

Phonemic Awareness



Phoneme Matching

PA.003

Final Phoneme Memory

Objective

The student will match final phonemes in words.

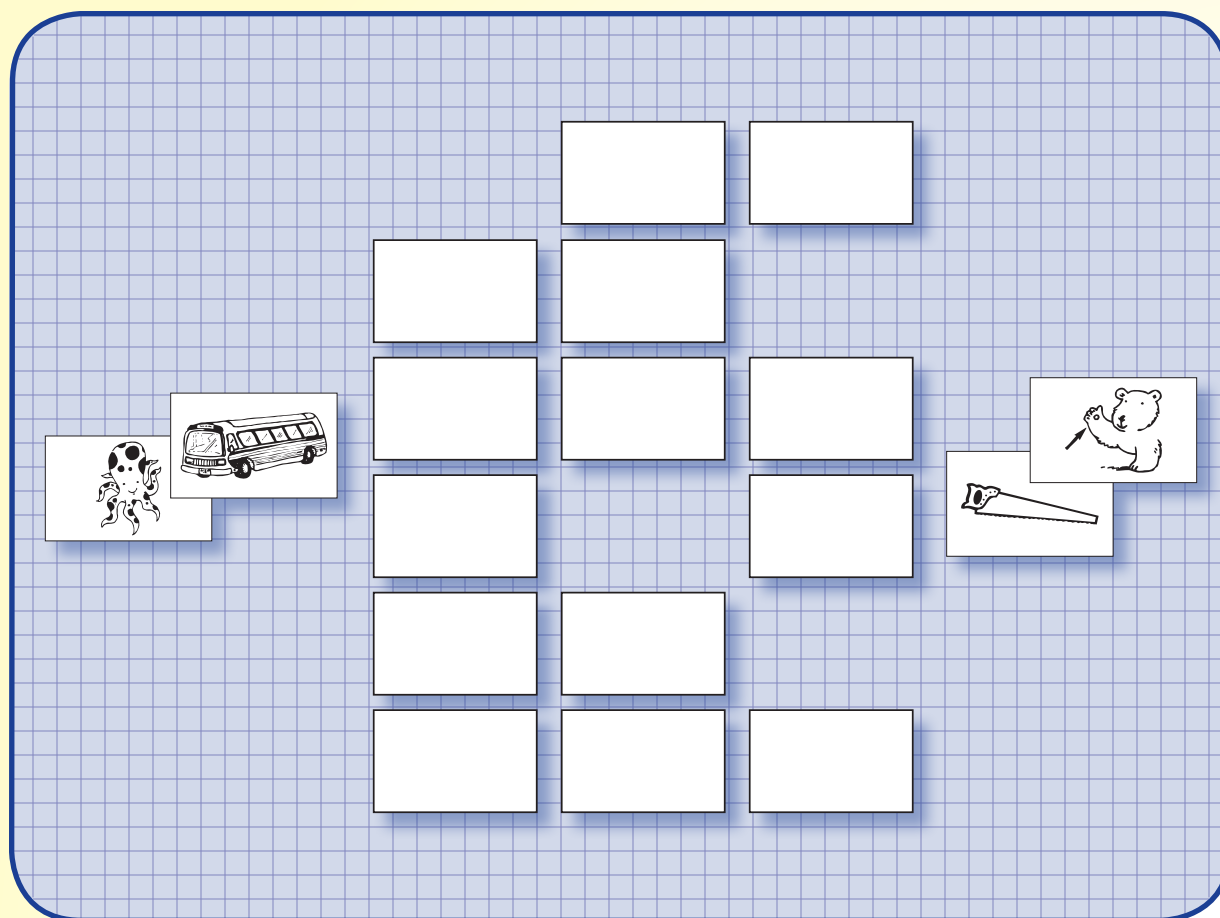
Materials

- ▶ Final phoneme memory picture cards (Activity Master PA.003.AM1a - PA.003.AM1c)

Activity

Students match final phonemes by playing a memory game.

1. Place final phoneme memory picture cards face down in rows.
2. Taking turns, students turn over two cards and name the picture on each card.
3. Identify the final phoneme of each picture and state whether or not they match (e.g., “bus, /s/ and octopus, /s/; both end with the same sound”). If final phonemes match, keep cards. If a match is not made, put each card face down in the original spot.
4. Reverse roles and continue until all the matches are made.
5. Peer evaluation



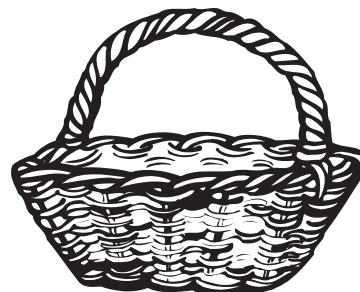
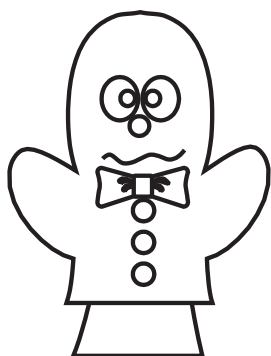
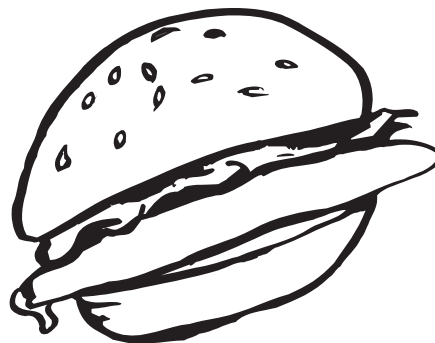
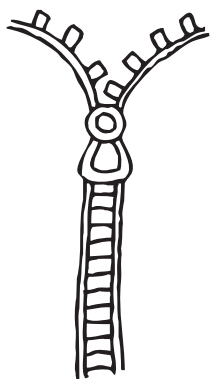
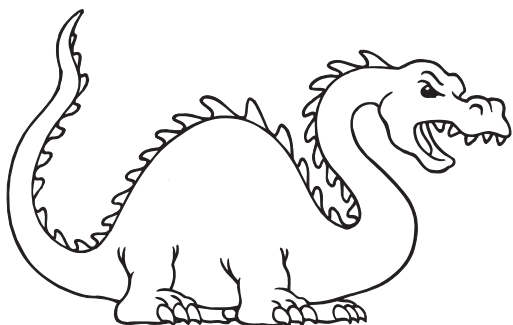
Extensions and Adaptations

- ▶ Use other picture cards to match final phonemes.
- ▶ Use other picture cards to match initial or medial phonemes.

Phonemic Awareness

PA.003.AM1a

Final Phoneme Memory



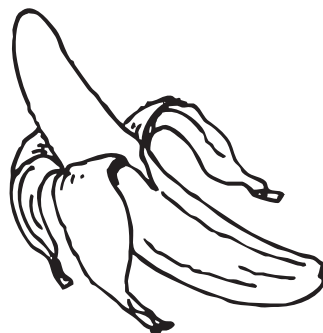
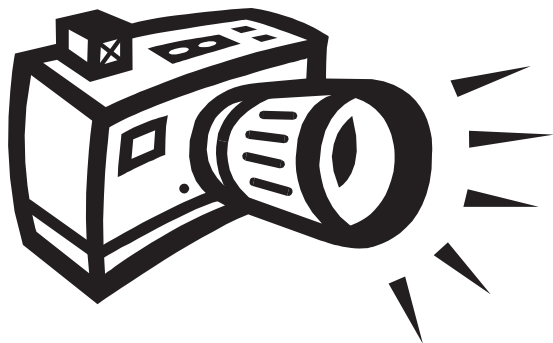
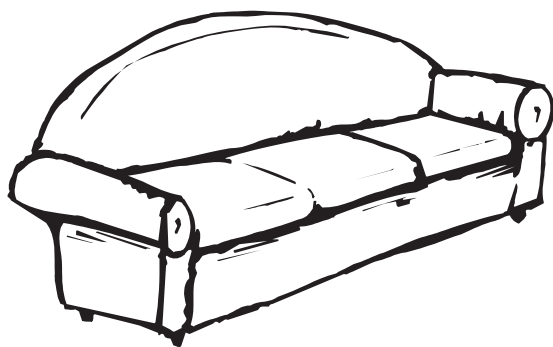
dragon, bacon, chimney, tree, zipper, hamburger, puppet, basket



Phonemic Awareness

Final Phoneme Memory

PA.003.AM1b



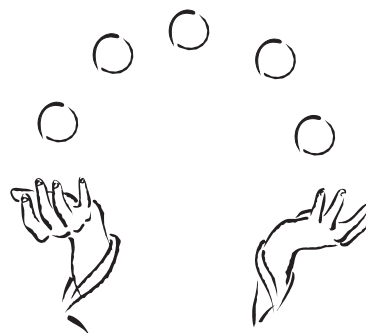
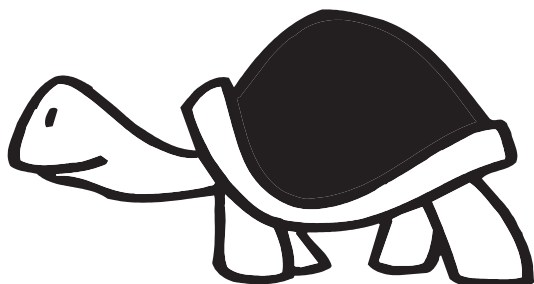
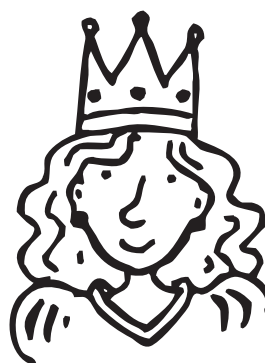
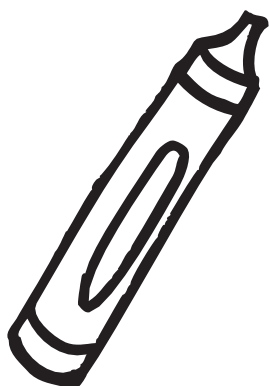
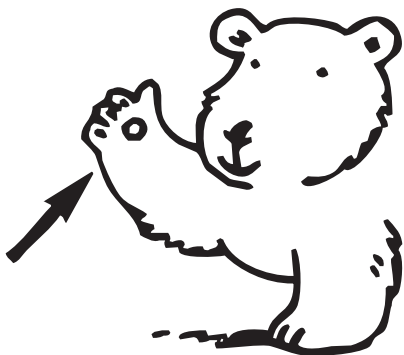
tornado, rainbow, couch, match, camera, banana, octopus, bus



Phonemic Awareness

PA.003.AM1c

Final Phoneme Memory



paw, saw, crayon, queen, turtle, juggle, well, pail



Phonemic Awareness



Phoneme Matching

PA.004

Final Phoneme Pyramid

Objective

The student will match final phonemes in words.

