

# Phonemic Awareness



## Phoneme Segmenting and Blending

PA.017

### Phoneme Split and Say

#### Objective

The student will segment and blend phonemes in words.

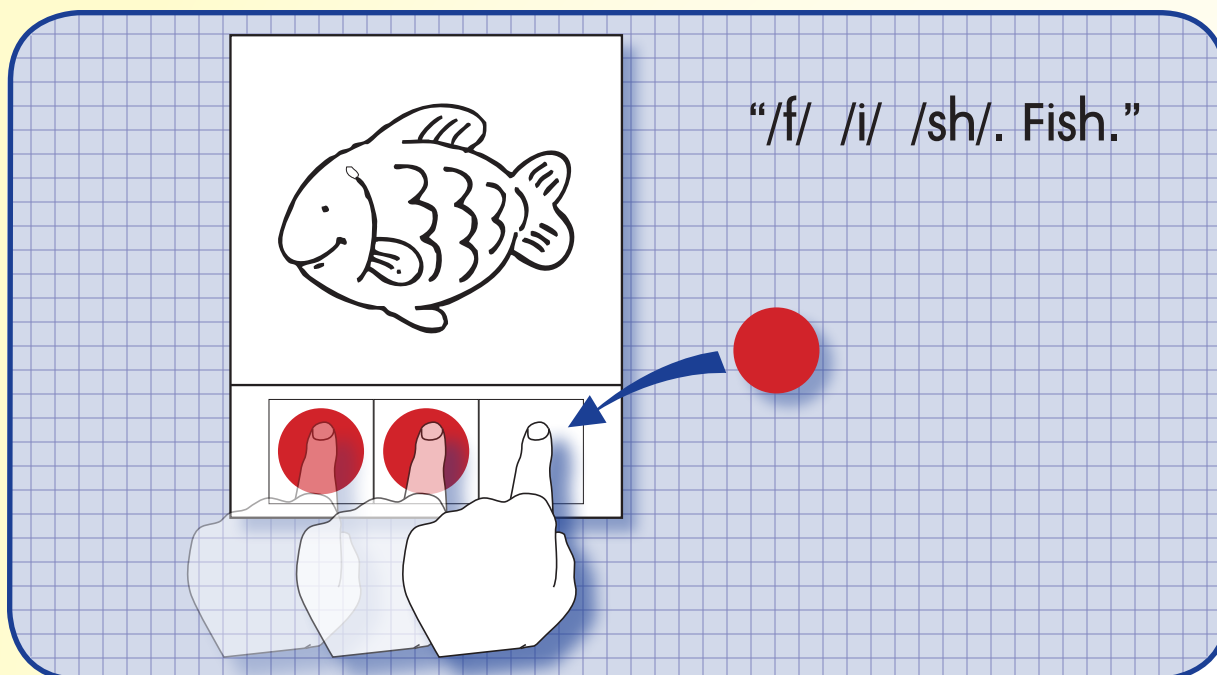
#### Materials

- ▶ 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



