



### Brown Bag It



#### Objective

The student will match initial phonemes to graphemes.



#### Materials

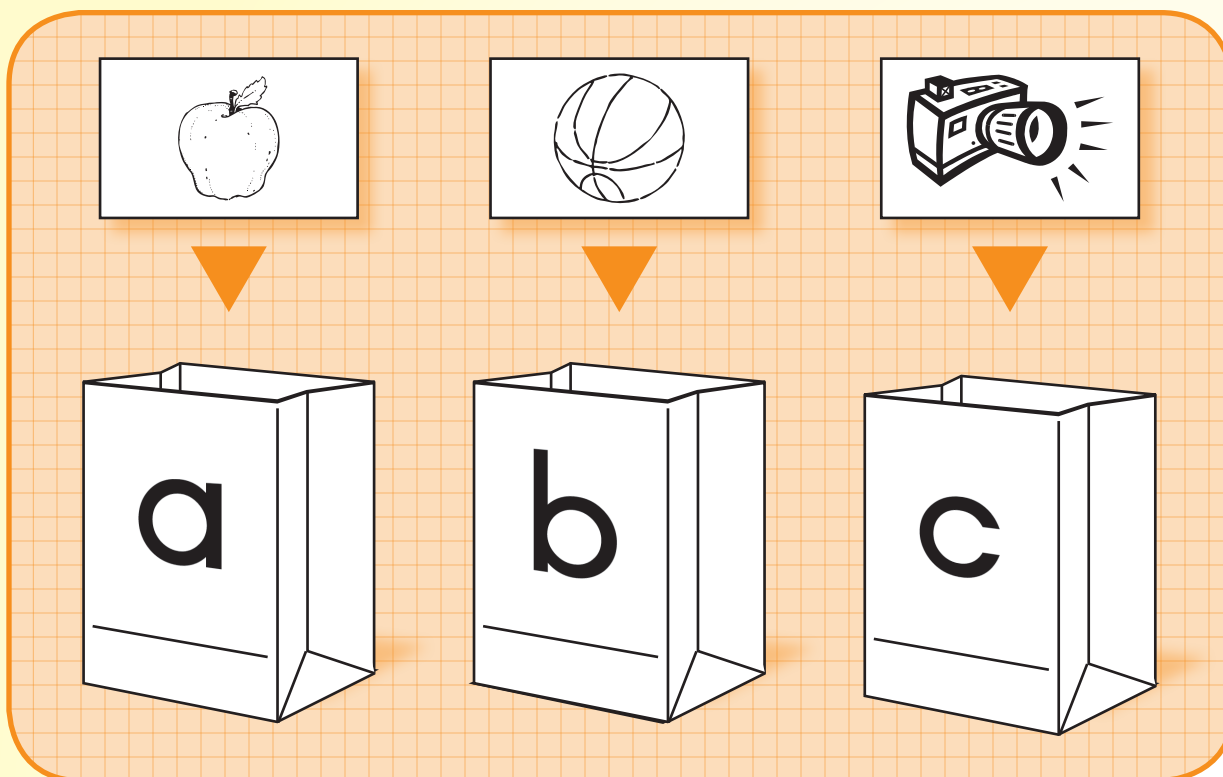
- ▶ Small brown paper bags  
*Label each of 26 bags with one letter of the alphabet.*
- ▶ Print resources (e.g., magazines and catalogs)  
*Review the print resources to ensure the information is appropriate for young children.*
- ▶ Scissors



#### Activity

Students sort pictures by initial sounds into bags labeled with the letters of the alphabet.

1. Place paper bags in alphabetical order on a flat surface. Place print resources and scissors at the center.
2. The student cuts 10-20 pictures from the print resources.
3. Names each picture, says its initial sound (e.g., “basketball, /b/”), and places picture in corresponding bag.
4. Continues until all pictures are sorted.
5. Teacher evaluation



#### Extensions and Adaptations

- ▶ Check the pictures in the bags for initial sound matches during a whole group activity.
- ▶ Use pictures to make a class alphabet book.
- ▶ Sort pictures by final or medial sounds.



### Objective

The student will match initial phonemes to graphemes.