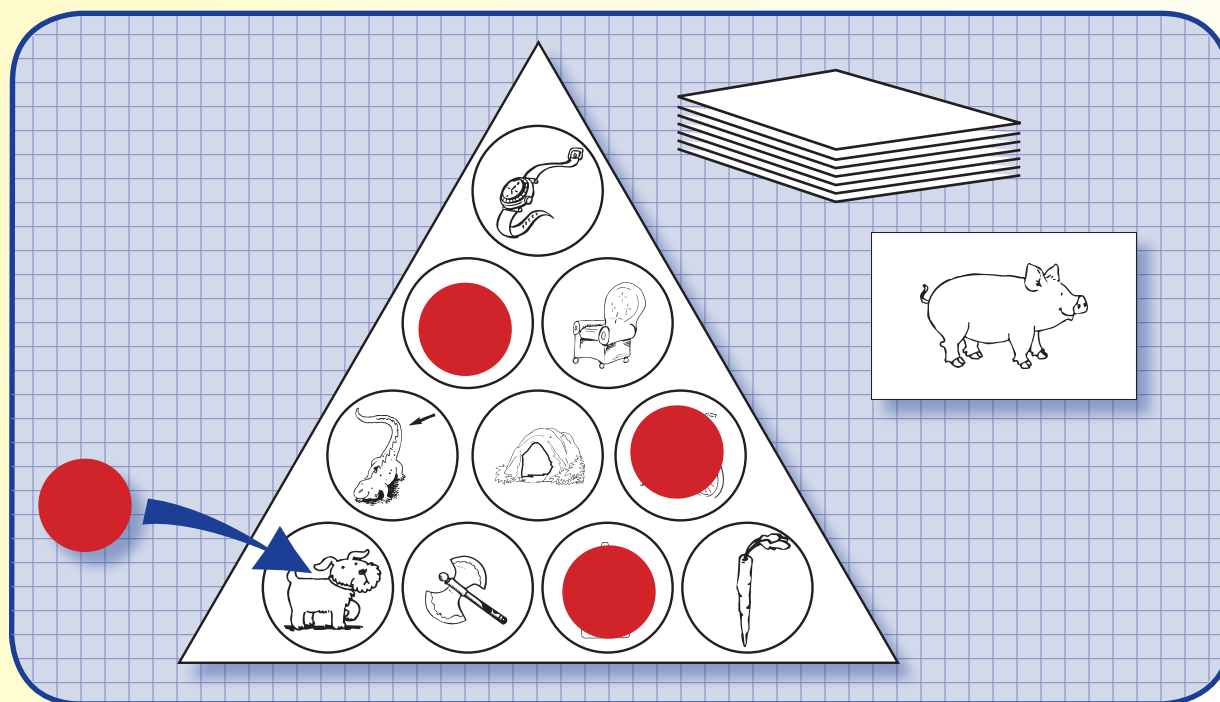
Materials

- ▶ Final Phoneme Pyramid picture boards (Activity Master PA.004.AM1a - PA.004.AM1b)
- ▶ Final phoneme picture cards (Activity Master PA.004.AM2a - PA.004.AM2c)
- ▶ Game pieces (e.g., counters)

Activity

Students match final phonemes by playing a board game.

1. Place picture cards face down in a stack at the center. Provide each student with a different Final Phoneme Pyramid picture board and game pieces.
2. Taking turns, students select a card from the stack, say the name and final phoneme of each picture. For example, "This is a picture of a pig and the final sound is /g/."
3. Look for the picture on the Pyramid with matching final phoneme. If a match is made, say name of picture and final phoneme (i.e., "dog, /g/"). Place game piece on matching picture.
4. Return picture card to the bottom of the stack.
5. Continue activity until all matches are made.
6. Peer evaluation



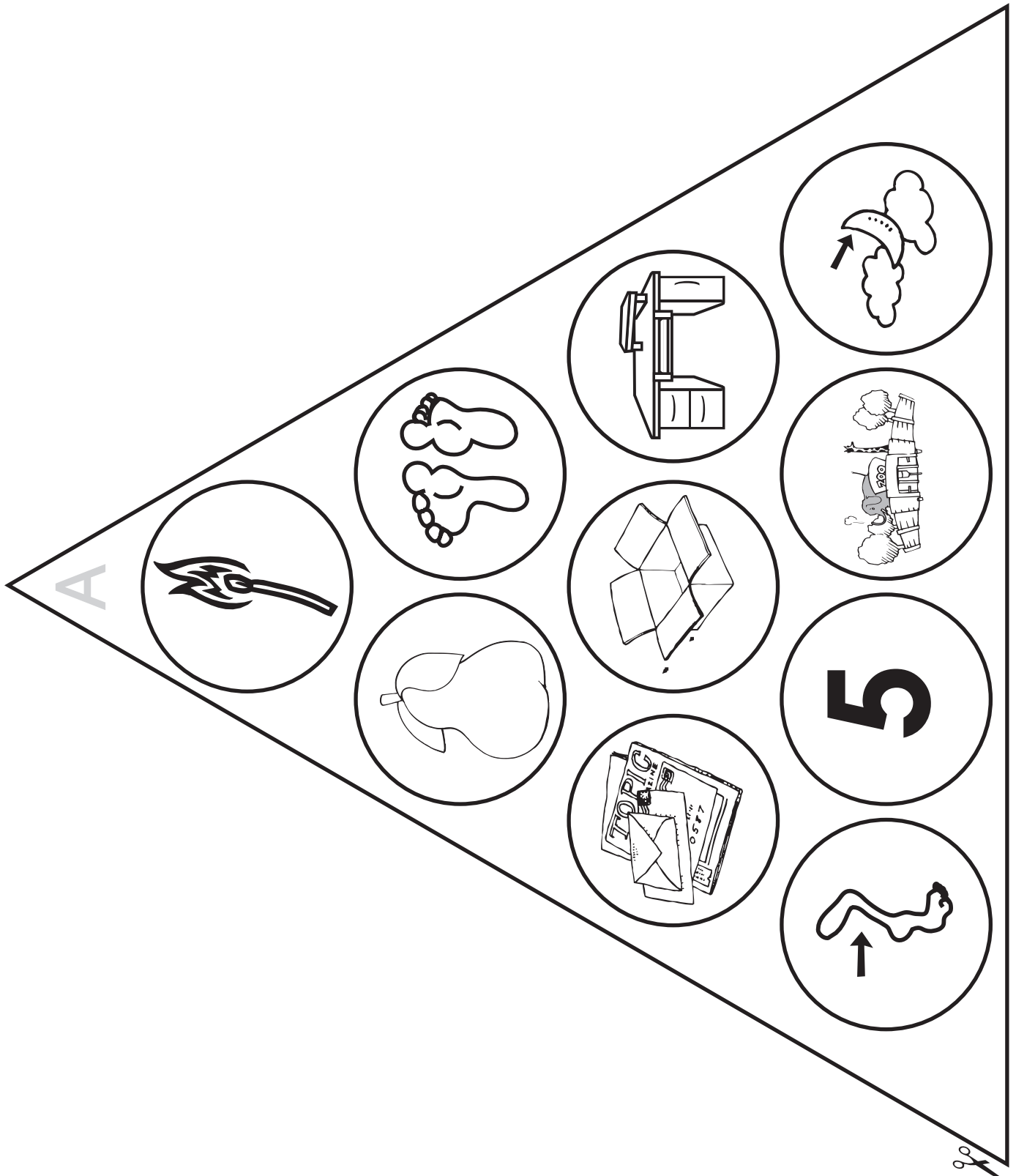
Extensions and Adaptations

- ▶ Sort picture cards by final phoneme.

Phonemic Awareness

PA.004.AM1a

Final Phoneme Pyramid

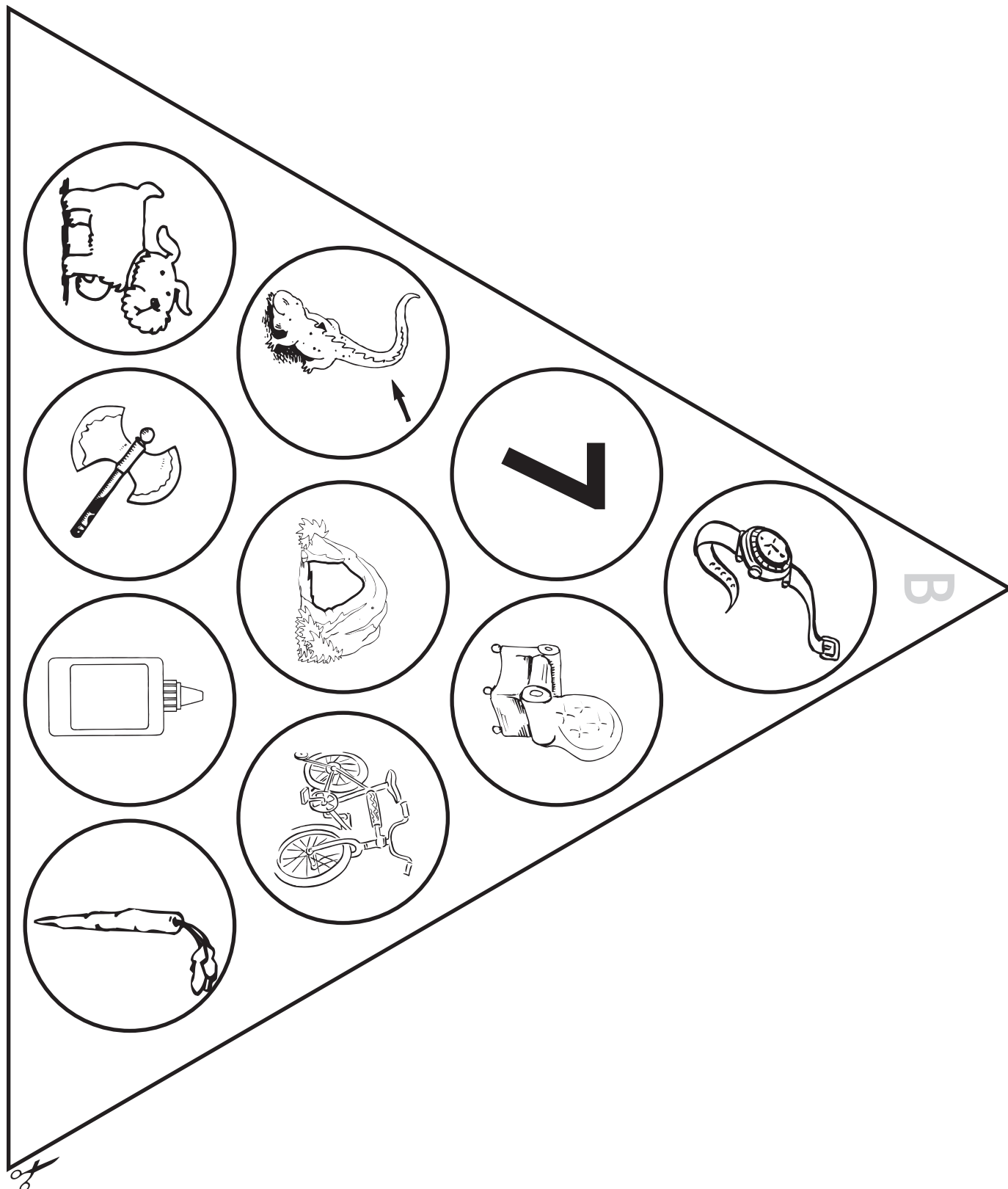


match, pear, feet, mail, box, desk, leg, five, zoo, moon

Phonemic Awareness

Final Phoneme Pyramid

PA.004.AM1b

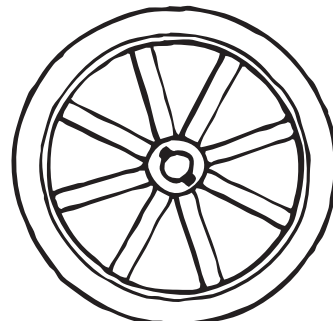
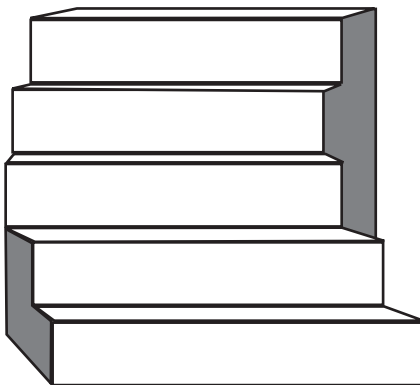
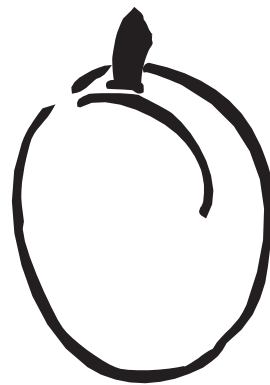
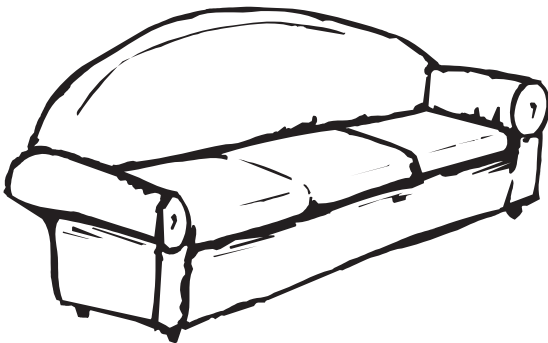
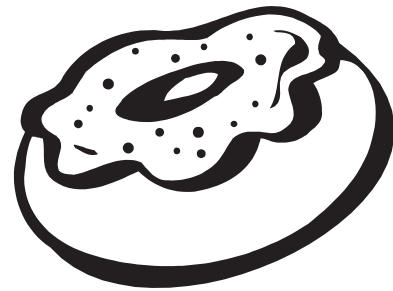