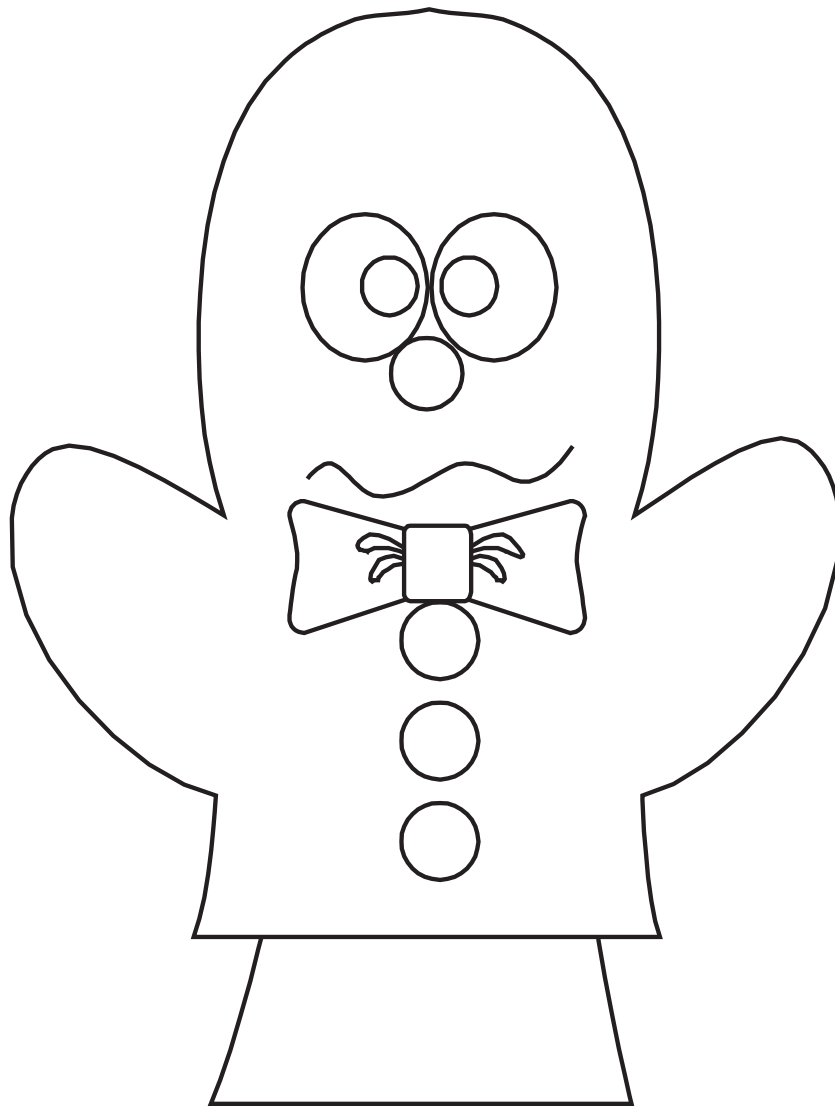
#### Extensions and Adaptations

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

# Phonemic Awareness

Phoneme Split and Say

PA.017.AMij



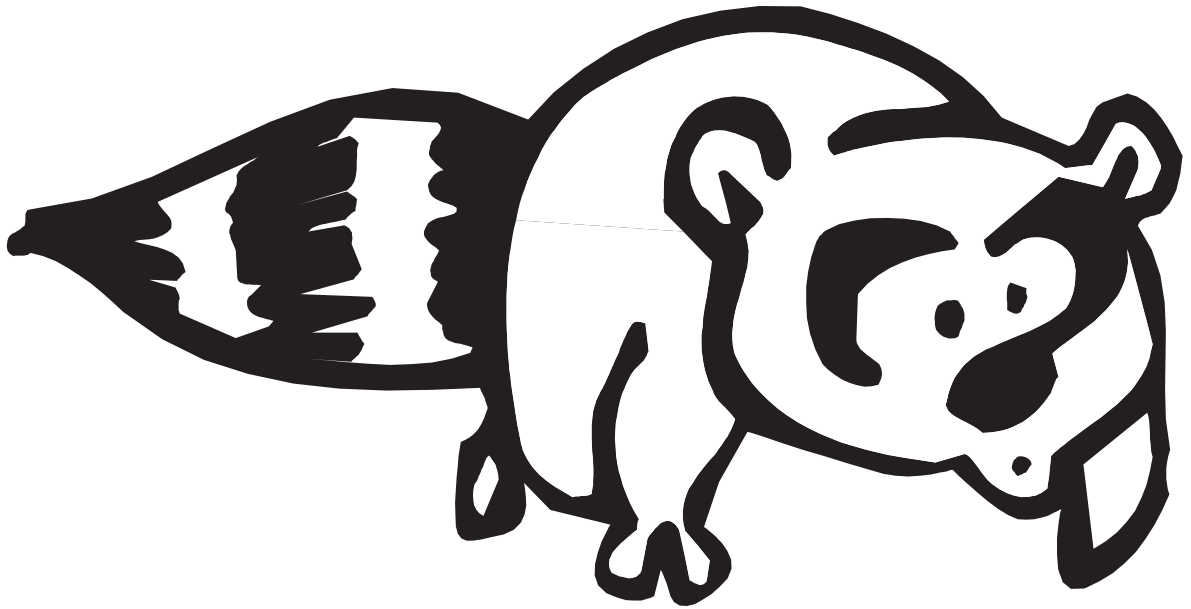
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# Phonemic Awareness