### Materials

- ▶ Student photographs
- ▶ Poster board

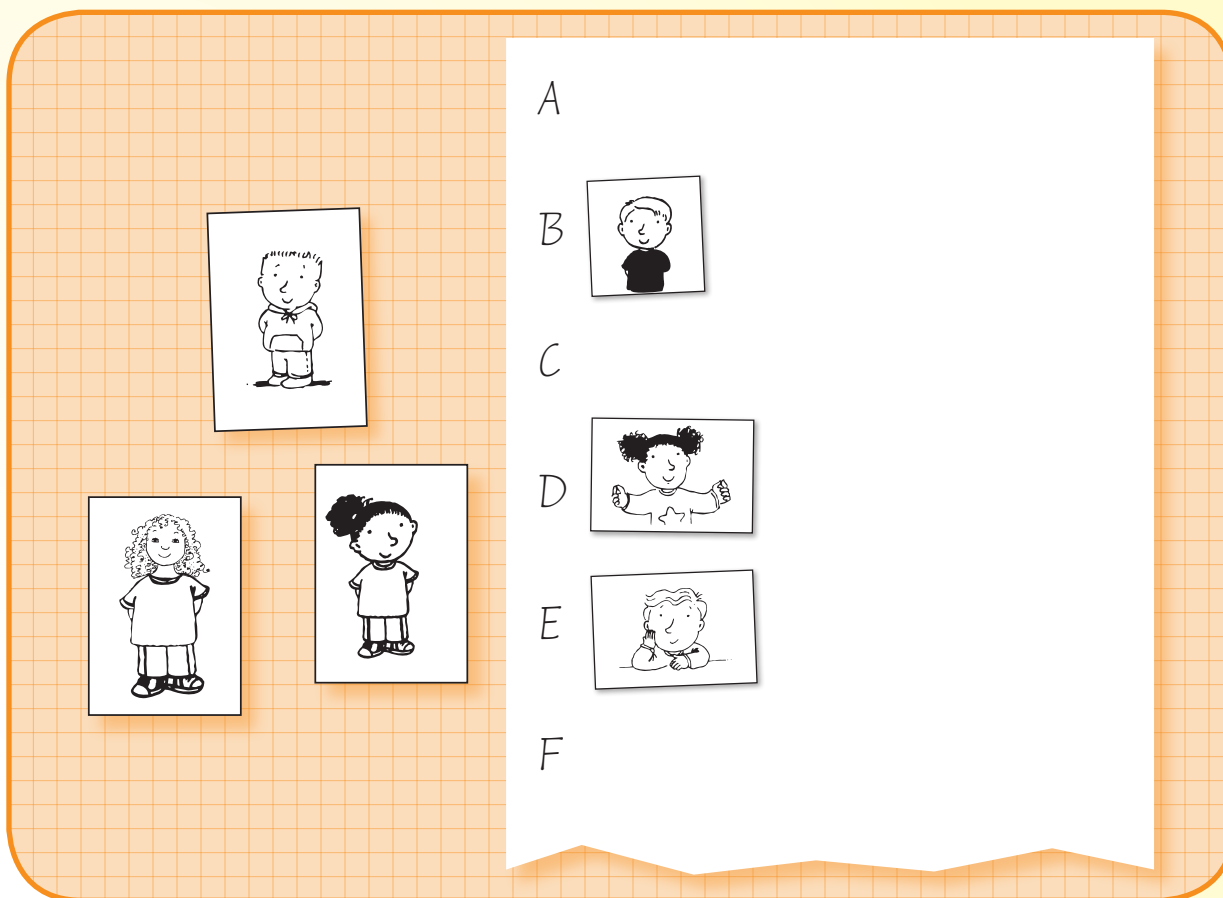
*Write the letters of the alphabet vertically down the left side of the poster board.*



### Activity

Students match the initial sounds in classmates' names to letters using student photographs.

