

#### Phoneme Segmenting and Blending

PA.017

#### Phoneme Split and Say



#### **Objective**

The student will segment and blend phonemes in words.



#### **Materials**

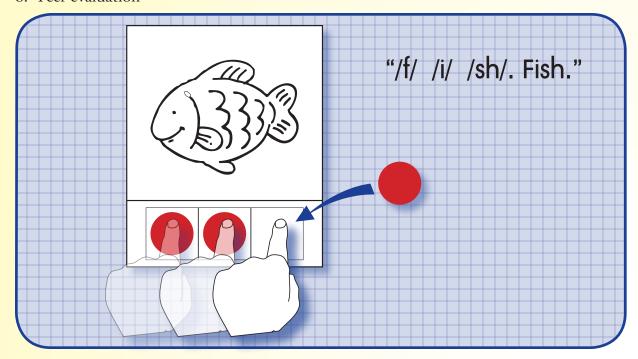
- Set of Elkonin Box picture cards (Activity Master PA.017.AM1a PA.017.AM1u) Note: Pictures are mop, duck, bus, vase, fish, flower, cookie, baby, whistle, puppet, raccoon, rooster, jacket, candle, branch, radio, cupcake, dragon, necklace, basket, and ostrich.
- Counters (e.g., pennies, buttons)



### **Activity**

#### Students orally segment words using counters and Elkonin Boxes.

- 1. Place the Elkonin Box picture cards in a stack and the counters on a flat surface.
- 2. Working in pairs, student one selects an Elkonin Box picture card and says the name of the picture.
- 3. Says the word again, pausing between sounds while slowly moving a counter in each box (e.g., "/f/ /i/ /sh/").
- 4. Student two repeats the sounds while touching each counter, then blends the word while saying it quickly and sliding a finger under all the counters (e.g., "/f/ /i/ /sh/, fish").
- 5. Continue until all cards are completed.
- 6. Peer evaluation



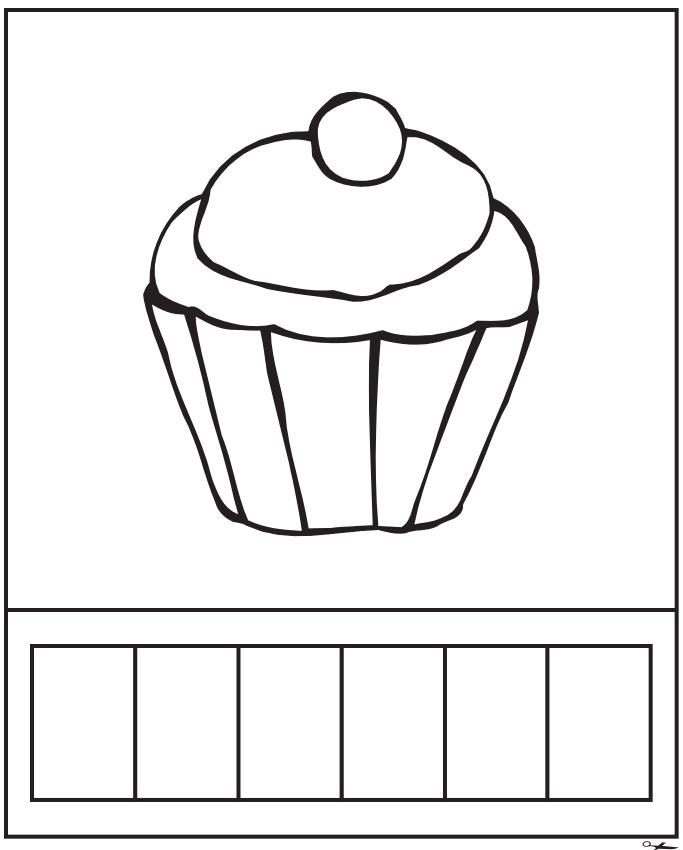


## Extensions and Adaptations

Make other Elkonin Picture Cards (Activity Master PA.017.AM2a - PA.017.AM2e).