PA.017.AMik

Phoneme Split and Say



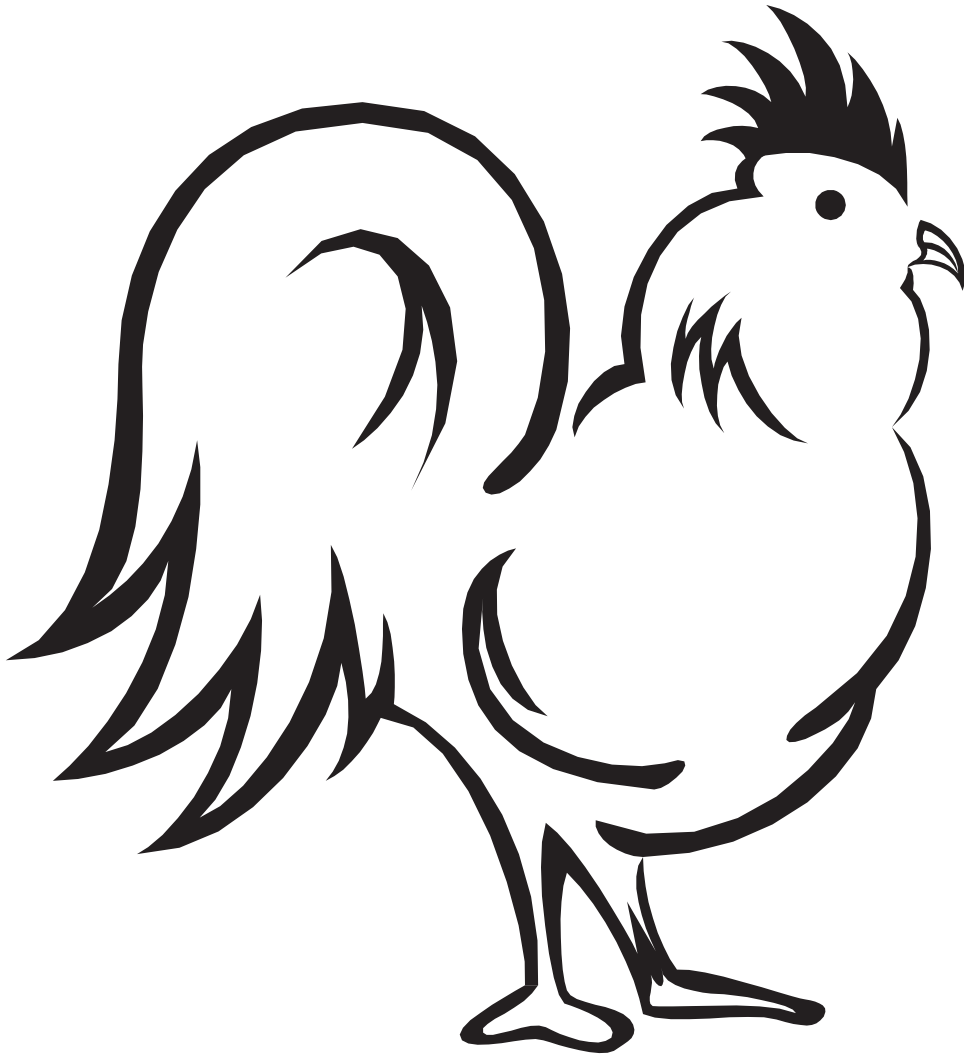
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# Phonemic Awareness

Phoneme Split and Say

PA.017.AM.II



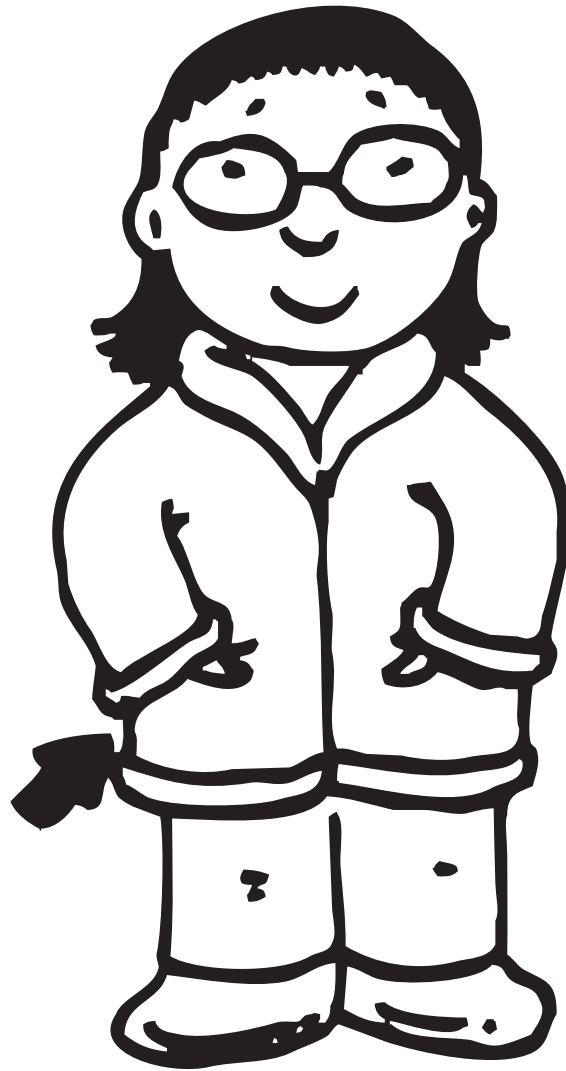
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# Phonemic Awareness