watch, seven, chair, tail, cave, bike, dog, ax, glue, carrot

Phonemic Awareness

PA.004.AM2a

Final Phoneme Pyramid



bat, doughnut, couch, peach, stair, hair, basketball, wheel

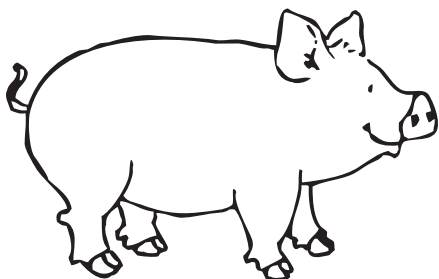
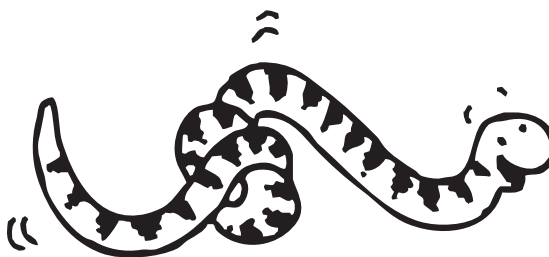
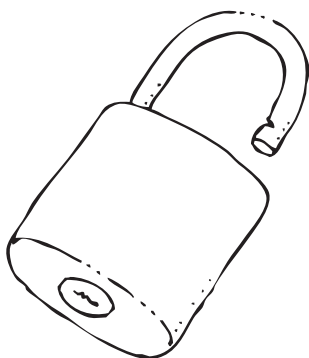
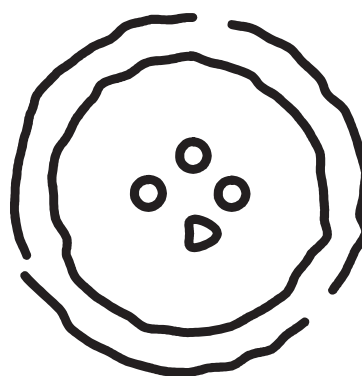
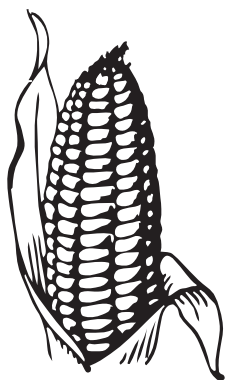


Phonemic Awareness

Final Phoneme Pyramid

PA.004.AM2b

6



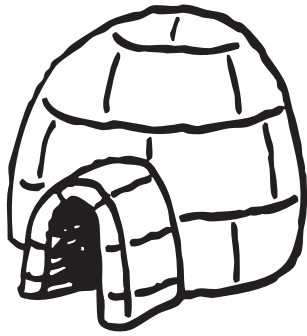
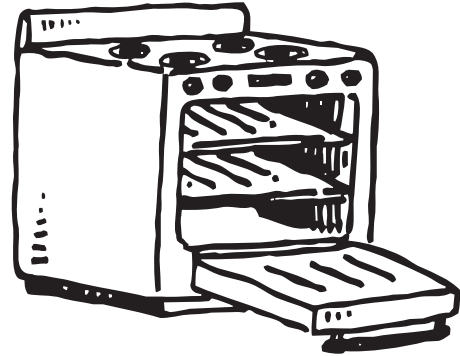
six, ox, corn, button, lock, snake, pig, frog



Phonemic Awareness

PA.004.AM2c

Final Phoneme Pyramid



sleeve, stove, igloo, kangaroo





Letter Bag



Objective

The student will match final phonemes to graphemes.



Materials

- ▶ Target final sound objects
- ▶ Non-target final sound objects
- ▶ Bag
- ▶ *Place all objects in the bag.*
- ▶ Student sheet (Activity Master P.017.SS)
- ▶ *Write the target sound letter in the upper left hand corner.*
- ▶ Pencil



Activity

Students sort, illustrate, and write the final sounds of objects.

1. Place the bag of objects on a flat surface. Provide the student with a student sheet.
2. The student selects one object from the bag, names it, and says its final sound (e.g., “mug, /g/”).
3. Names the target letter, says its sound (e.g., “g, /g/”), and determines if the final sound of the object corresponds.
4. If it matches, illustrates object in target letter column. If it does not match, illustrates object in column. Writes letter for final sound beside it.
5. Continues until all objects are sorted and illustrated.
6. Teacher evaluation

Name _____

P.017.SS Letter Bag

g	
g	n
g	
g	



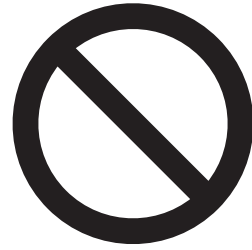
Extensions and Adaptations

- ▶ Use other target final sound objects.
- ▶ Use initial or medial sound objects.

Name _____

P.017.SS

Letter Bag





Letter-Sound Pyramid

Objective

The student will match final phonemes to graphemes.

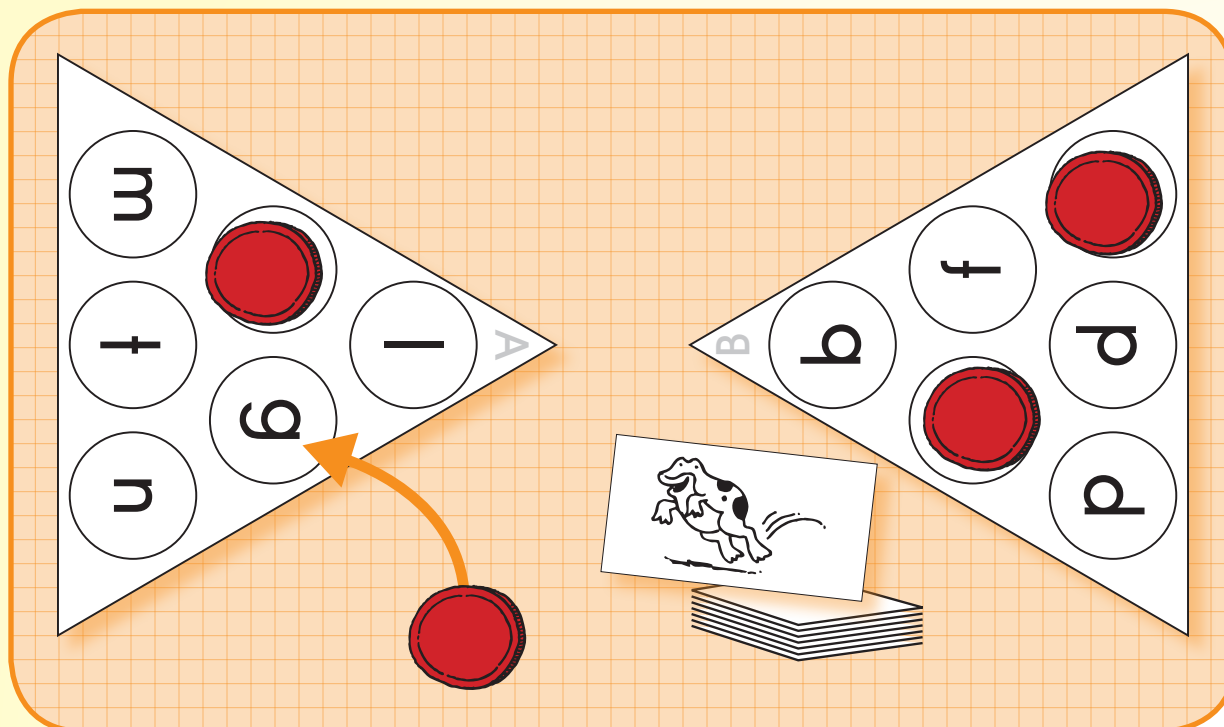
Materials

- ▶ Letter-Sound Pyramid triangles (Activity Master P.018.AM1a - P.018.AM1b)
- Note: There are two triangles marked "A" and "B."*
- ▶ Final sound picture cards (Activity Master P.018.AM2a - P.018.AM2b)
- ▶ Game pieces (e.g., counters)

Activity

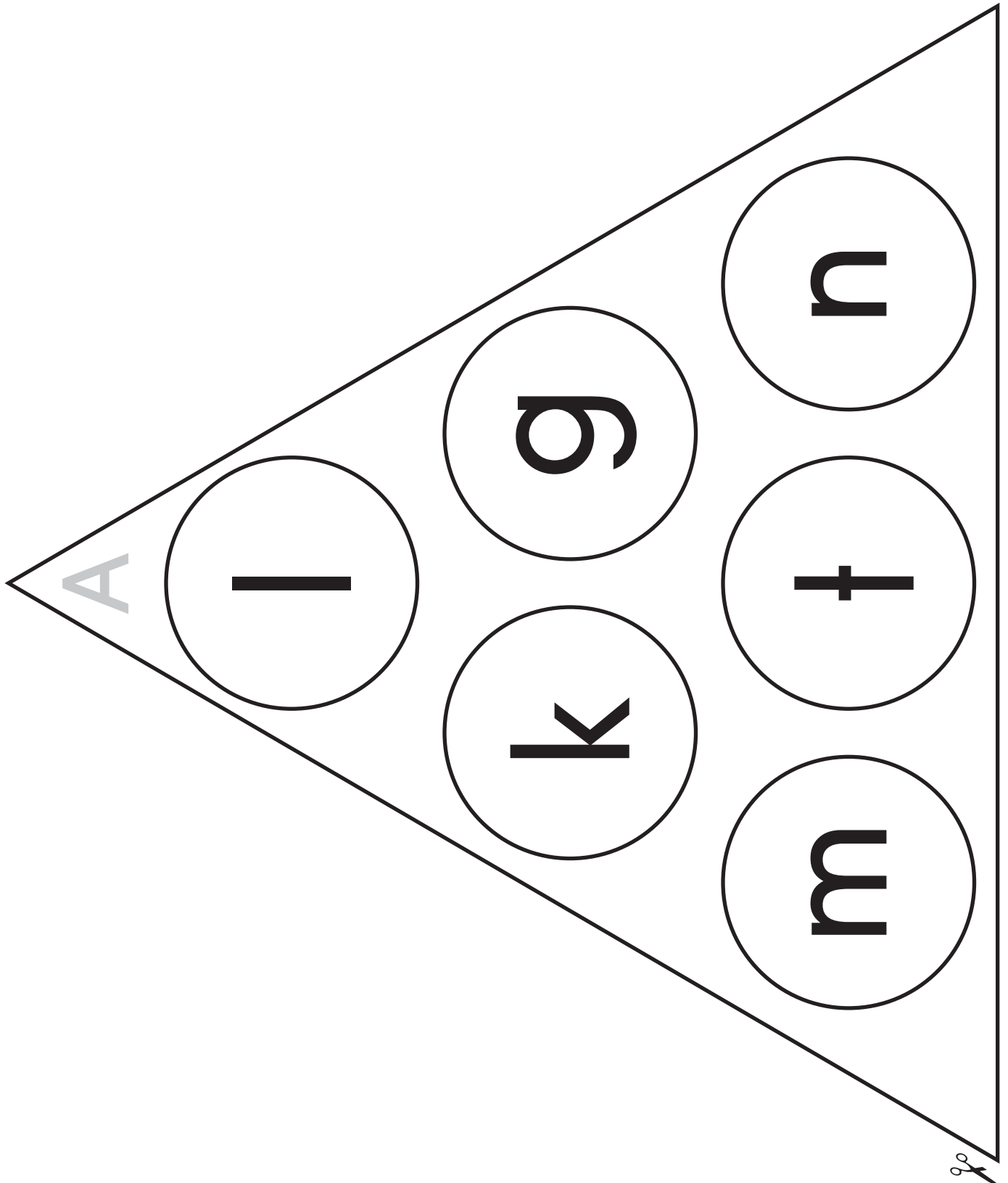
Students match final sounds of words to letters while playing a pyramid game.