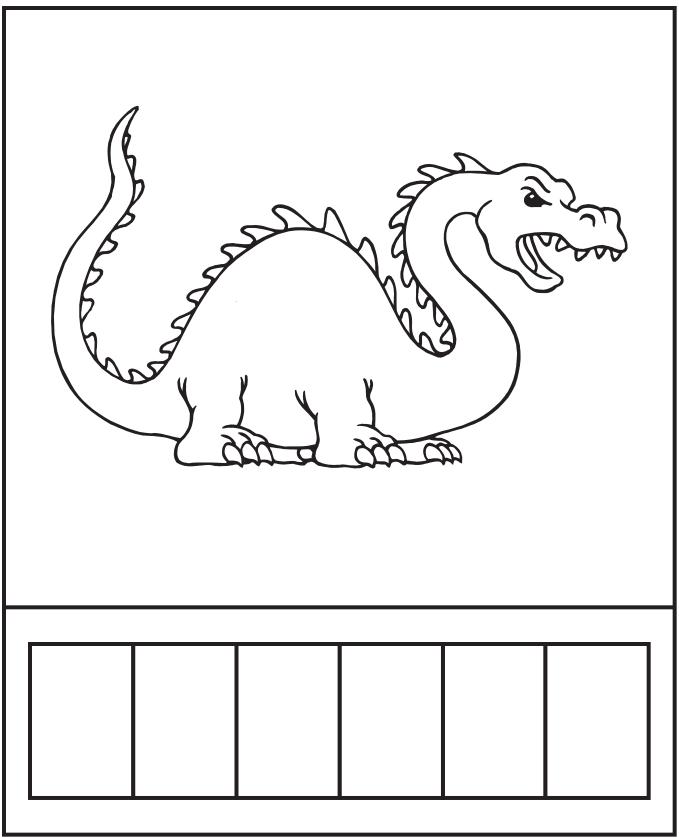
**PA.017.AMIq** 

Phoneme Split and Say



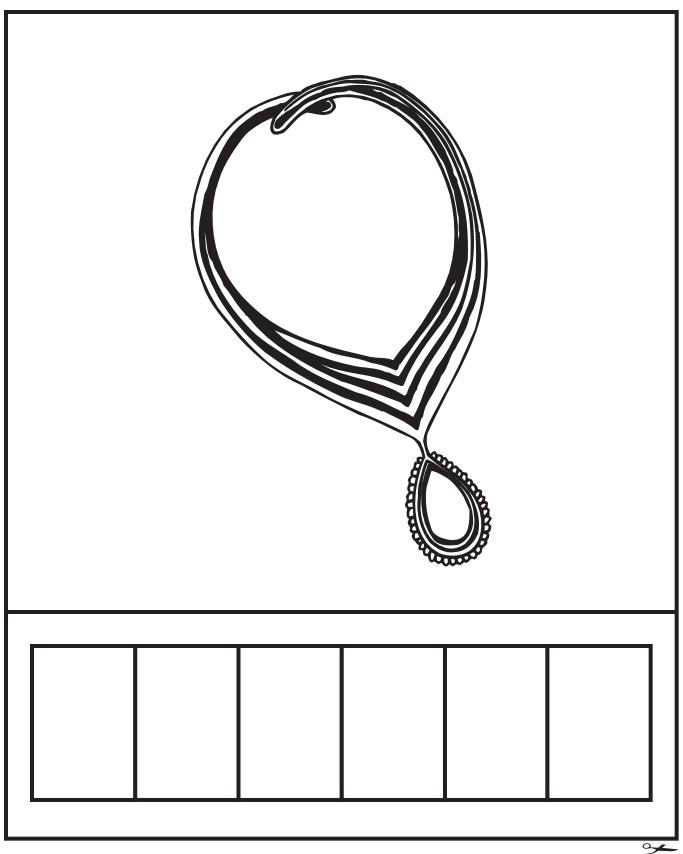
Phoneme Split and Say

PA.017.AMIr



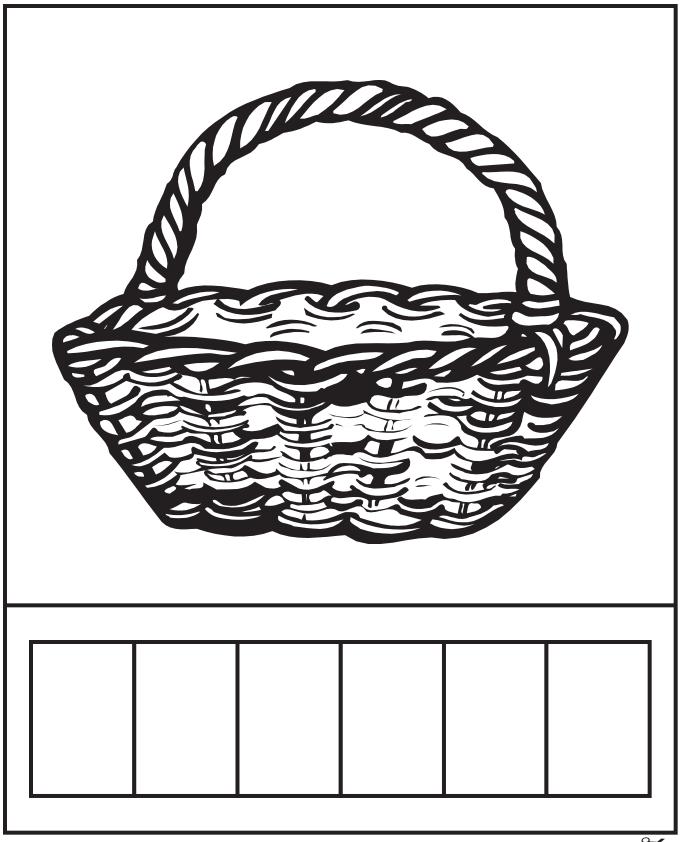
#### **PA.017.AMIs**

Phoneme Split and Say



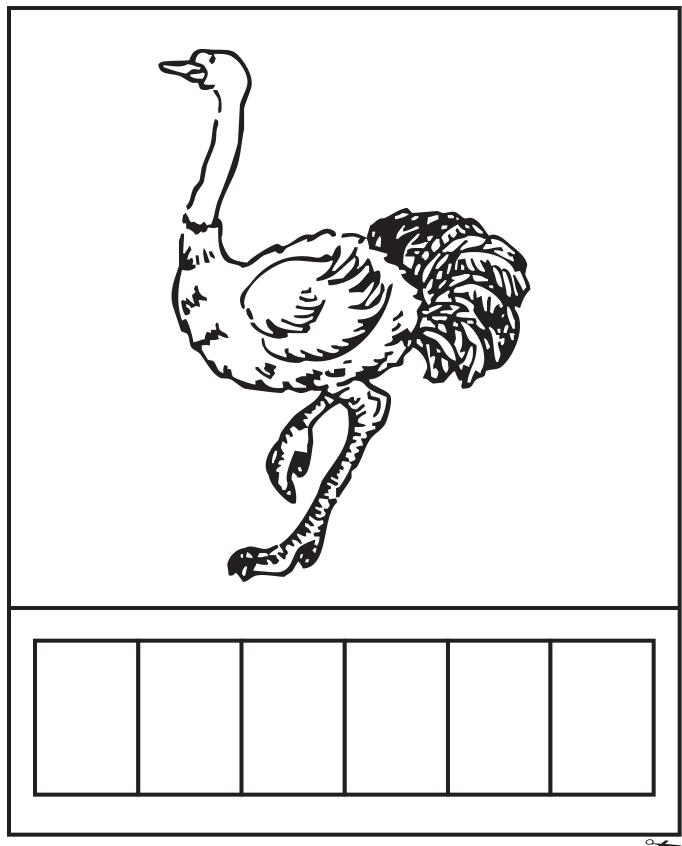
Phoneme Split and Say

PA.017.AMIt



#### **PA.017.AMI**u

Phoneme Split and Say



Phoneme Split and Say			PA.017.AM2e	
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PA.018

Phoneme Segmenting and Blending

Break and Make



#### **Objective**

The student will segment and blend phonemes in words.



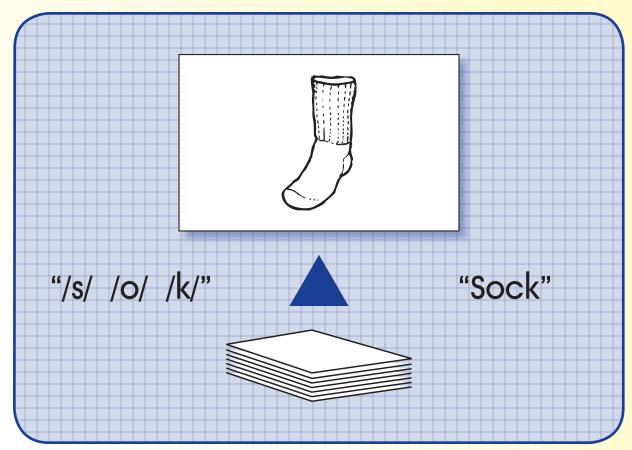
#### **Materials**

Picture cards (Activity Master PA.018.AM1a - PA.018.AM1e)



Students segment and blend phonemes to make words by playing a picture card game.