PA.017.AMIm

Phoneme Split and Say



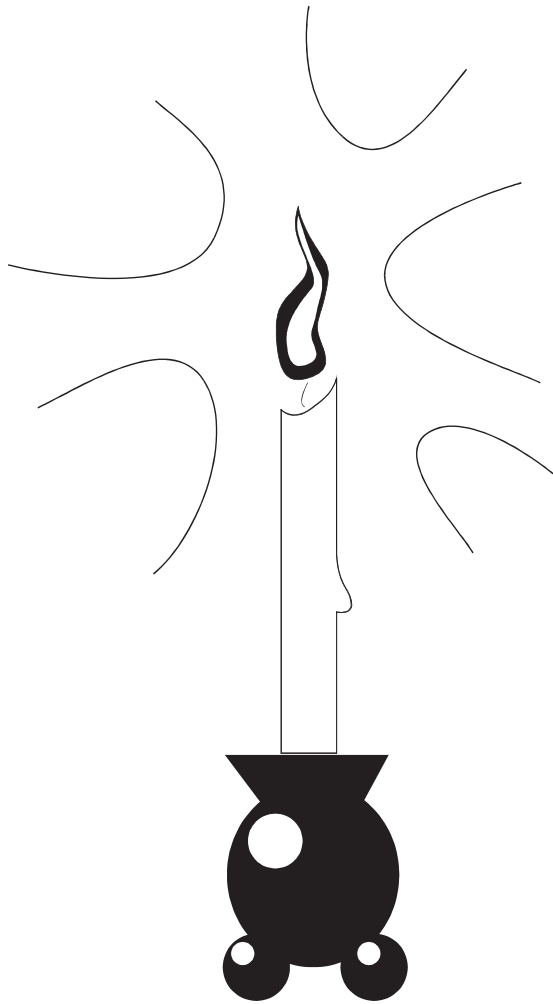
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# Phonemic Awareness

Phoneme Split and Say

PA.017.AMIn



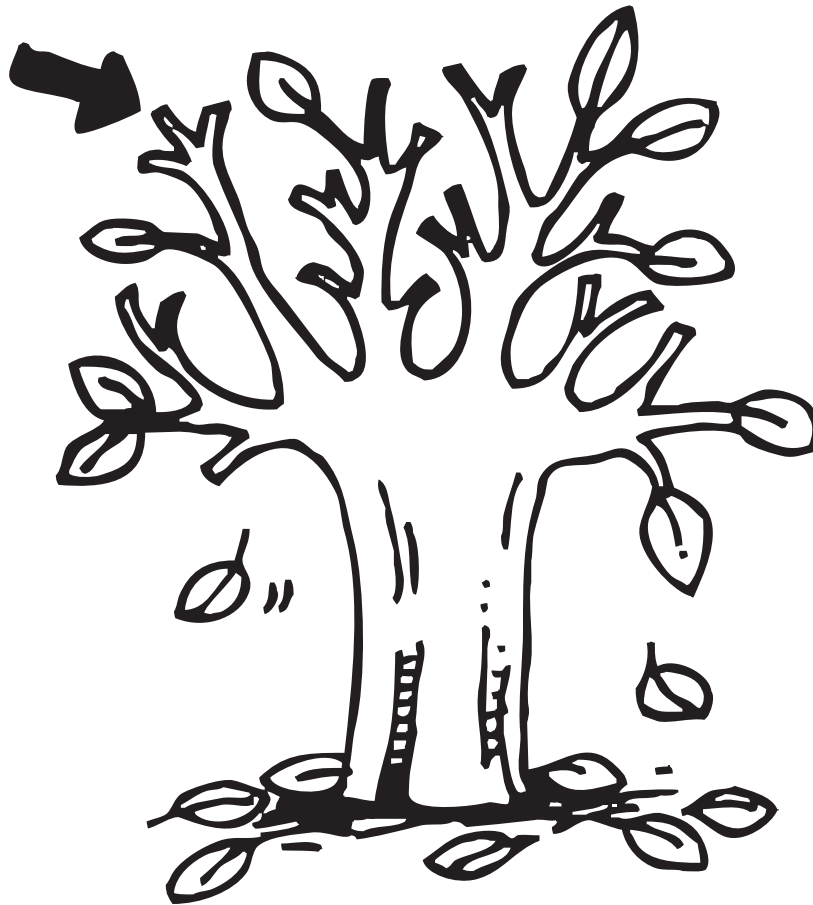
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# Phonemic Awareness

PA.017.AMIo

Phoneme Split and Say



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# Phonemic Awareness

Phoneme Split and Say

PA.017.AM1p



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# Phonemic Awareness

**PA.018**

**Phoneme Segmenting and Blending**  
**Break and Make**



## Objective

The student will segment and blend phonemes in words.