1. Place final sound picture cards face down in a stack. Provide each student with a different triangle and game pieces.
2. Taking turns, students select the top card from the stack, name the picture and say its final sound (e.g., "shovel, /l/").
3. Look for letter on triangle that corresponds to final sound (i.e., "l").
4. If letter is found, place game piece on that spot and place picture card in a discard pile. If no letter is found which matches, place picture card at the bottom of the stack.
5. Continue until all matches are made.
6. Peer evaluation



Extensions and Adaptations

- ▶ Use other triangles (Activity Master P.018.AM3a - P.018.AM3b) and picture cards (Activity Master P.018.AM4a - P.018.AM4b).
- ▶ Make other triangles (Activity Master P.018.AM5) for use with initial or medial sounds.

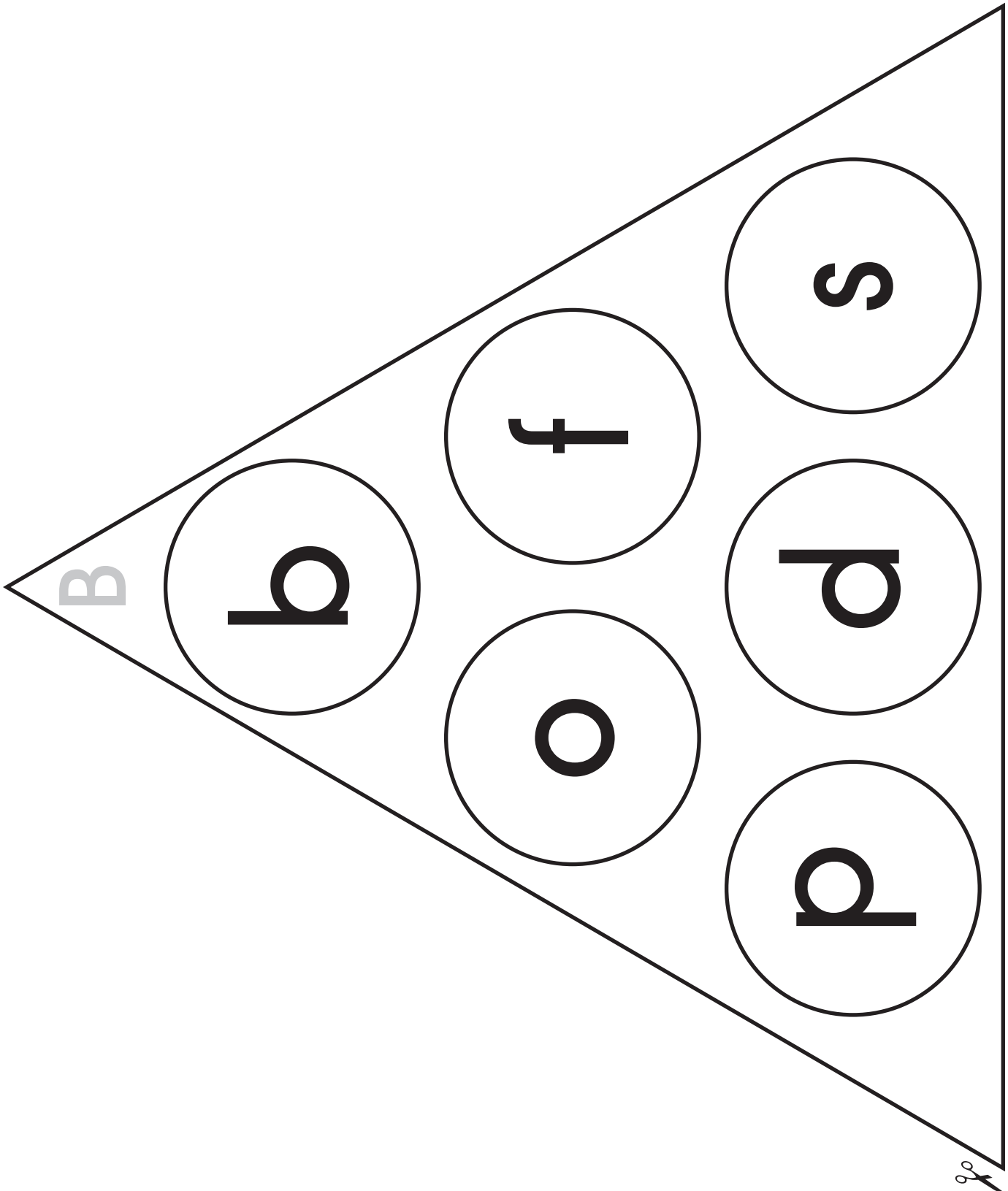


letter-sound triangle A

Phonics

Letter-Sound Pyramid

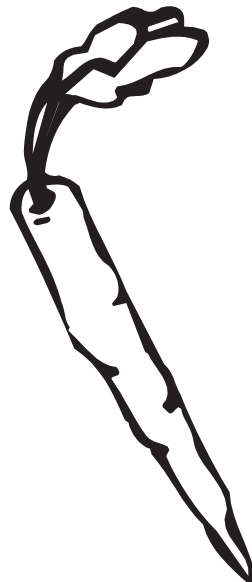
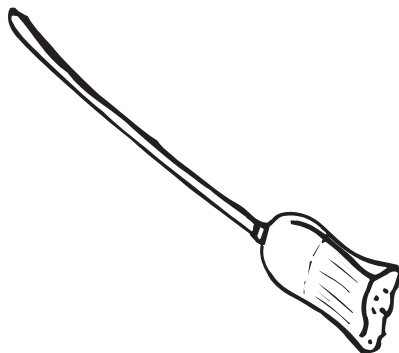
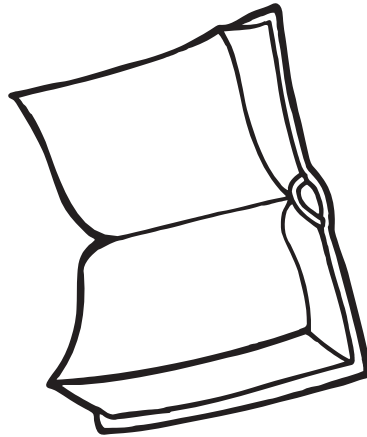
P.018.AM1b



letter-sound triangle B

P.018.AM2a

Letter-Sound Pyramid



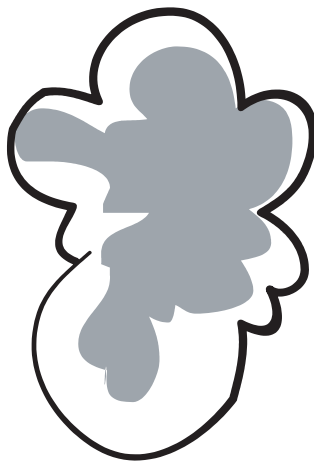
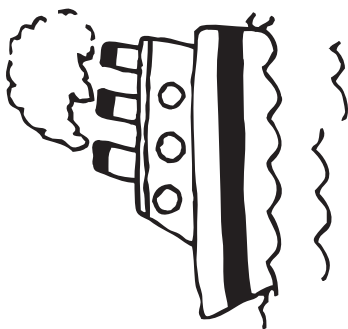
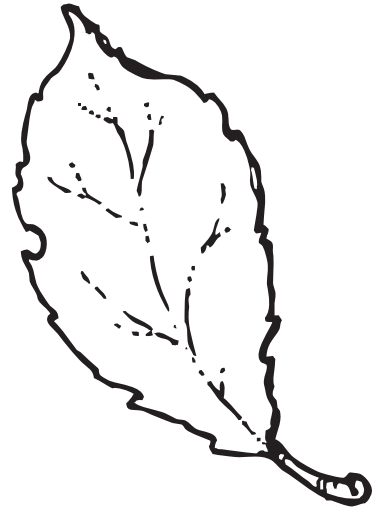
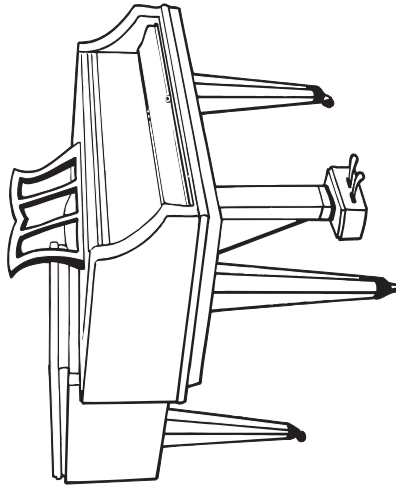
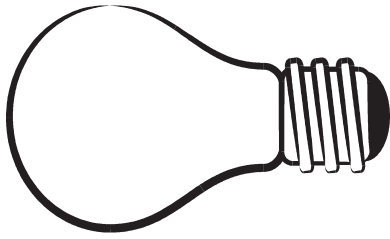
final sound picture cards: shovel, book, frog, broom, carrot, seven