- 1. Place picture cards face down in a stack.
- 2. Taking turns, student one selects the top card from the stack (without revealing the picture), and orally segments the name of the picture into phonemes (e.g., "/s/ /o/ /k/").
- 3. Student two blends the sounds back together to identify the object (e.g., "sock").
- 4. If correct, student two keeps the picture. If incorrect, picture card is placed at the bottom of the stack.
- 5. Reverse roles and continue until all cards are used.
- 6. Peer evaluation

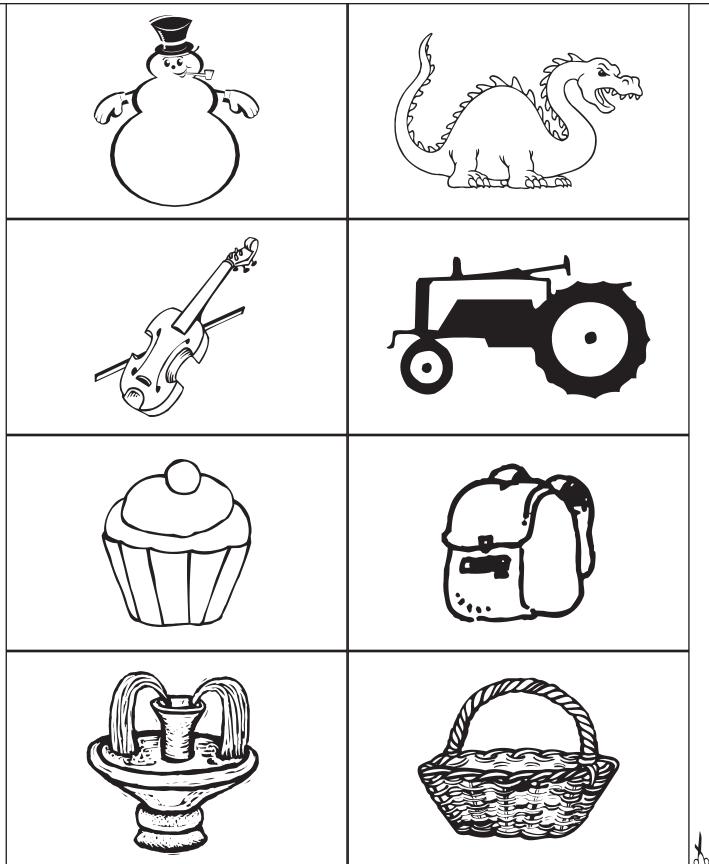




### Extensions and Adaptations

Sort by number of phonemes.

Break and Make PA.018.AMIe



snowman - 6, dragon - 6, violin - 6, tractor - 6, cupcake - 6, backpack - 6, fountain - 6, basket - 6



#### Phoneme Segmenting

#### Phoneme Closed Sort



### **Objective**

The student will segment phonemes in words.



## **Materials**

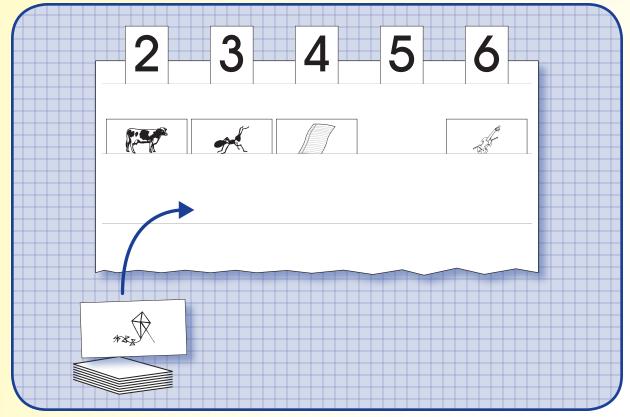
- Pocket chart
  - Arrange number header cards in a row at the top of the chart.
- Number header cards (Activity Master PA.042.AM1)
- Two-to-six phoneme picture cards (Activity Master PA.042.AM2a PA.042.AM2d)



## Activity

#### Students count phonemes in words and sort them on a pocket chart.

- 1. Place the phoneme picture cards face down in a stack next to the pocket chart.
- 2. Taking turns, students select a picture card and name the picture (e.g., "kite").
- 3. "Finger tap" the number of phonemes while segmenting the word orally (i.e., "/k//ī//t/"). Place the picture card under the corresponding number on the pocket chart (i.e., the picture card of "kite" is placed under the "3").
- 4. Continue until all picture cards are sorted.
- 5. Peer evaluation





## Extensions and Adaptations

Clap syllables in other picture cards (Activity Master PA.042.AM3a - PA.042.AM3d).