## Materials

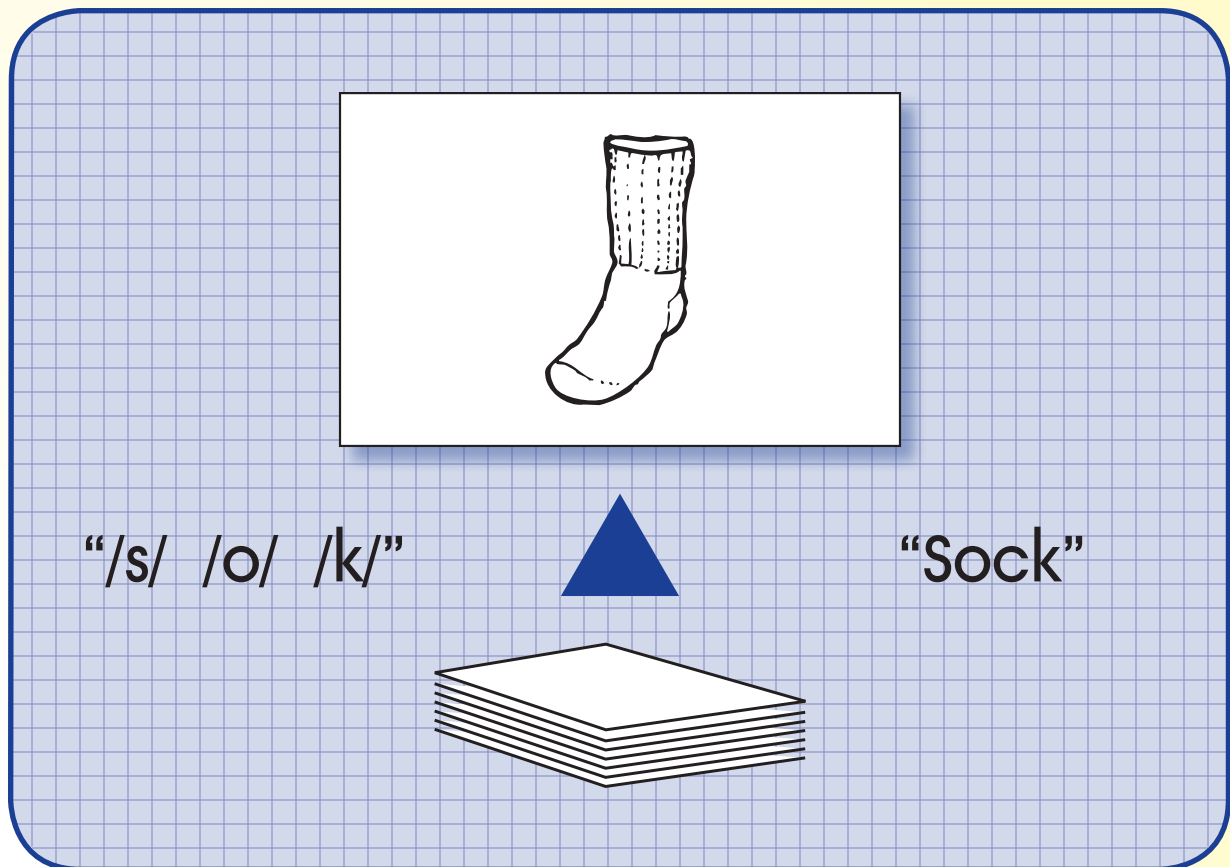
► Picture cards (Activity Master PA.018.AM1a - PA.018.AM1e)



## Activity

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



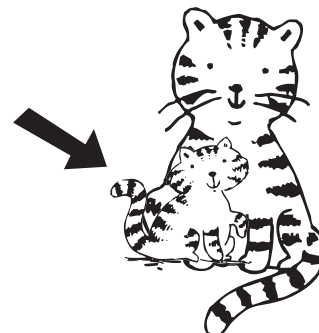
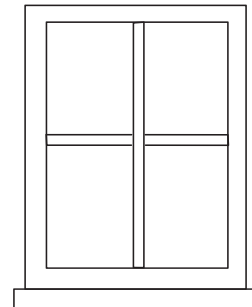
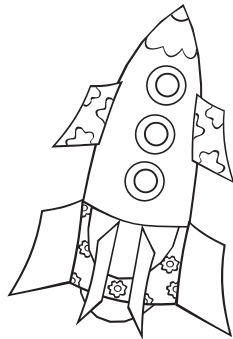
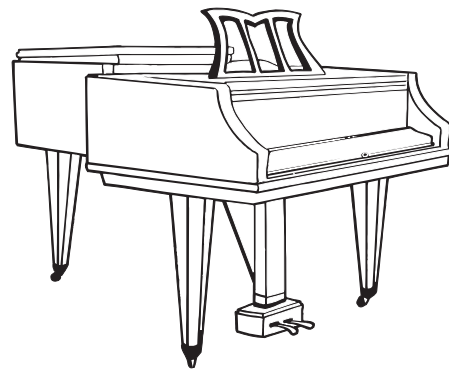
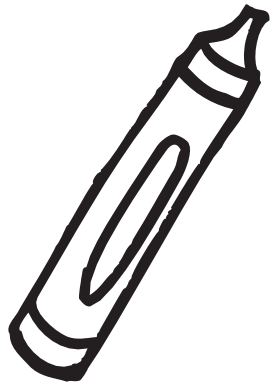
## Extensions and Adaptations

► Sort by number of phonemes.