1. Place scattered student photographs on a flat surface. Place poster board at the center.
2. Working in pairs, students select a photograph, name the student, and say the initial sound in the student's name.
3. Place photograph on the chart beside the letter that corresponds to the initial sound.
4. Continue until all photographs are sorted.
5. Peer evaluation



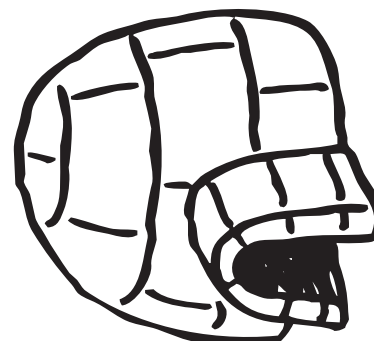
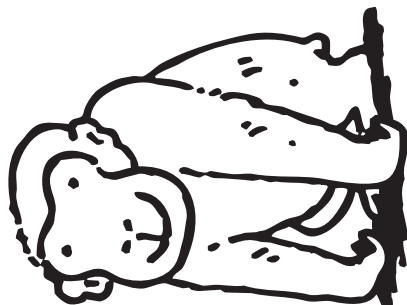
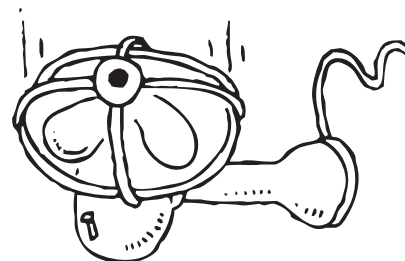
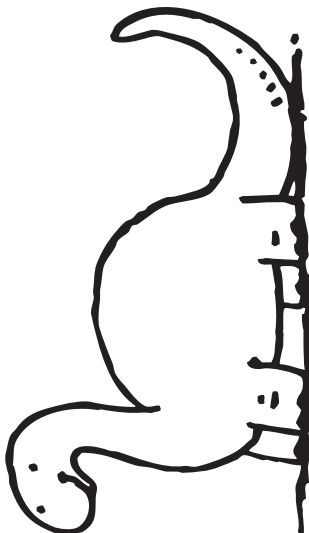
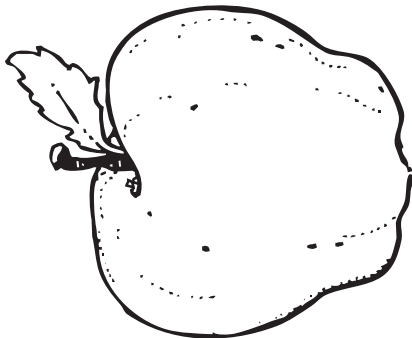
### Extensions and Adaptations

- ▶ Sort student names by final sound.
- ▶ Sort picture cards by initial sound (Activity Master P.013.AM1a - P.013.AM1c).

# Phonics

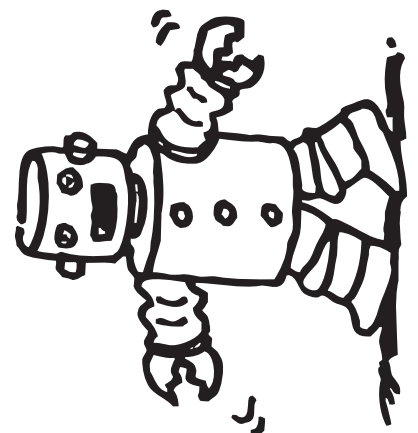
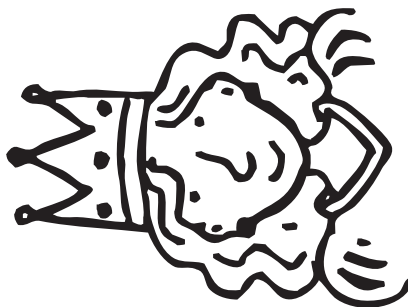
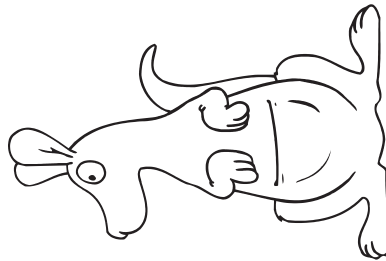
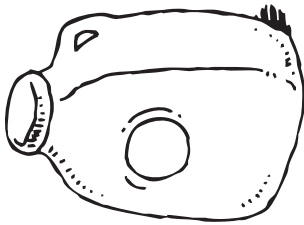
Photo Chart