PA.042.AMI Phoneme Closed Sort

header header header header header header

header cards

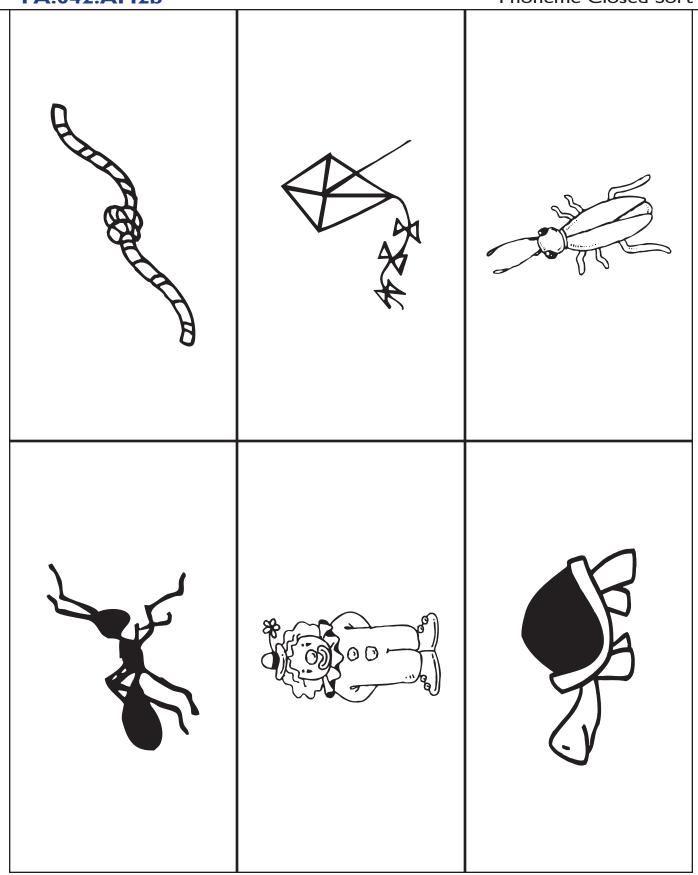


Phoneme Closed Sort PA.042.AM2a

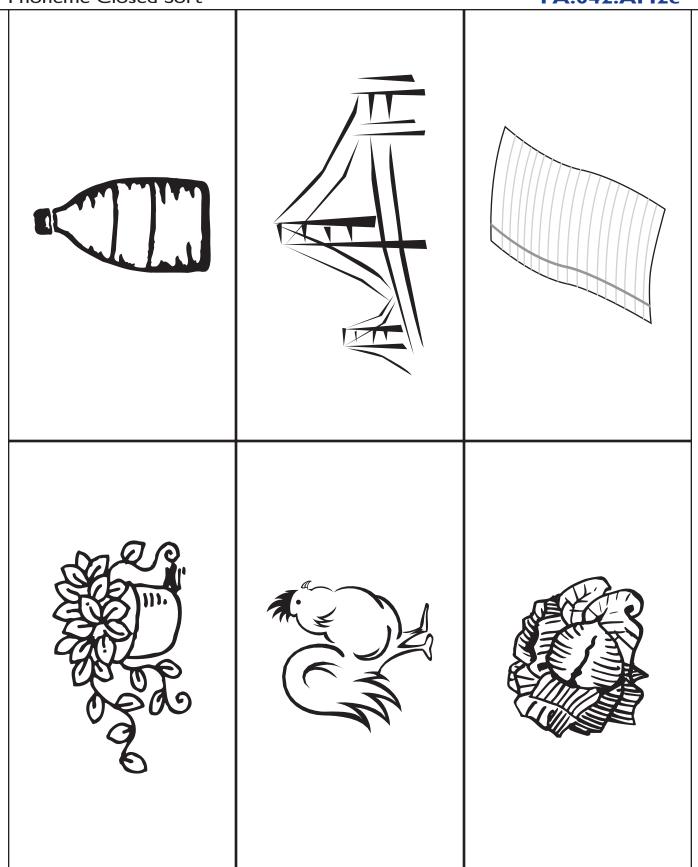
phoneme picture cards: cow-2, knee-2, pea-2, saw-2, sew-2, star-3

PA.042.AM2b

Phoneme Closed Sort



Phoneme Closed Sort PA.042.AM2c

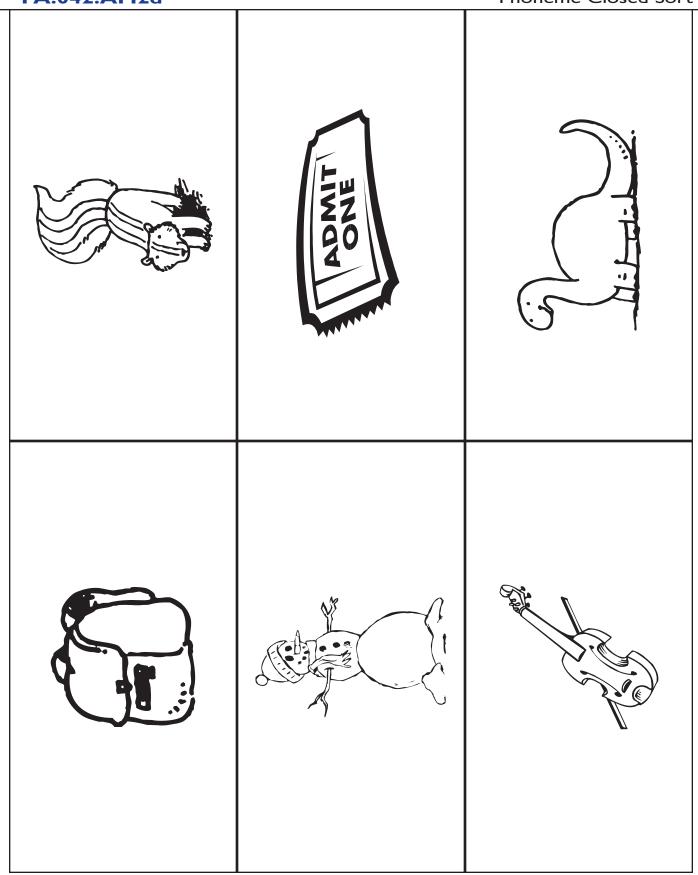


phoneme picture cards: bottle-4, bridge-4, paper-4, plant-5, rooster-5, lettuce-5



PA.042.AM2d

Phoneme Closed Sort



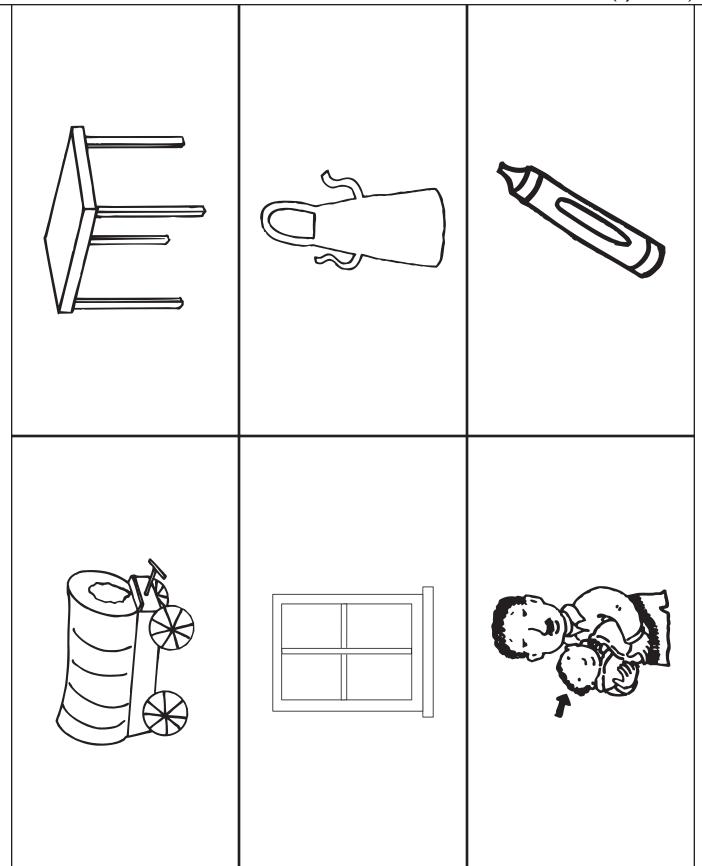
phoneme picture cards: skunk-5, ticket-5, dinosaur-6, backpack-6, snowman-6, violin-6

Phoneme Closed Sort – Extension (syllables) PA.042.AM3a

syllable picture cards: boy-1, girl-1, spoon-1, doll-1, coat-1, lamp-1

PA.042.AM3b

Phoneme Closed Sort – Extension (syllables)