# Phonemic Awareness

PA.018.AMId

Break and Make



crayon - 5, thimble - 5, eraser - 5, piano - 5, rocket - 5, window - 5, zebra - 5, kitten - 5



# Phonological Awareness

PA.044

Phoneme Segmenting

The Sound Game



## Objective

The student will segment phonemes in words.



## Materials

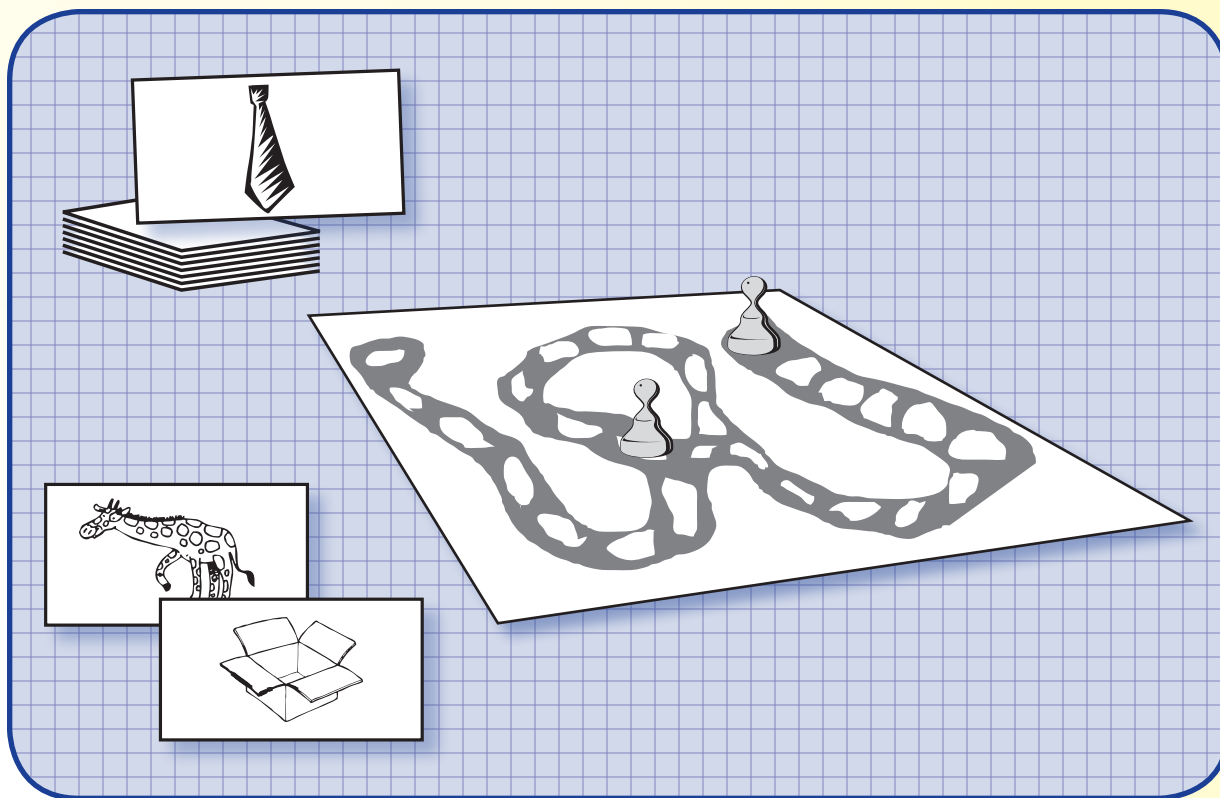
- ▶ The Sound Game board (Activity Master PA.044.AM1a - PA.044.AM1b)
- ▶ *Copy on card stock, assemble, and laminate.*
- ▶ Two-to-five phoneme picture cards (Activity Master PA.044.AM2a - PA.044.AM2b)
- ▶ Game pieces (e.g., counters)



## Activity

Students count phonemes in words while playing a board game.

1. Place the Sound Game board and phoneme picture cards face down in a stack on a flat surface. Place game pieces at START.
2. Taking turns, students pick up a picture card, name the picture, and segment the word into phonemes (e.g., “tie, /t/ /i/”).
3. Move game piece the corresponding number of spaces.
4. Continue until all students reach the END space.
5. Peer evaluation



## Extensions and Adaptations

- ▶ Play using other phoneme picture cards.
- ▶ Count syllables in words.