P.013.AM1a



picture cards: apple, ball, camera, dinosaur, egg, fan, gorilla, hug, igloo





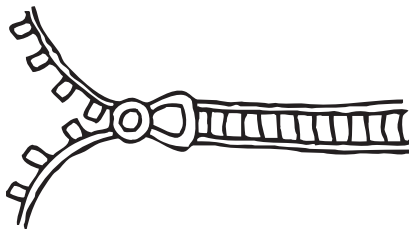
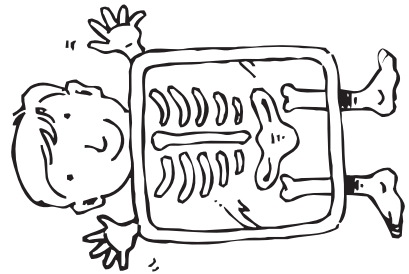
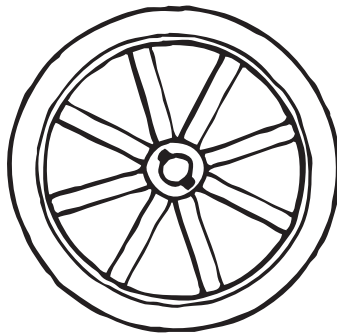
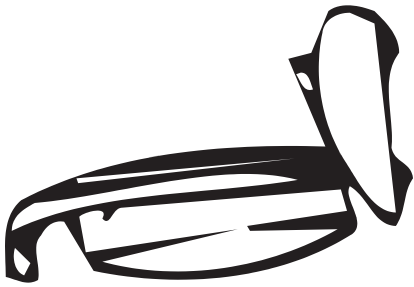
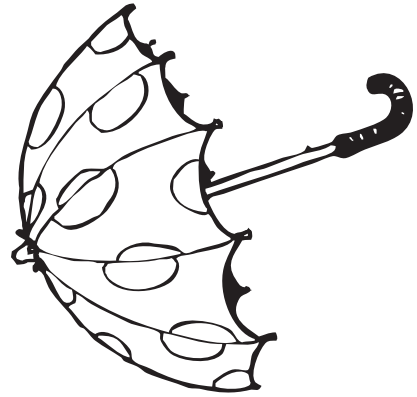
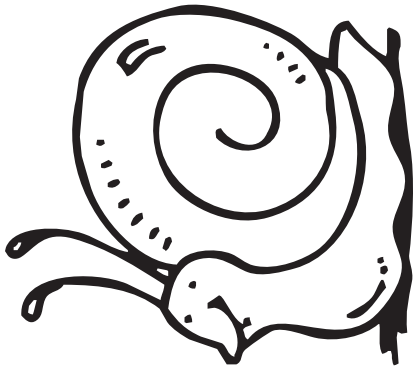
picture cards: jug, kangaroo, lion, monkey, nose, ostrich, popcorn, queen, robot



# Phonics

Photo Chart

P.013.AM1c



picture cards: snail, tiger, umbrella, vacuum, wheel, x-ray, yak, zipper





## Objective

The student will match initial phonemes to graphemes.



## Materials

- ▶ 12" x 18" construction paper  
*Laminate the finished product for placemats.*
- ▶ Letter stamps and stamp pads
- ▶ Print resources (e.g., magazines and catalogs)  
*Review the print resources to ensure the information is appropriate for young children.*
- ▶ Scissors
- ▶ Glue



## Activity

Students select pictures with the same initial sound as their first name and make placemats.

1. Place print resources, letter stamps, stamp pad, scissors, and glue on a flat surface. Provide each student with a piece of construction paper.
2. The student stamps each letter of his name on the construction paper and says the initial sound.
3. Selects and cuts pictures with the same initial sound as in the student's name.
4. Glues pictures on the construction paper.
5. Continues until there are five to ten pictures on placemat.
6. Teacher evaluation



## Extensions and Adaptations

- ▶ Select pictures corresponding to the final sound in name.
- ▶ Use last names.