Phonics

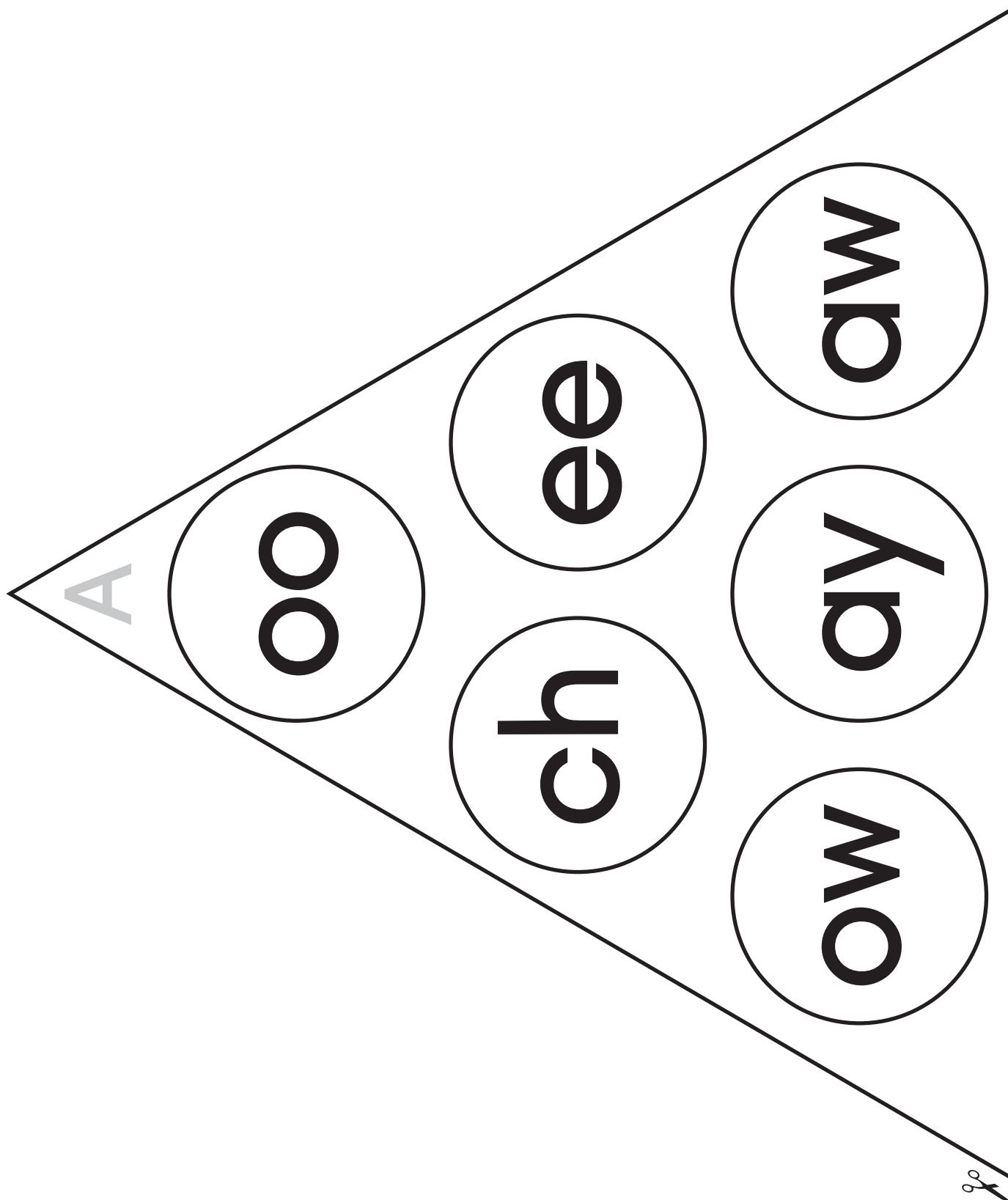
Letter-Sound Pyramid

P.018.AM2b



final sound picture cards: bulb, piano, leaf, ship, cloud, octopus



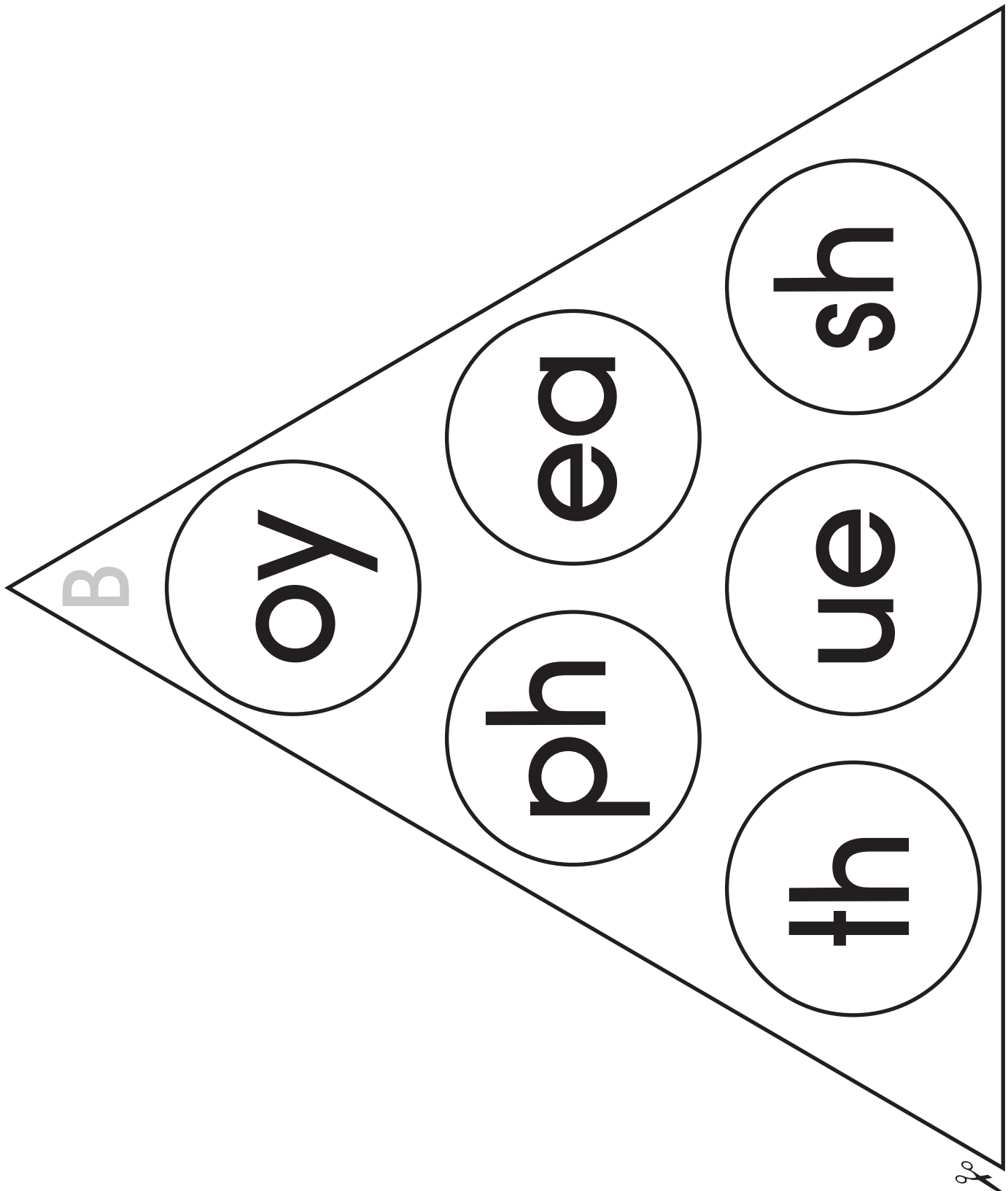


letter-sound triangle A

Phonics

Letter-Sound Pyramid

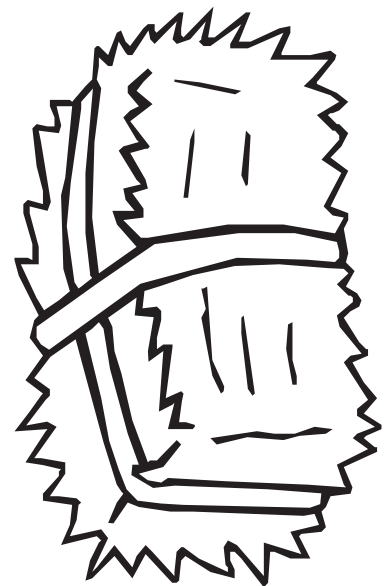
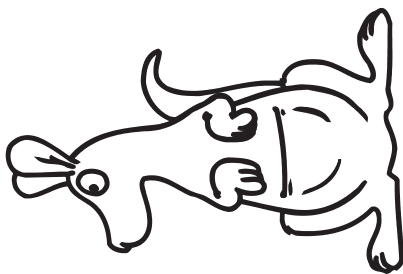
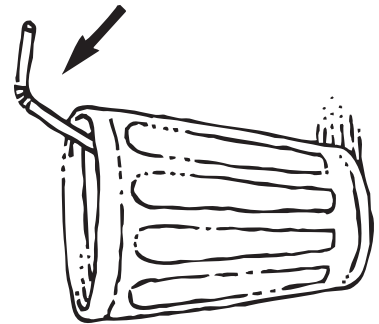
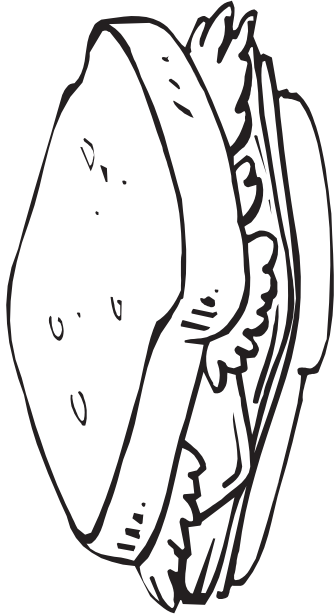
P.018.AM3b



letter-sound triangle B

P.018.AM4a

Letter-Sound Pyramid



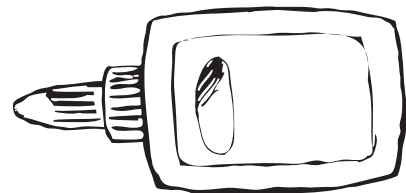
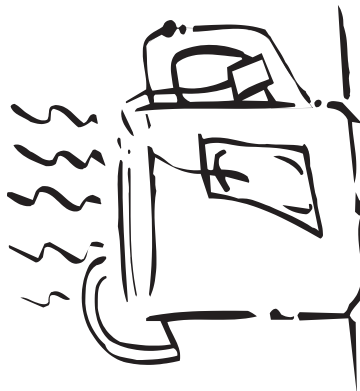
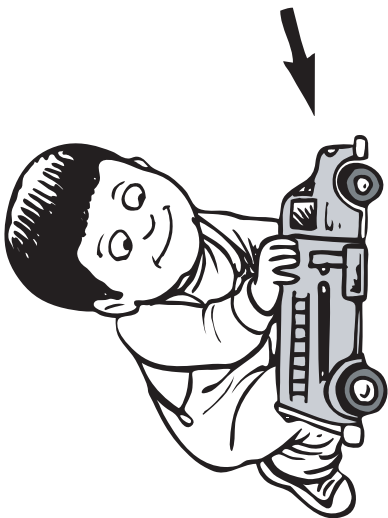
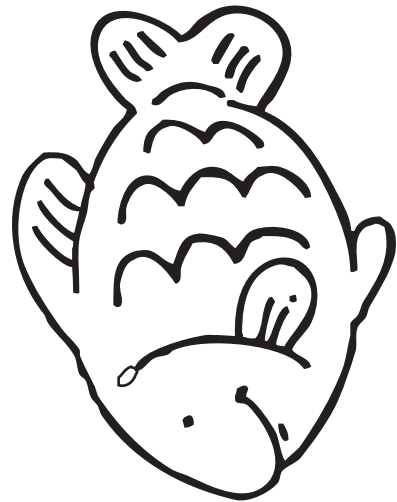
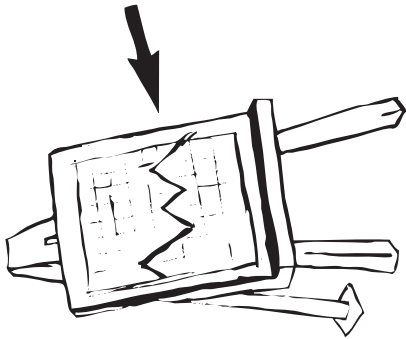
final sound picture cards: sandwich, cow, straw, kangaroo, three, hay



