

P.012

Knoll Stroll



Objective

The student will identify variant correspondences in words.



Materials

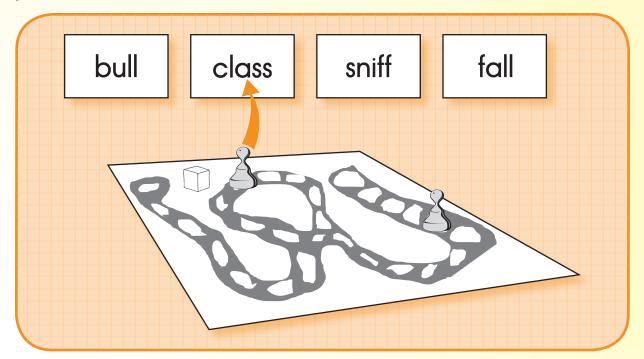
- Game board (Activity Master P.012.AM1a P.012.AM1b)
- Number cube (Activity Master P.012.AM2)
- Word cards (Activity Master P.012.AM3a P.012.AM3b)
- Game pieces (e.g., counters)



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.

Knoll Stroll P.012.AMIa

START

puff

You press on, go ahead two spaces.

stroll

stress

cross

knoll

bless

full

stiff

Bull in your path, go back two spaces

boss

Miss falling off a cliff, go ahead two spaces.

will

P.012.AMIb Knoll Stroll

Go hear the bell in the dell, go back two spaces.

press

END

riff

off

No stalling, go ahead two spaces.

fell

bass grass bell

You stop at the bluff, go back two spaces.

miss

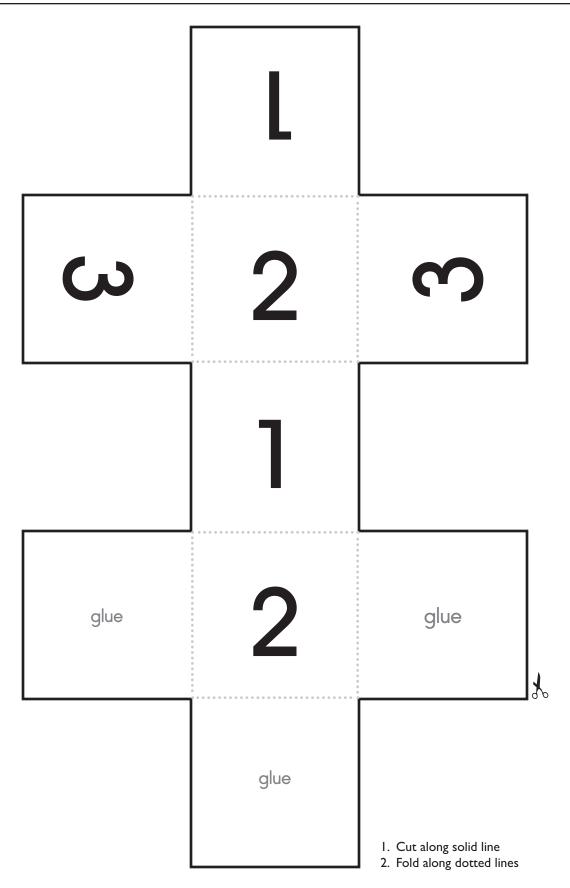
dill

You feel swell, go ahead two spaces. small

You are starting to huff and puff, rest one turn.

hall fuss

Knoll Stroll P.012.AM2



P.012.AM3a Knoll Stroll

fuss	glass
hiss	class
stress	bluff
sniff	stuff

Knoll Stroll P.012.AM3b

gruff	cliff
dell	smell
fall	stall
bull	frill