syllable picture cards: table-2, apron-2, crayon-2, wagon-2, window-2, baby-2



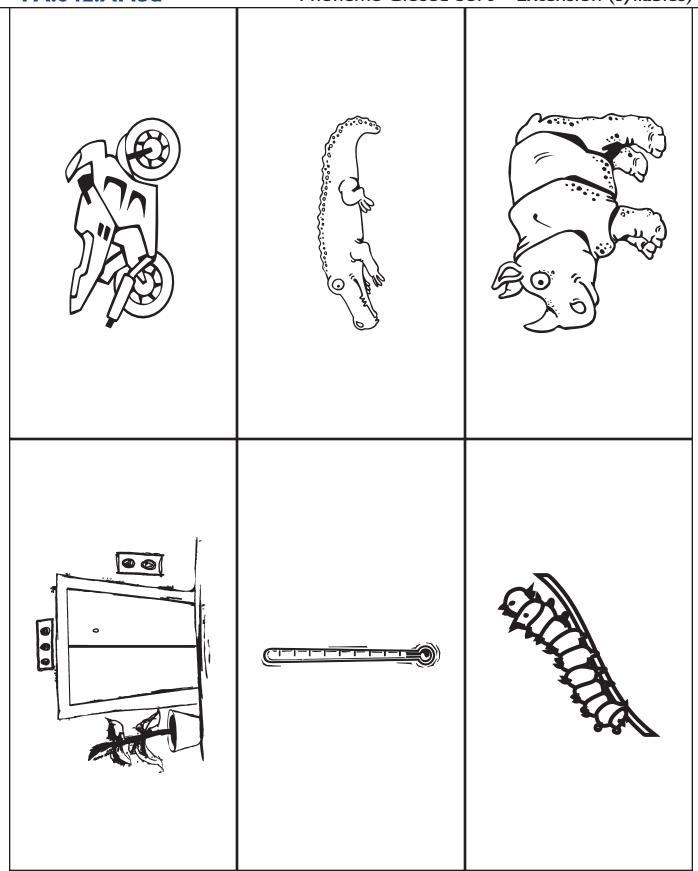
Phoneme Closed Sort - Extension (syllables) PA.042.AM3c

syllable picture cards:

radio-3, computer-3, butterfly-3, kangaroo-3, skeleton-3, astronaut-3 ©2005 The Florida Center for Reading Research (Revised, 2008)

PA.042.AM3d

Phoneme Closed Sort – Extension (syllables)



syllable picture cards:

motorcycle-4, alligator-4, rhinoceros-4, elevator-4, thermometer-4, caterpillar-4



#### Phoneme Segmenting

PA.043

#### Phoneme Hopscotch



#### **Objective**

The student will segment phonemes in words.



## **Materials**

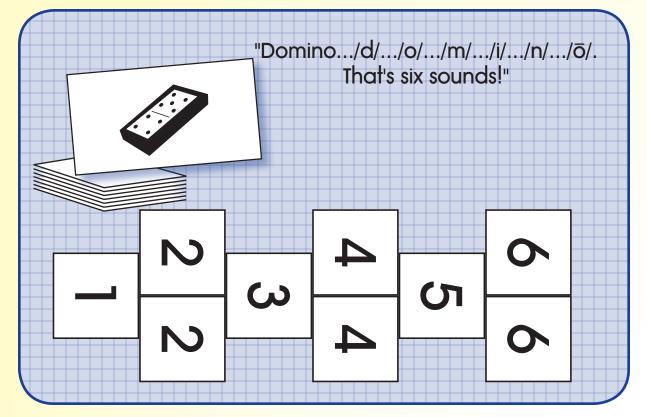
- Hopscotch board Use a hopscotch mat, tape off a hopscotch board, or draw with sidewalk chalk.
- Two-to-six phoneme picture cards (Activity Master PA.043.AM1a PA.043.AM1b)



#### Activity

Students segment the number of phonemes in a word and hop to the corresponding number.

- 1. Place the phoneme picture cards face down in a stack and arrange the hopscotch board on the floor.
- 2. Taking turns, student one selects the top card, names the picture, segments it into phonemes, and counts the number of phonemes (e.g., "domino, /d/ /o/ /m/ /i/ /n/ /ō/. That's six sounds.").
- 3. Student two repeats the segments and hops to the corresponding number.
- 4. Reverse roles and continue until all picture cards are used.
- 5. Peer evaluation



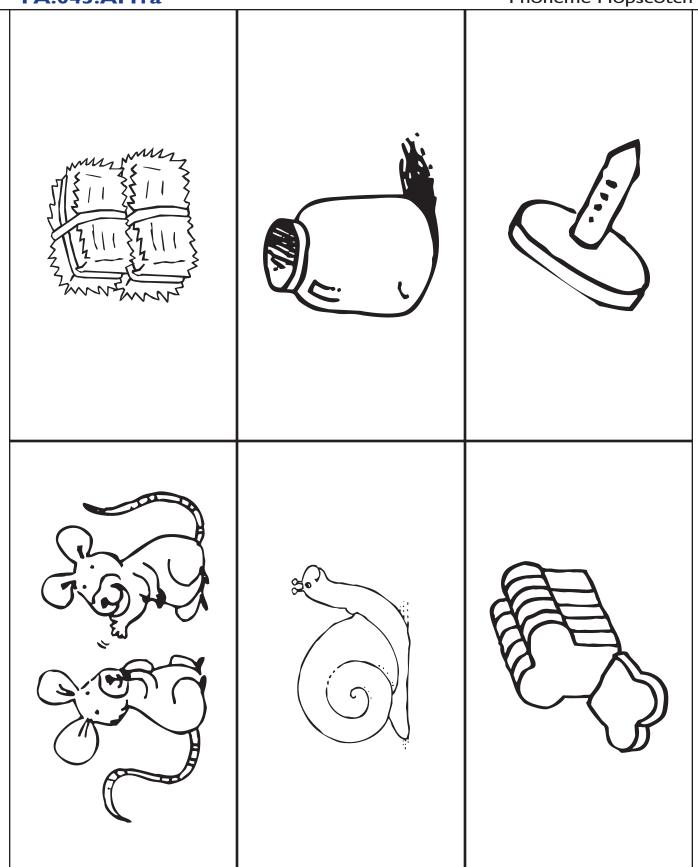


### Extensions and Adaptations

Play using other phoneme picture cards (Activity Master PA.046.AM1a - PA.046.AM1d).

**PA.043.AMIa** 

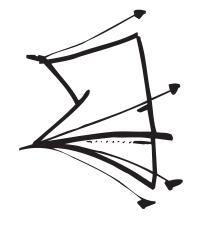
Phoneme Hopscotch



phoneme picture cards: hay-2, jar-2, tack-3, mice-3 snail-4, bread-4

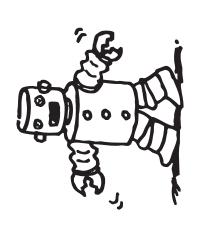


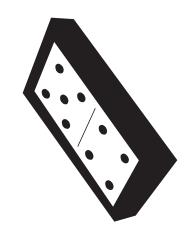
Phoneme Hopscotch PA.043.AMIb

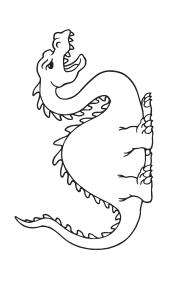












phoneme picture cards: tent-4, rabbit-5, koala-5, robot-5, domino-6, dragon-6





#### Phoneme Segmenting

PA.014

#### Phoneme Counting Sort



#### **Objective**

The student will segment phonemes in words.