Phonics

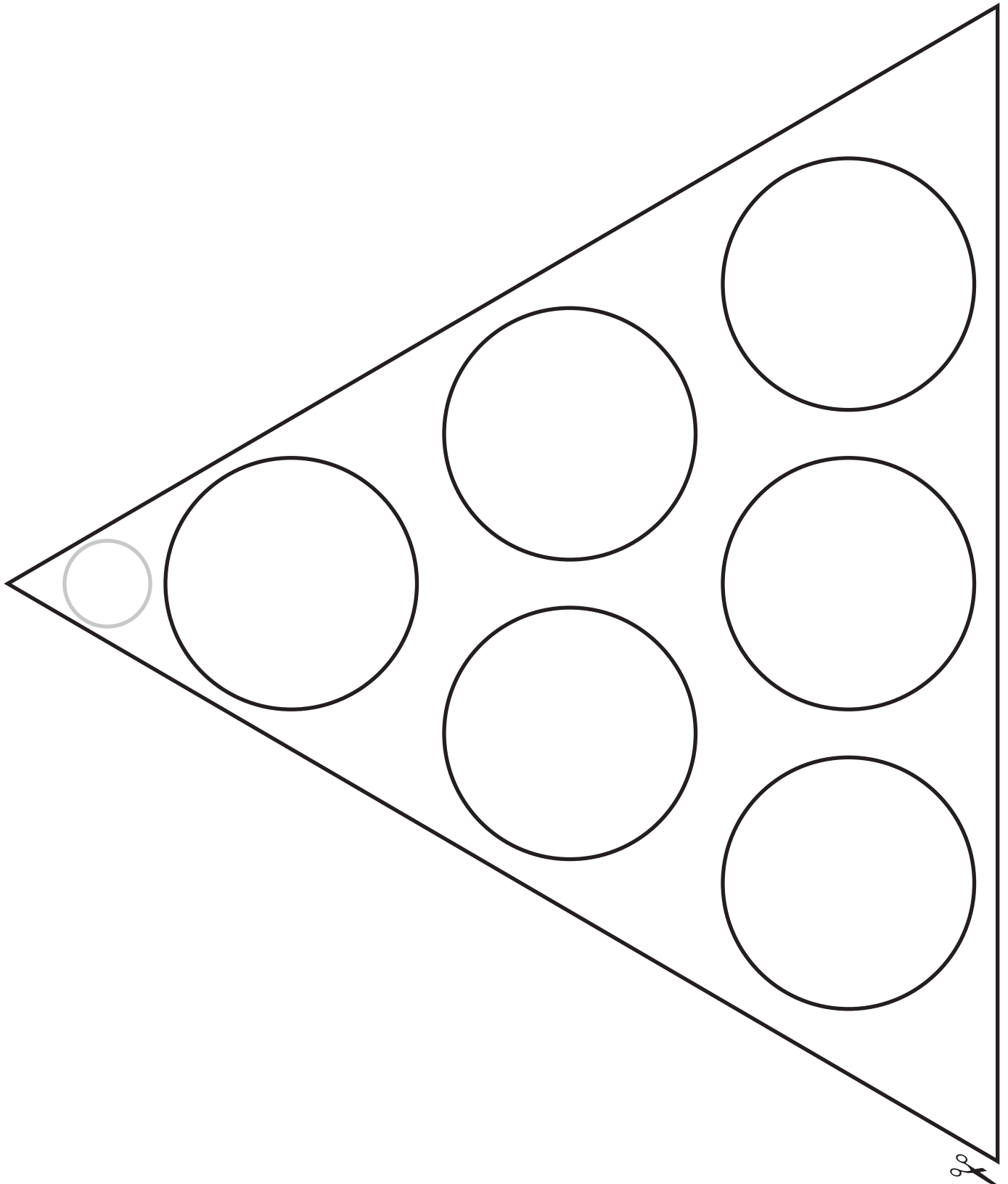
Letter-Sound Pyramid

P.018.AM4b



final sound picture cards: graph, tooth, fish, toy, tea, glue





blank triangle



Letter-Sound Folder Sort



Objective

The student will match final phonemes to graphemes.



Materials

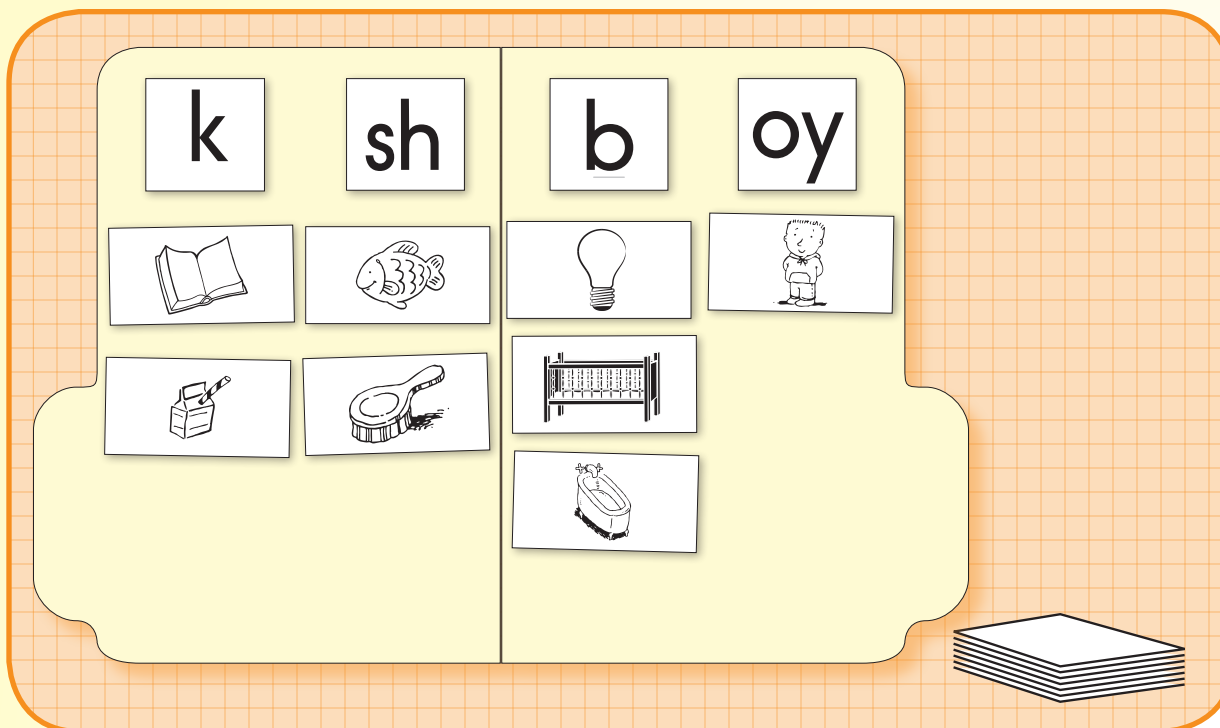
- ▶ Letter/letter combination cards (Activity Master P.019.AM1a - P.019.AM1b)
Choose four target letters or letter combination cards.
- ▶ File folder
Tape or glue target cards horizontally across the top of the file folder.
- ▶ Final sound picture cards (Activity Master P.LSC-F.1 - P.LSC-F.16)
Choose picture cards that correspond to target letters.



Activity

Students sort final sound picture cards to letters on a file folder.

1. Place the open file folder on a flat surface. Place the final sound picture cards face up in a stack next to the file folder.
2. Taking turns, students select a card, name the picture, and say its final sound (e.g., “crib, /b/”).
3. Look for letter(s) on folder that corresponds to final sound, name it (i.e., “b”), and place the final sound picture card below that letter(s).
4. Continue until all cards are sorted.
5. Peer evaluation



Extensions and Adaptations

- ▶ Use other target letter(s).
- ▶ Sort initial or medial sounds (Activity Master P.LSC-I.1 - P.LSC-I.22 or P.LSC-M.1 - P.LSC-M.13).

b

d

f

g

k

l

m

n

o

p

s

t



Phonics

Letter-Sound Folder Sort

P.019.AM1b

x

ar

sh

th

ch

ng

ow

aw

oo

oy

letter/letter combination cards





F.005

Letter-Sound Correspondence

Fluency Letter Wheel



Objective

The student will gain speed and accuracy in recognizing letter-sounds.



Materials

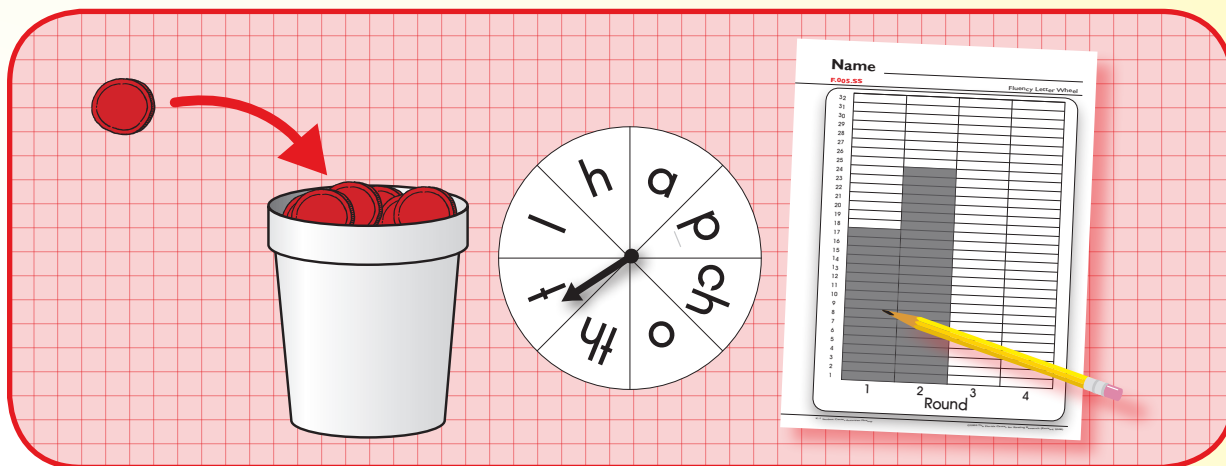
- ▶ Letter wheel spinner (Activity Master F.005.AM1)
Copy on card stock and cut.
- ▶ Brad
Attach arrow to the spinner with the brad.
- ▶ Letter-sound graph student sheet (Activity Master F.005.SS)
- ▶ Cup
- ▶ Counters
- ▶ Timer (e.g., digital)
- ▶ Pencils



Activity

Students say sounds of letters on a spinner in a timed activity.