### Words Around Us Memory Game

#### Objective

The student will match initial phonemes to graphemes.

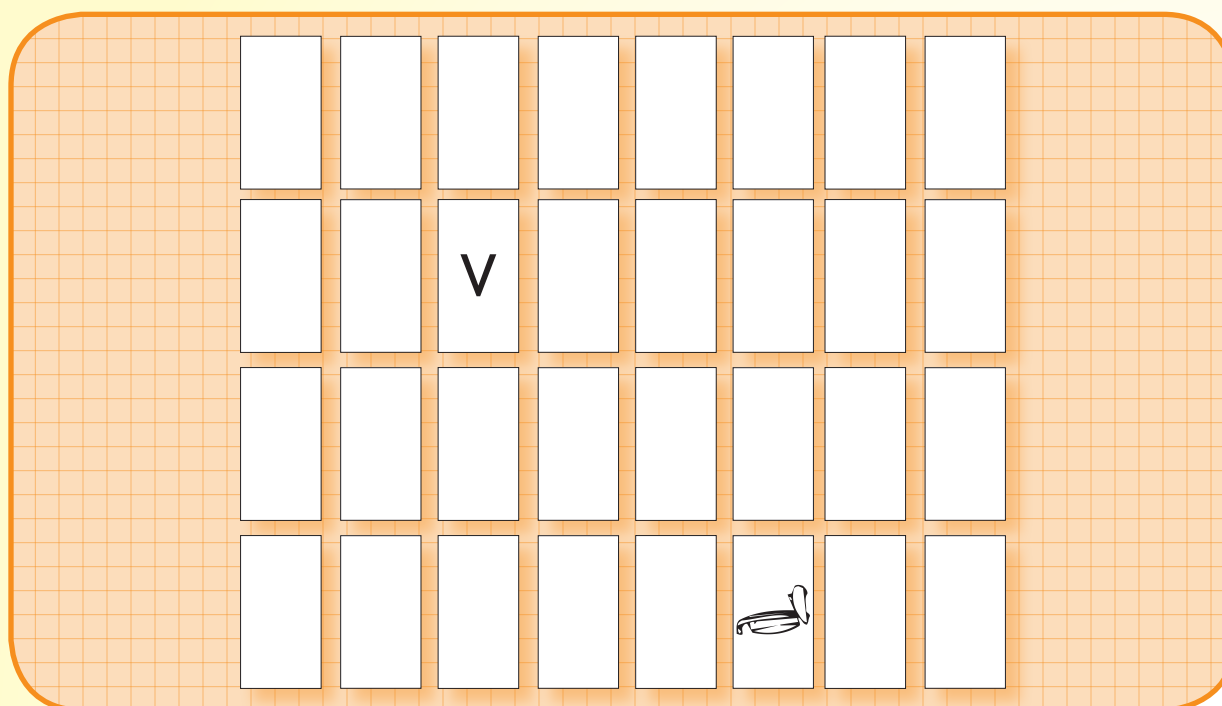
#### Materials

- ▶ Initial sound picture cards (Activity Master P.LSC-I.1 - P.LSC-I.22)  
*Choose eight-to-ten target initial sound picture cards.*
- ▶ Uppercase or lowercase letter cards (Activity Master P.007.AM2a - P.007.AM2i)  
*Choose letter cards that correspond to the initial sound for each target picture card.*

#### Activity

Students pair initial sound picture cards with the corresponding letter while playing a memory game.

1. Place picture cards and letters cards face down in separate rows.
2. Taking turns, students select two cards, name the letter (e.g., “v”) or name the picture, and say its initial sound (e.g., “vacuum, /v/”).
3. Determine if there is a letter-sound match. If there is a match (e.g., “v, /v/”) pick up the cards, place to the side and take another turn. If cards do not match (e.g., “v, /b/”), or if two letter cards or two picture cards are selected, return to their original places, and allow partner to take a turn.
4. Continue until all letter-sound pairs are made.
5. Peer evaluation



#### Extensions and Adaptations

- ▶ Put the pictures and cards in alphabetical order.
- ▶ Match cards by final sound.
- ▶ Match cards by number of syllables.
- ▶ Match cards by number of phonemes.