### **Materials**

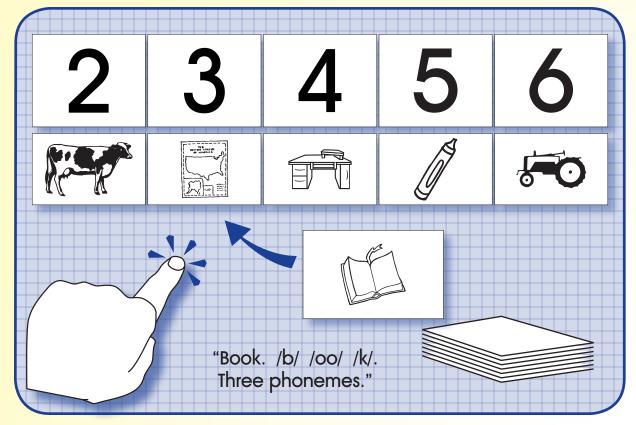
- Number headings (Activity Master PA.014.AM1)
- ▶ Phoneme picture cards (Activity Master PA.014.AM2a PA.014.AM2c)



### **Activity**

#### Students count phonemes and sort by number.

- 1. Place number headings on a flat surface and stack picture cards face down at the center.
- 2. Taking turns, students select a picture card and say the name of the picture.
- 3. "Finger tap" the number of phonemes while saying the word (e.g., "book, /b/ /oo/ /k/"). State the number of phonemes (i.e., "three phonemes") and place the picture card under the correct number (i.e., "3").
- 4. Continue until all picture cards are sorted.
- 5. Peer evaluation



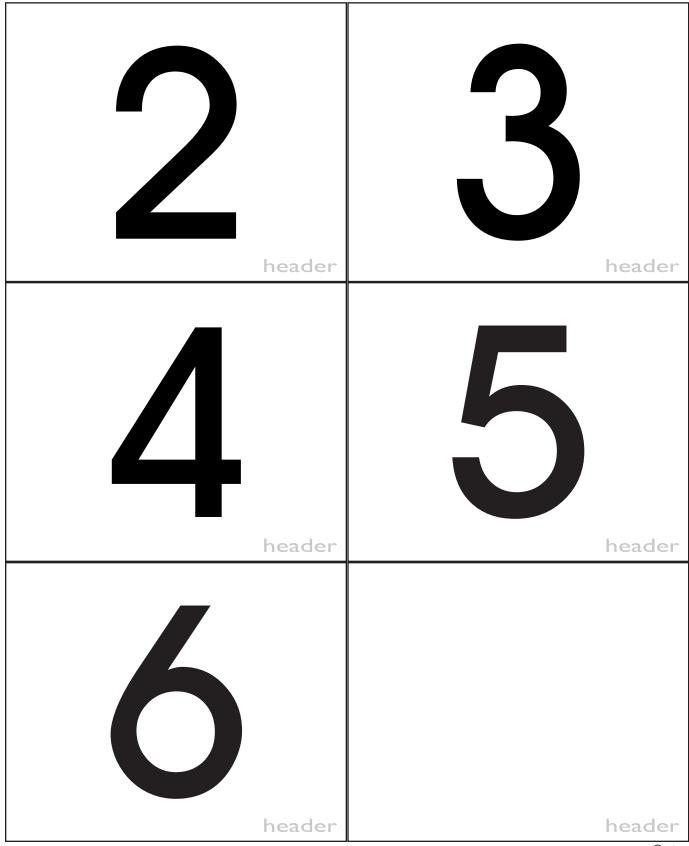


## Extensions and Adaptations

Use other picture cards and sort.

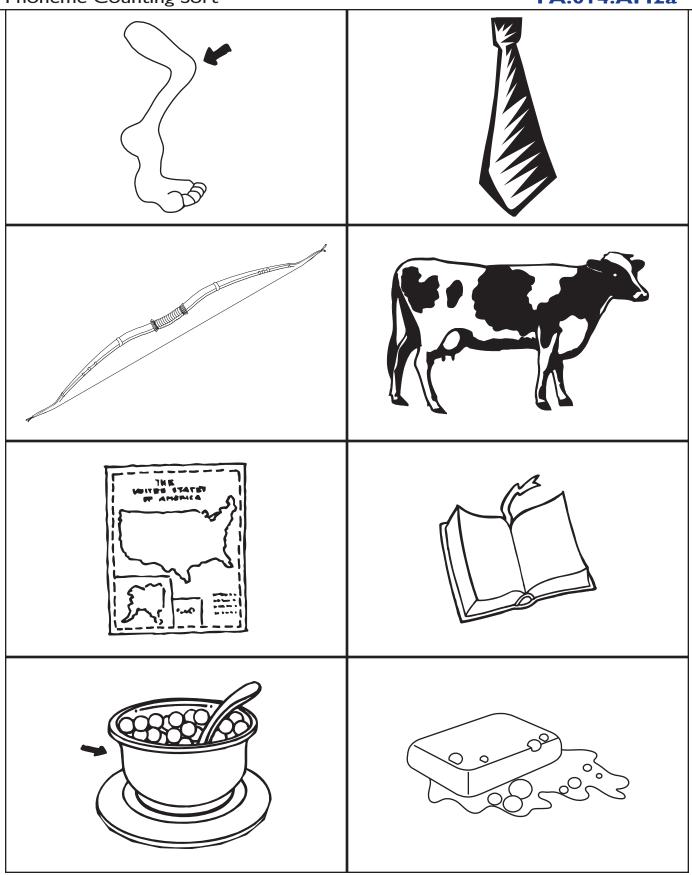
PA.014.AMI

Phoneme Counting Sort



Phoneme Counting Sort

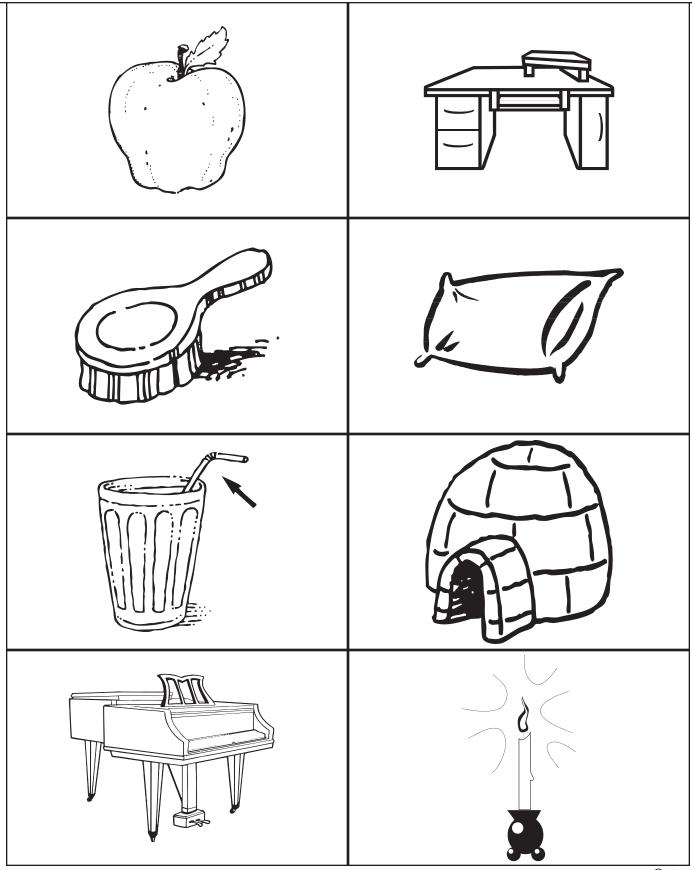
PA.014.AM2a



knee - 2, tie - 2, bow - 2, cow - 2, map - 3, book - 3, bowl - 3, soap - 3

PA.014.AM2b

Phoneme Counting Sort



apple - 3, desk - 4, brush - 4, pillow - 4, straw - 4, igloo - 4, piano - 5, candle - 5



Phoneme Counting Sort PA.014.AM2c 20

crayon - 5, pants - 5, balloon - 5, tractor - 6, haystack - 6, twenty - 6, snowman - 6, potato - 6



#### Phoneme Segmenting

PA.016

#### Phoneme Challenge



#### **Objective**

The student will segment phonemes in words.