# Phonological Awareness

The Sound Game

PA.044.AM1a



# Phonological Awareness

PA.044.AM1b

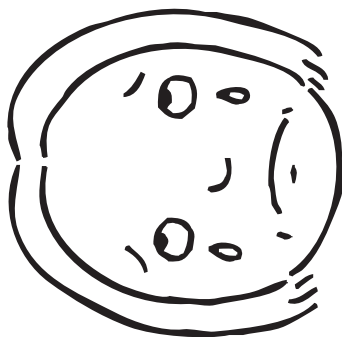
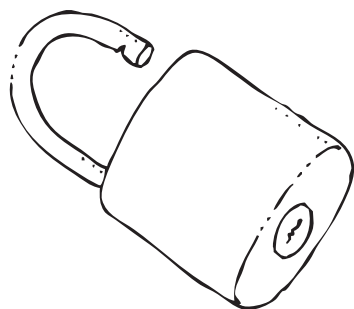
The Sound Game



# Phonological Awareness

The Sound Game

PA.044.AM2a



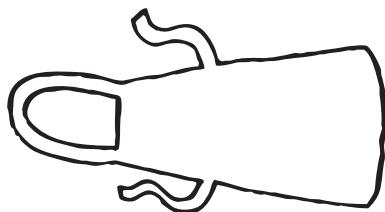
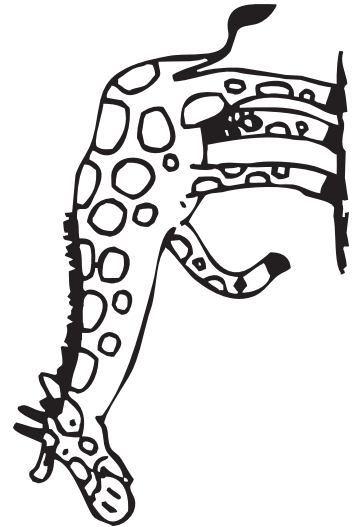
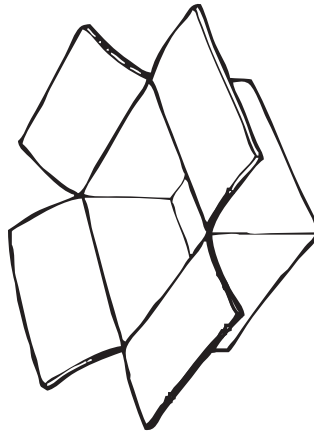
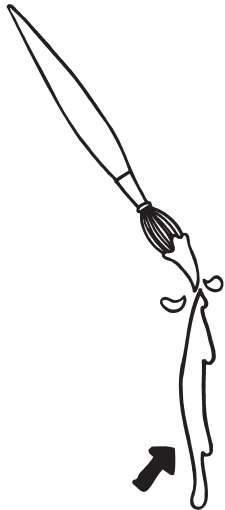
phoneme picture cards: tie-2, eight-2, key-2, lock-3, cry-3, five-3



# Phonological Awareness

PA.044.AM2b

The Sound Game



phoneme picture cards: paint-4, box-4, giraffe-4, apron-5, peanut-5, seven-5



# Phonological Awareness



## Phoneme Segmenting

PA.045

### Sound Spin



#### Objective

The student will segment phonemes in words.



#### Materials

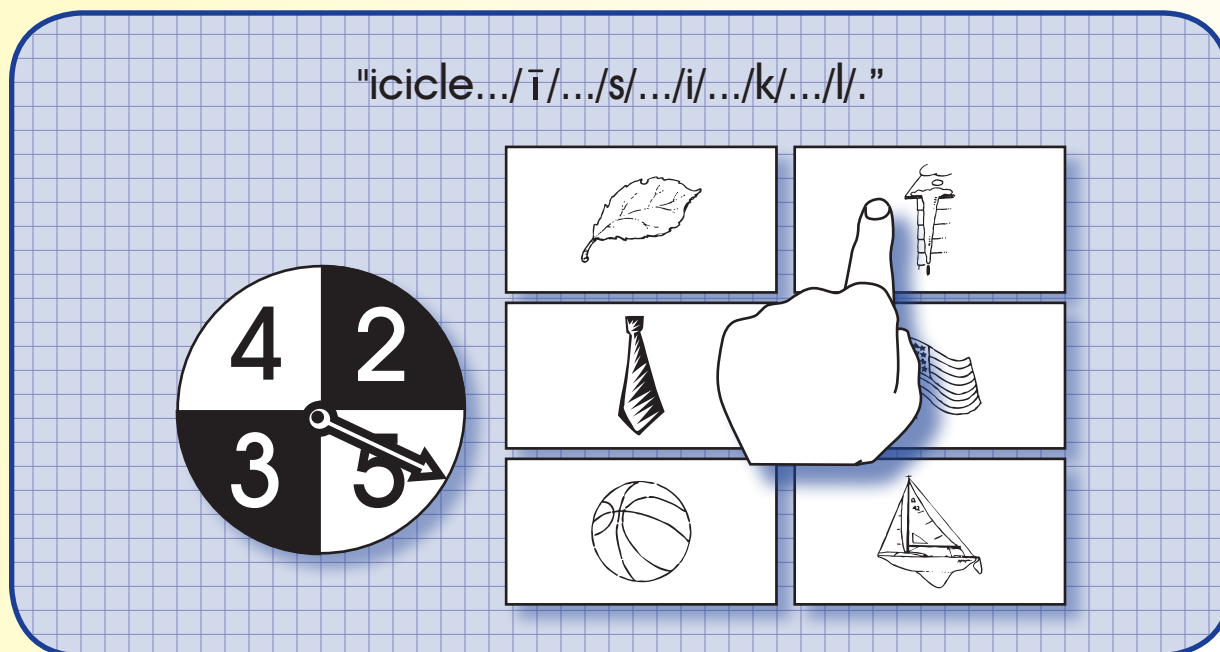
- ▶ Two-to-five phoneme picture cards (Activity Master PA.045.AM1a - PA.045.AM1b)
- ▶ Sound spinner (Activity Master PA.045.AM2)  
*Copy on card stock.*
- ▶ Brad  
*Attach arrow to the spinner with the brad.*
- ▶ Student sheet (Activity Master PA.045.SS)
- ▶ Crayons or markers