1. Place the letter wheel spinner, cup, counters, and timer at the center. Provide the students with one letter-sound graph.
2. Working in pairs, student one sets the timer for one minute and says “begin.” Student two spins the arrow on the spinner, names the letter, and says its sound (e.g., “t, /t/”).
3. If correct, student one places one counter in the cup. If incorrect, no counter is placed in the cup.
4. Reverse roles and continue until the timer goes off. Count and graph the number of counters in the cup.
5. Repeat the activity attempting to increase speed and accuracy.
6. Continue until student sheet is complete.
7. Teacher evaluation



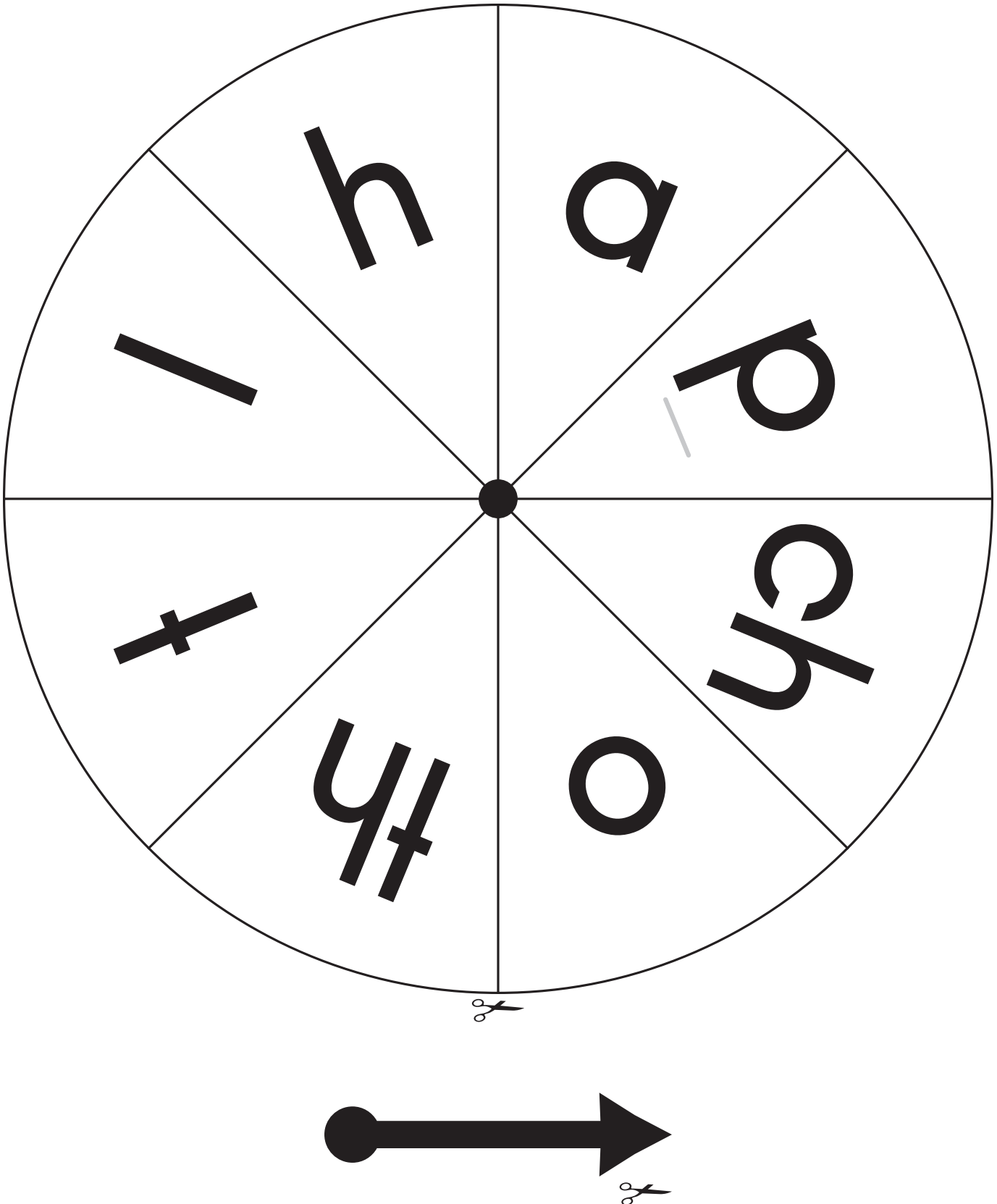
Extensions and Adaptations

- ▶ Use other letter wheel spinners. (Activity Master F.005.AM2a – F.005.AM2c)
- ▶ Make and use a wheel spinner with other letter combinations (F.005.AM3).

Fluency

Fluency Letter Wheel

F.005.AM.I



letter wheel spinner

Name

F.005.SS

Fluency Letter Wheel

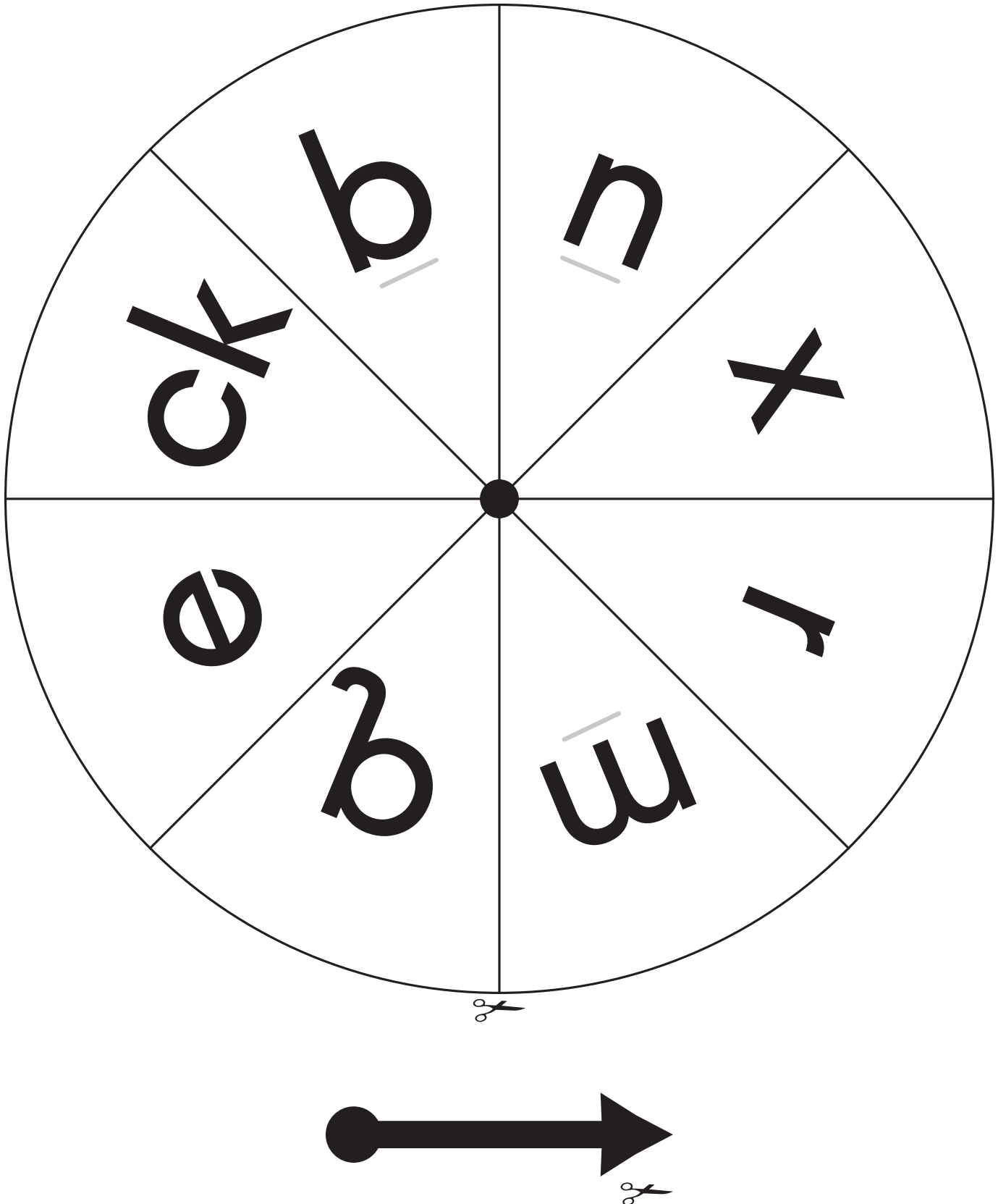
32				
31				
30				
29				
28				
27				
26				
25				
24				
23				
22				
21				
20				
19				
18				
17				
16				
15				
14				
13				
12				
11				
10				
9				
8				
7				
6				
5				
4				
3				
2				
1				
	1	2	3	4