#### **Materials**

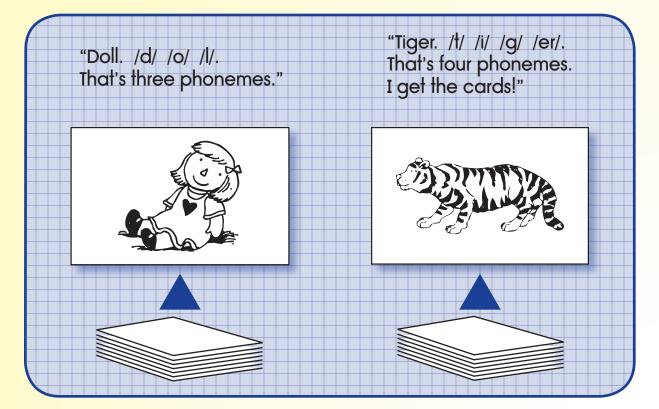
Phoneme picture cards (Activity Master PA.016.AM1a - PA.016.AM1e)



## **Activity**

Students segment the phonemes in words by playing a counting game.

- 1. Place the set of phoneme picture cards face down at the center.
- 2. Students divide cards evenly.
- 3. Taking turns, students turn over a card, say the word, segment the sounds, and count the phonemes.
- 4. The student with the highest number of phonemes takes the cards. If the students have the same number, then they have a "phoneme challenge" by selecting two more cards. One card is placed face down, and the other card is placed face up. The student with the most phonemes represented on the card that is placed face up takes all the cards.
- 5. Continue to play until one student has all the cards.
- 6. Peer evaluation



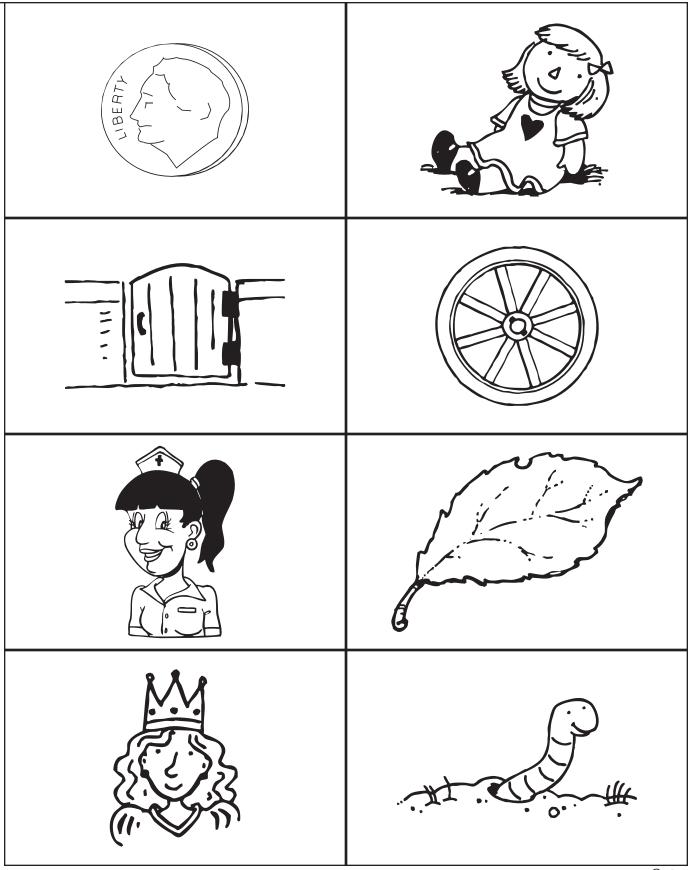


## Extensions and Adaptations

- Sort picture cards by number of phonemes.
- Develop additional picture cards (i.e., drawing, cutting out magazine pictures).

#### PA.016.AMIa

Phoneme Challenge

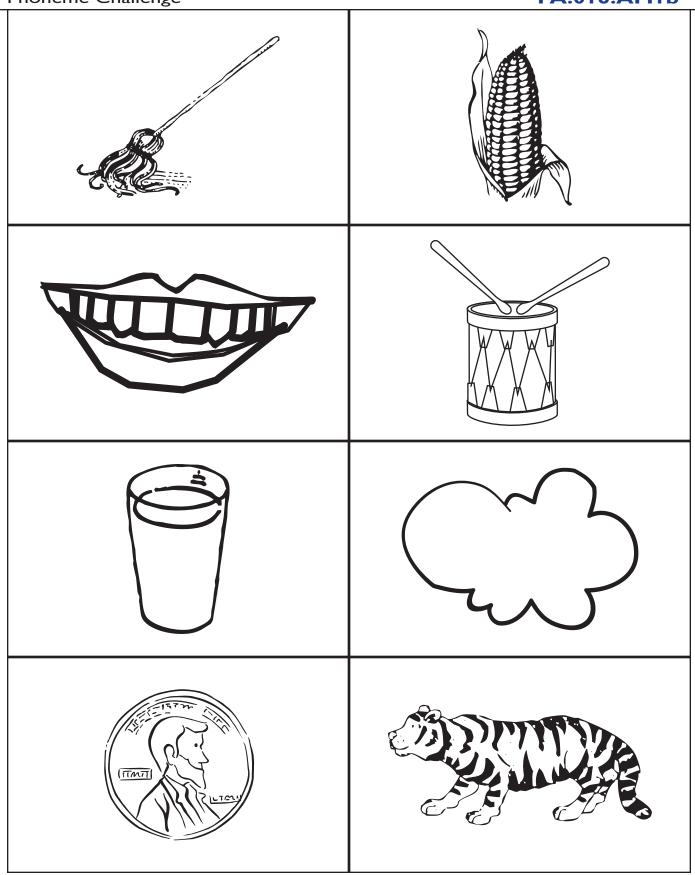


dime - 3, doll - 3, gate - 3, wheel - 3, nurse - 3, leaf - 3, queen - 3, worm - 3