**Objective**

The student will match initial phonemes to graphemes.

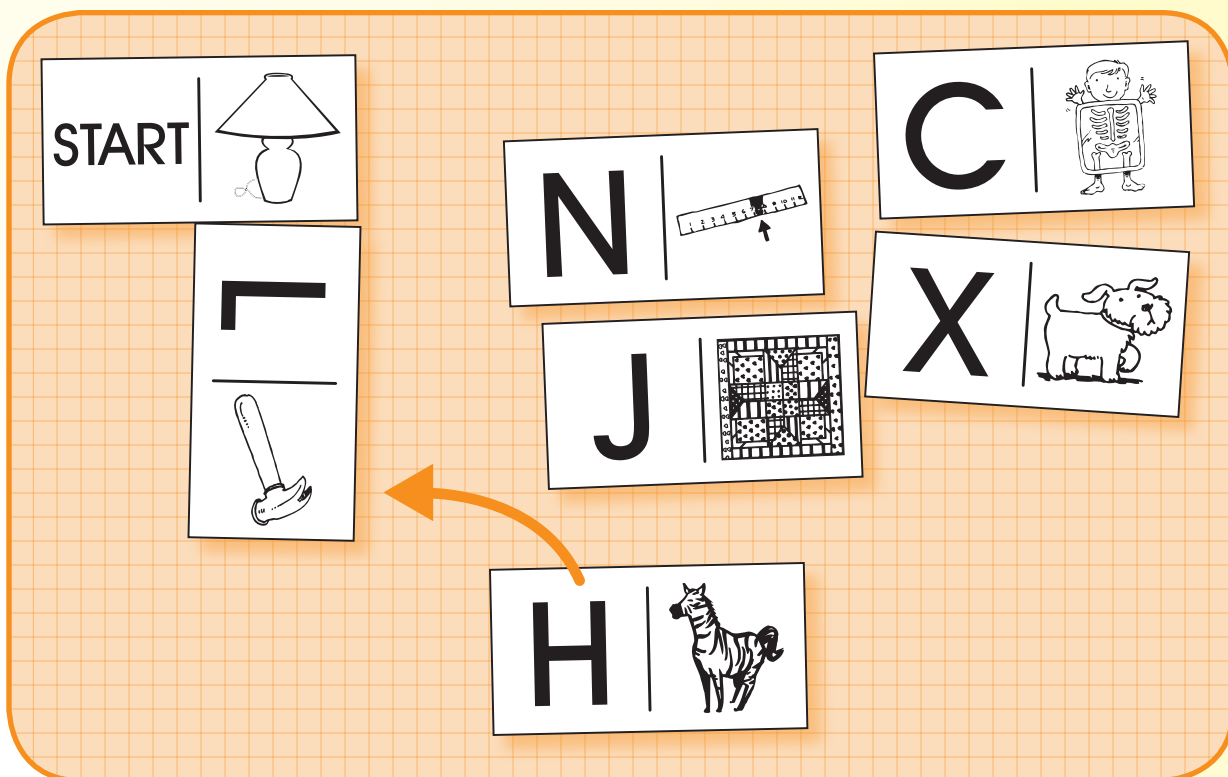
**Materials**

- ▶ Picture/letter domino cards (Activity Master P.016.AM1a - P.016.AM1e)  
*Copy on card stock, laminate, and cut.*

**Activity**

Students match initial sounds of pictures to letters while playing a domino game.