Round

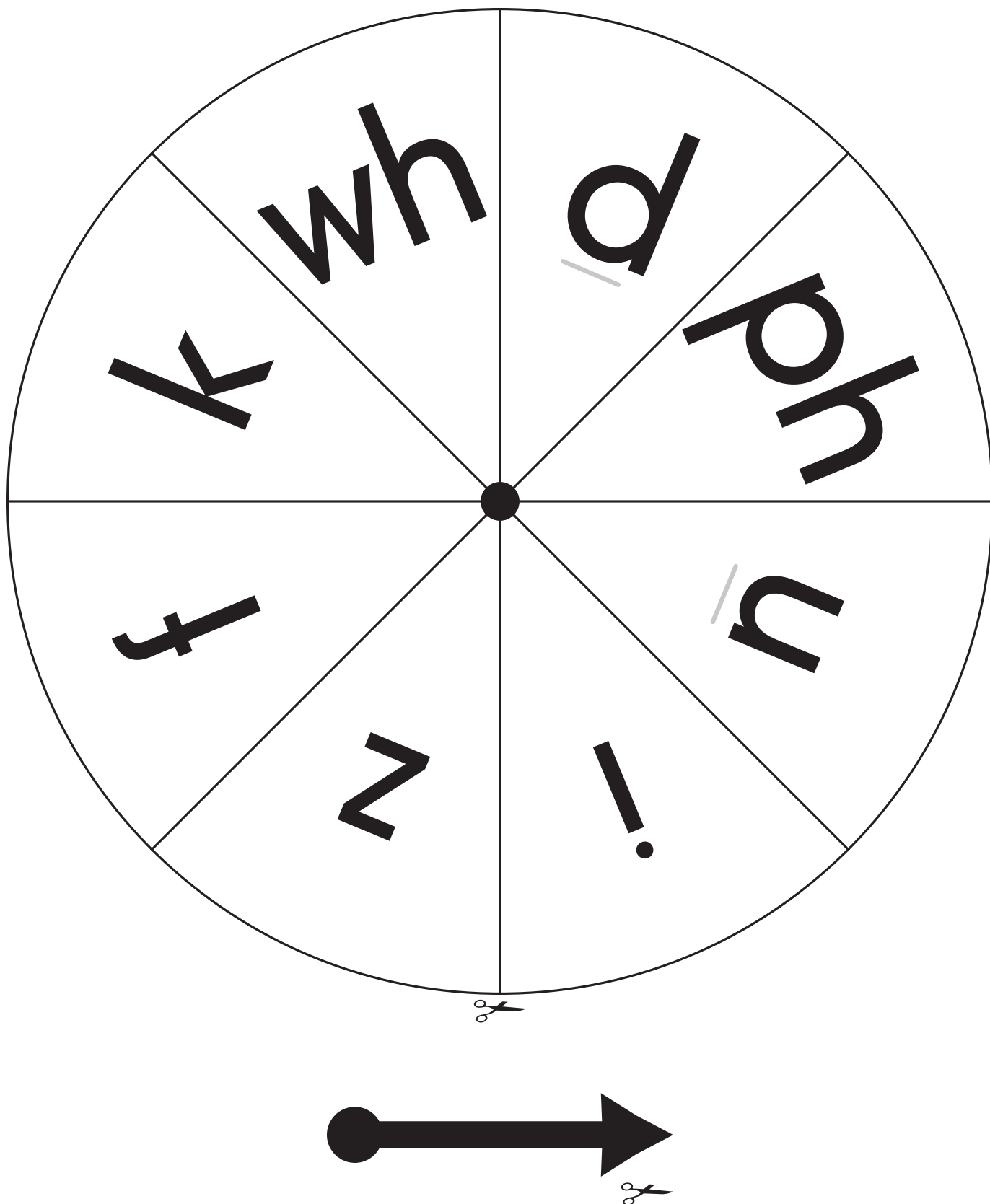
Fluency

Fluency Letter Wheel

F.005.AM2a



letter wheel spinner

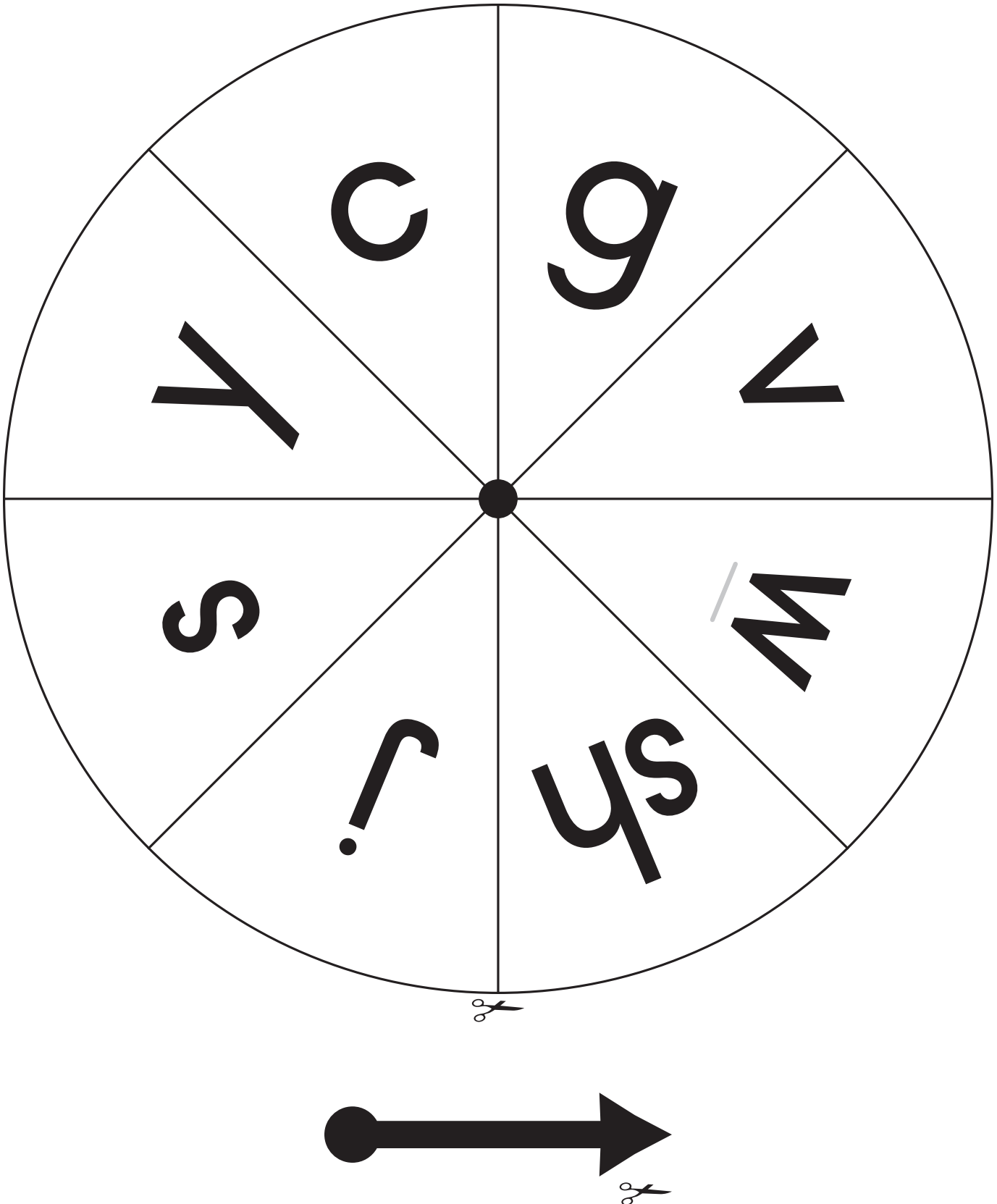


letter wheel spinner

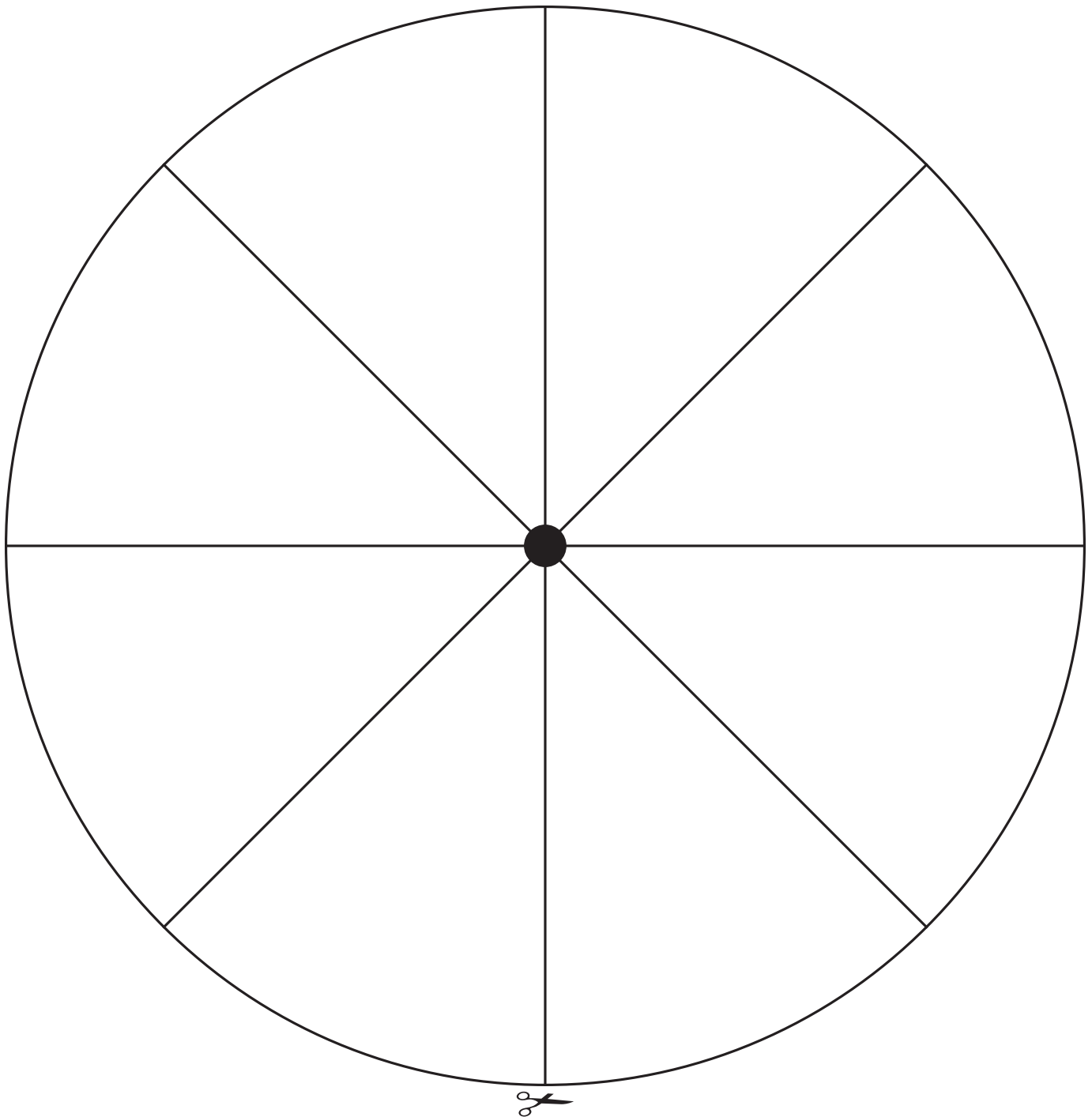
Fluency

Fluency Letter Wheel

F.005.AM2c



letter wheel spinner



blank spinner



Letter Flash

Objective

The student will gain speed and accuracy in recognizing letter-sounds.

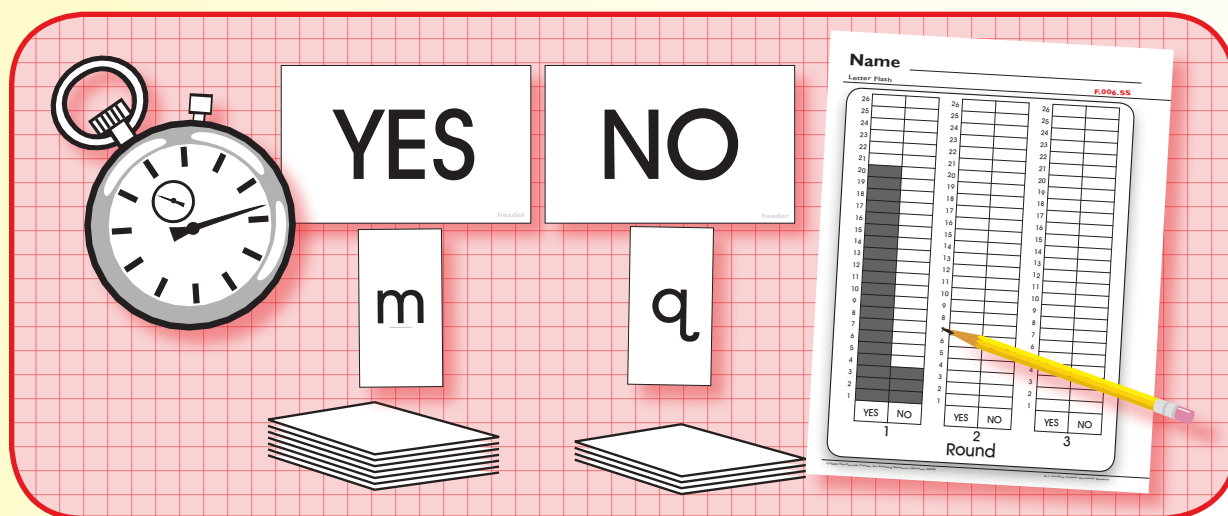
Materials

- ▶ Letter cards (Activity Master F.003.AM1a - F.003.AM1i)
Choose a complete set of uppercase or lowercase letters.
- ▶ YES and NO header cards (Activity Master F.006.AM1)
- ▶ YES and NO graph student sheet (Activity Master F.006.SS1a - F.006.SS1c)
Choose or make a graph appropriate to students' fluency level.
- ▶ Timer (e.g., digital)
- ▶ Pencils

Activity

Students identify letters and their sounds in a timed activity.

1. Place the letter cards face down in a stack. Place the YES and NO header cards face up next to each other. Place the timer at the center. Provide each student with a YES and NO graph.
2. Working in pairs, student one sets the timer for one minute and tells student two to "begin." Student two selects the top card, names the letter, and says its sound (e.g., "p, /p/").
3. If correct, places the card in a pile under the YES header card. If incorrect, places it in a pile under the NO header card.
4. Continue until the timer goes off. Graph the number of cards in each pile in the corresponding columns on the student sheet.
5. Together, name the letters and say the sounds of the cards in the "NO" pile.
6. Reverse roles and repeat the activity attempting to increase speed and accuracy.
7. Continue until student sheet is complete.
8. Teacher evaluation



Extensions and Adaptations

- ▶ Combine uppercase and lowercase letters and repeat activity.

YES

header

NO

header

header cards



Phonics

Alphabet Tiles Name Sort

P.009.AM1b

a	<u>b</u>	c	<u>d</u>	e
f	g	h	i	j
k	l	<u>m</u>	<u>n</u>	o
<u>p</u>	q	r	s	t
<u>u</u>	v	<u>w</u>	x	y
z				



lowercase letter tile cards

Name _____

Letter Flash

F.006.SS1a

26		
25		
24		
23		
22		
21		
20		
19		
18		
17		
16		
15		
14		
13		
12		
11		
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
	YES	NO

1

26		
25		
24		
23		
22		
21		
20		
19		
18		
17		
16		
15		
14		
13		
12		
11		
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
	YES	NO

2

26		
25		
24		
23		
22		
21		
20		
19		
18		
17		
16		
15		
14		
13		
12		
11		
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		
	YES	NO

3

Round