Phoneme Challenge

**PA.016.AM1b** 

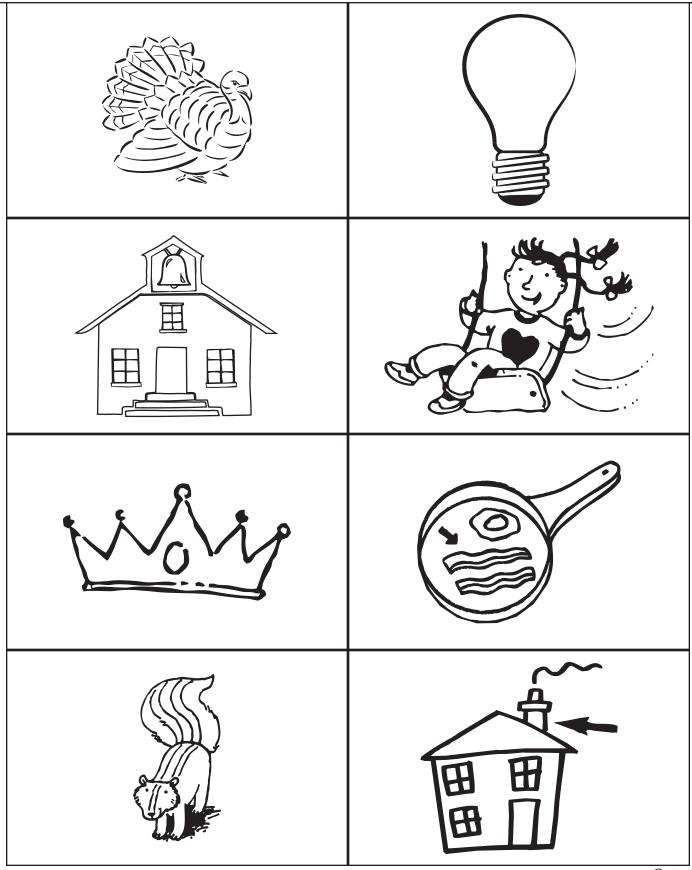


mop - 3, corn - 3, mouth - 3, drum - 4, glass - 4, cloud - 4, penny - 4, tiger - 4



**PA.016.AMIc** 

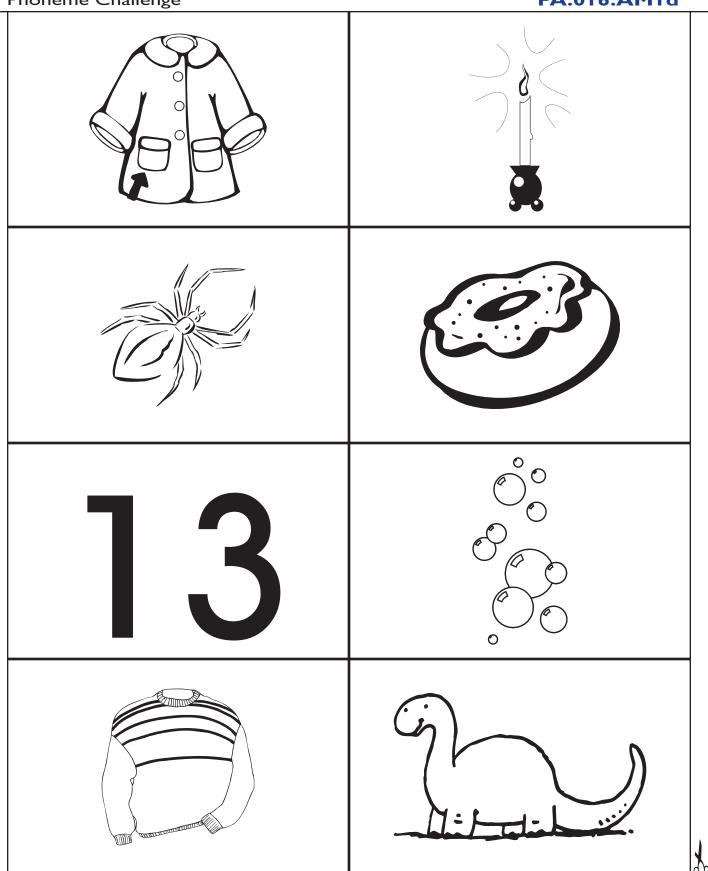
Phoneme Challenge



turkey - 4, bulb - 4, school - 4, swing - 4, crown - 4, bacon - 5, skunk - 5, chimney - 5

Phoneme Challenge

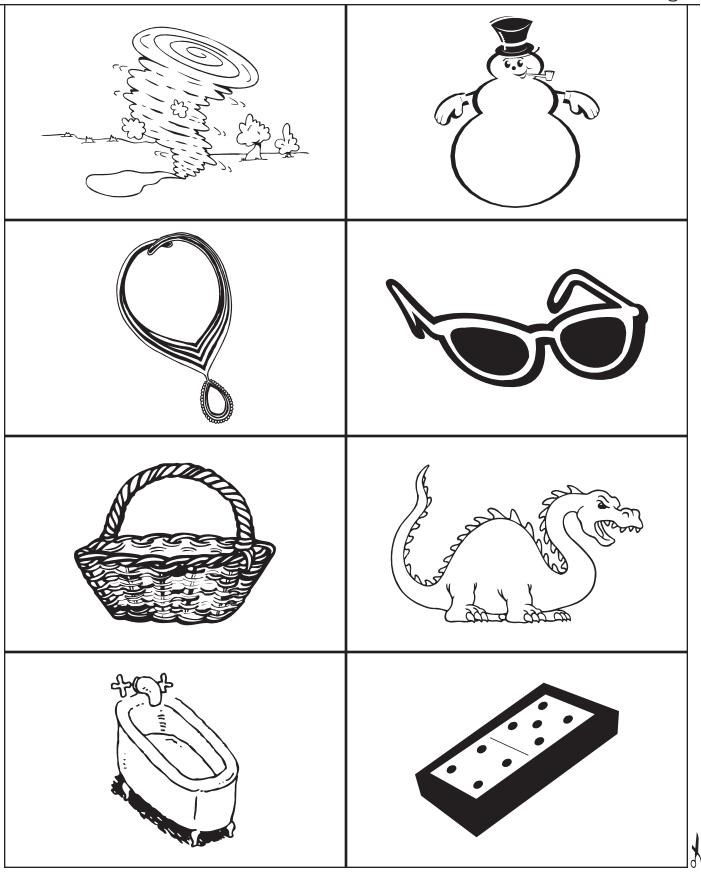
**PA.016.AMId** 



pocket - 5, candle - 5, spider - 5, donut - 5, thirteen - 5, bubbles - 5, sweater - 5, dinosaur - 6

**PA.016.AM1e** 

Phoneme Challenge



tornado - 6, snowman - 6, necklace - 6, glasses - 6, basket - 6, dragon - 6, bathtub - 6, domino - 6