1. Scatter domino picture cards face up on a flat surface.
2. Taking turns, student one places the START domino on the table, names the picture on the other side of the domino, and says its initial sound (i.e., “lamp, /l/”).
3. Looks for a domino with the letter that corresponds to the initial sound, names it, and says its sound (i.e., “l, /l/”). Connects the two dominoes.
4. Student two names the picture on the other side of the domino (i.e., “hammer”), says its initial sound (i.e., “/h/”), and finds the domino with the corresponding letter. Names the letter and says its sound (i.e., “h, /h/”). Connects it to the domino.
5. Continue until all dominoes are connected.
6. Peer evaluation

**Extensions and Adaptations**

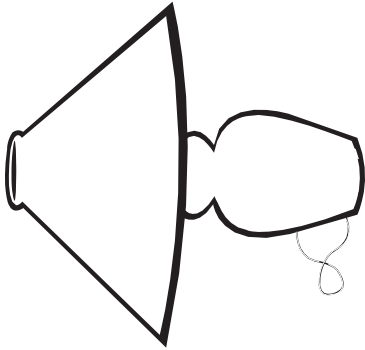
- ▶ Make and use final sound picture/letter domino cards (Activity Master P.016.AM2).
- ▶ Make and use medial sound picture/letter domino cards (Activity Master P.016.AM2).
- ▶ Make and use upper- and lowercase letter domino cards (Activity Master P.016.AM2).



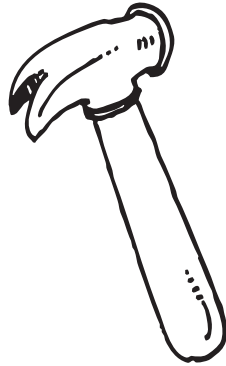
# Phonics

Letter-Sound Dominoes

P.016.AM1a



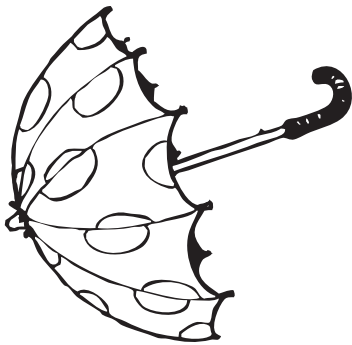
START



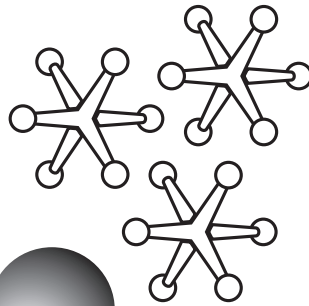
L



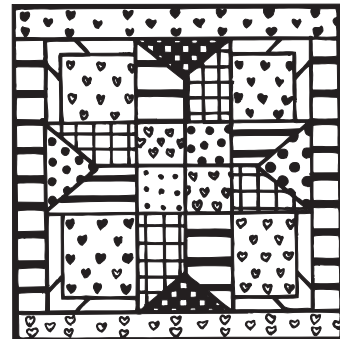
H



Z



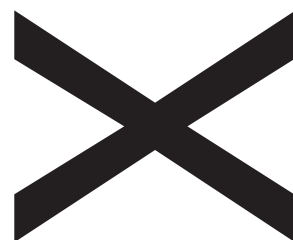
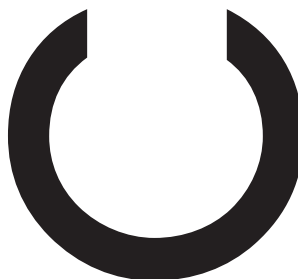
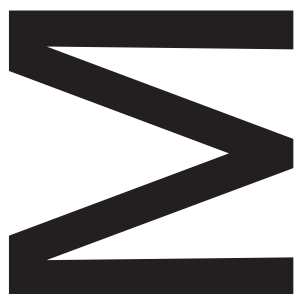
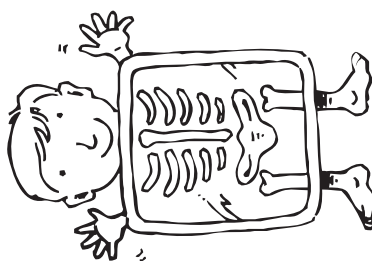
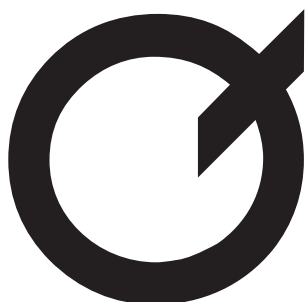
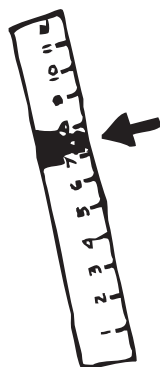
U



