

puff

You press on,  
go ahead  
two spaces.

knoll

bless

stiff

full

Bull in your  
path, go back  
two spaces

boss

will

cross

stress

stroll

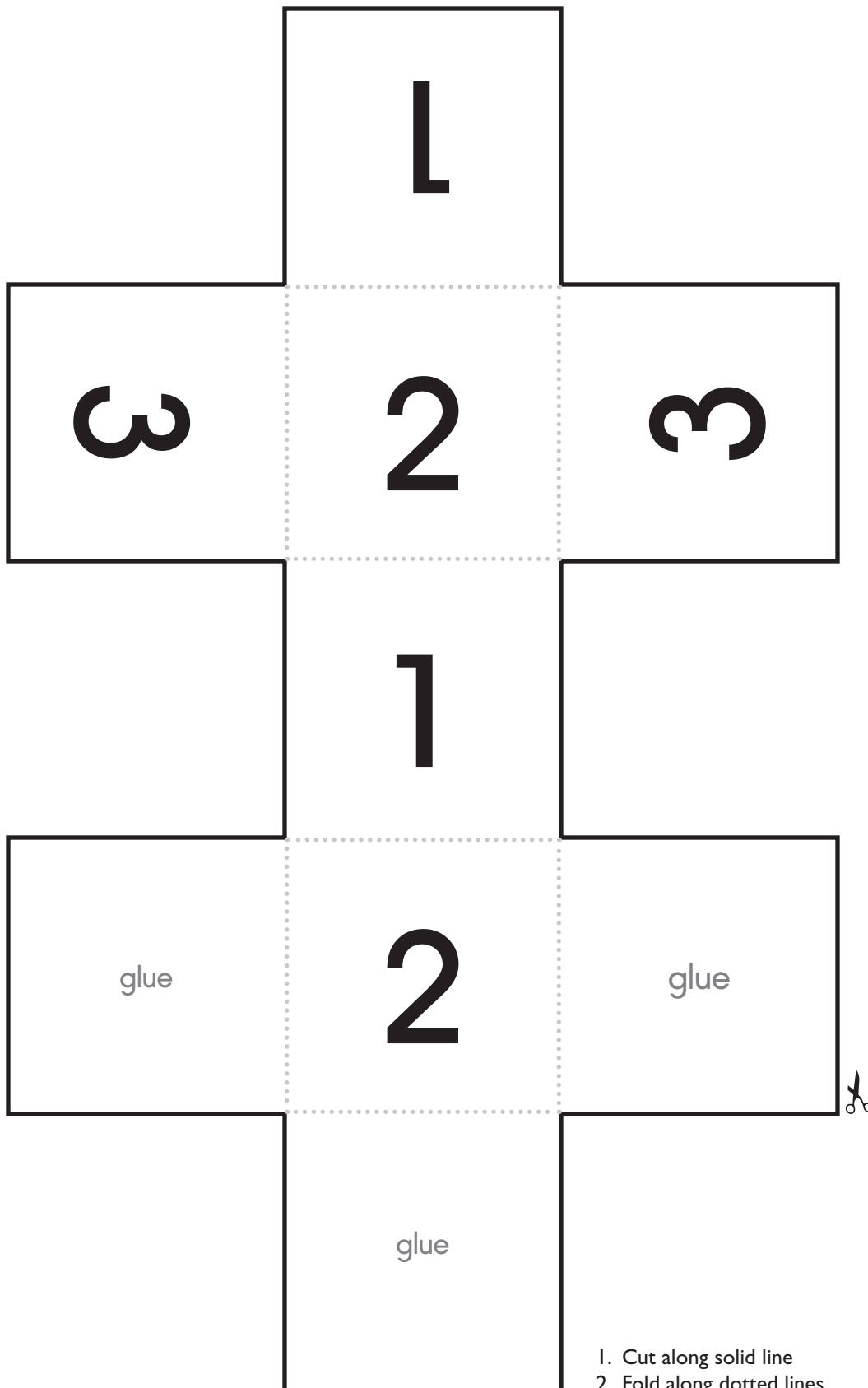




# Phonics

Knoll Stroll

P.012.AM2



fuss

glass

hiss

class

stress

bluff

sniff

stuff



# Phonics

Knoll Stroll

P.012.AM3b

gruff

cliff

dell

smell

fall

stall

bull

frill