J

domino cards: START/lamp, L/hammer, H/zebra, Z/umbrella, U/jacks, J/quilt





domino cards: Q/nine, N/inch, I/monkey, M/cat, C/x-ray, X/dog



# Phonics

Letter-Sound Dominoes

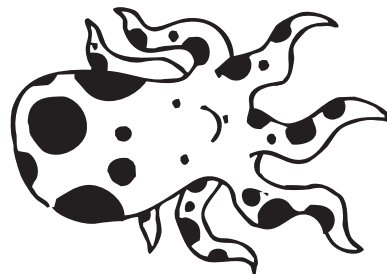
P.016.AM1c



D



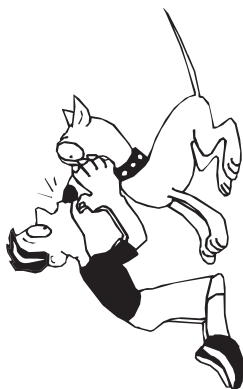
W



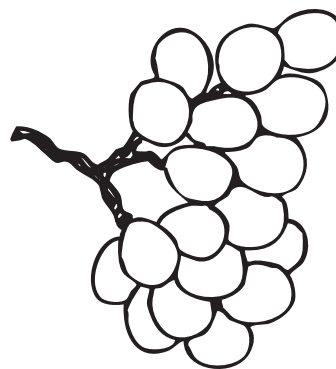
P



O



T



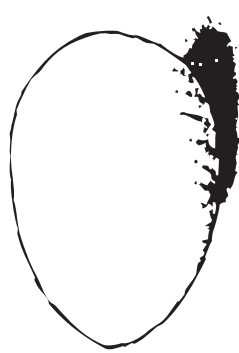
K

domino cards: D/wink, W/pencil, P/octopus, O/tent, T/kiss, K/grapes

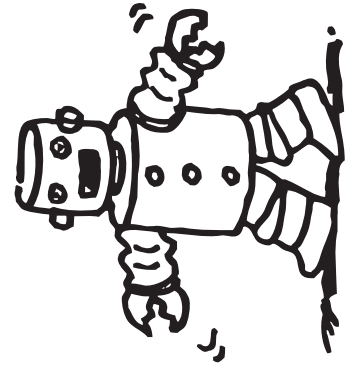




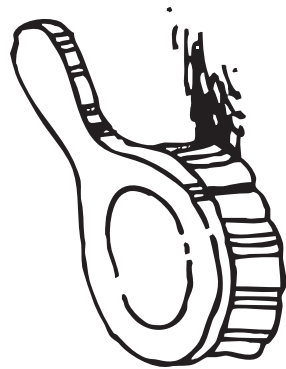
G



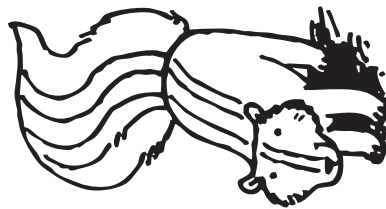
Y



E



R



B



S

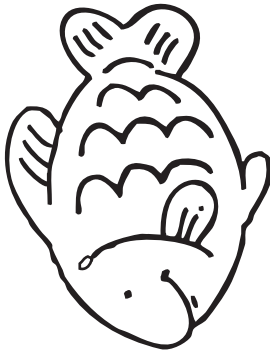
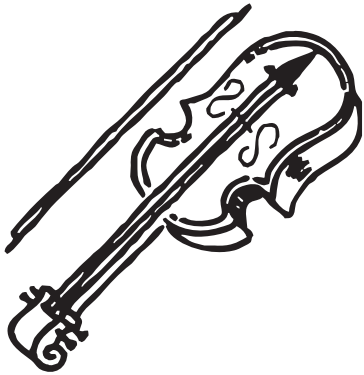
domino cards: G/yak, Y/egg, E/robot, R/brush, B/skunk, S/ant



# Phonics

Letter-Sound Dominoes

P.016.AMIe



END

A

V

F

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

domino cards: A/violin, V/fish, F/END