#### Activity

Students count phonemes in words while playing a spinner game.

1. Place phoneme picture cards face up in rows. Place spinner and crayons at the center. Provide each student with a student sheet.
2. Taking turns, students spin the arrow to identify a number.
3. Locate one picture card with the corresponding number of phonemes. Point to and name the picture. Orally segment it into phonemes (e.g., “icicle, /ī/ /s/ /i/ /k/ /l/”).
4. Illustrate the picture under the corresponding number on the student sheet.
5. Continue until student sheets are complete.
6. Teacher evaluation



#### Extensions and Adaptations

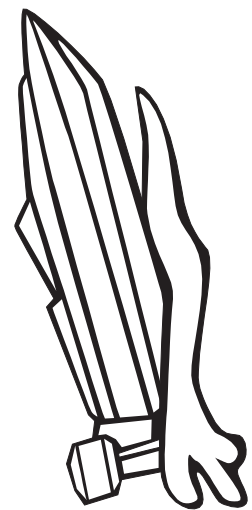
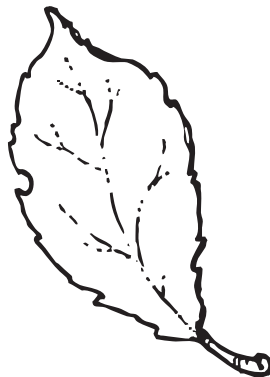
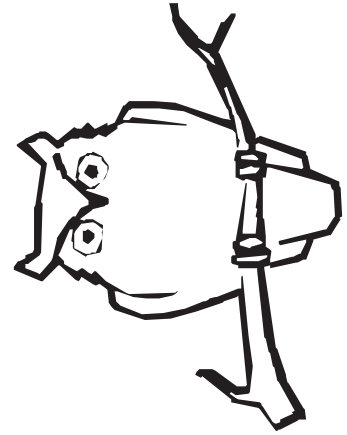
- ▶ Play using other phoneme picture cards.
- ▶ Draw other phoneme pictures corresponding with the numbers in each section of the student sheet (Activity Master PA.045.SS).



# Phonological Awareness

PA.045.AM1a

Sound Spin



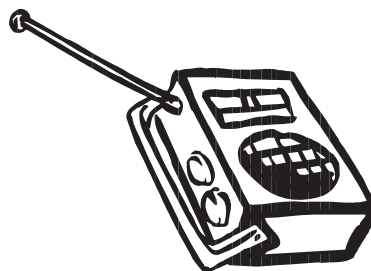
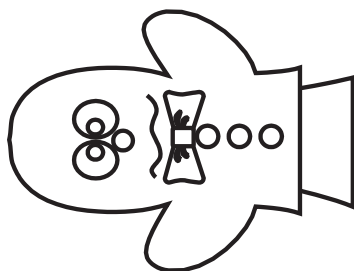
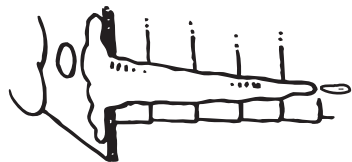
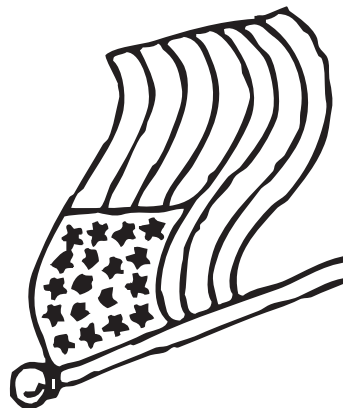
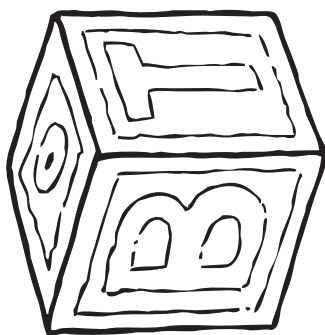
phoneme picture cards: tie-2, four-2, owl-2, ball-3, leaf-3, boat-3



# Phonological Awareness

Sound Spin

PA.045.AM1b



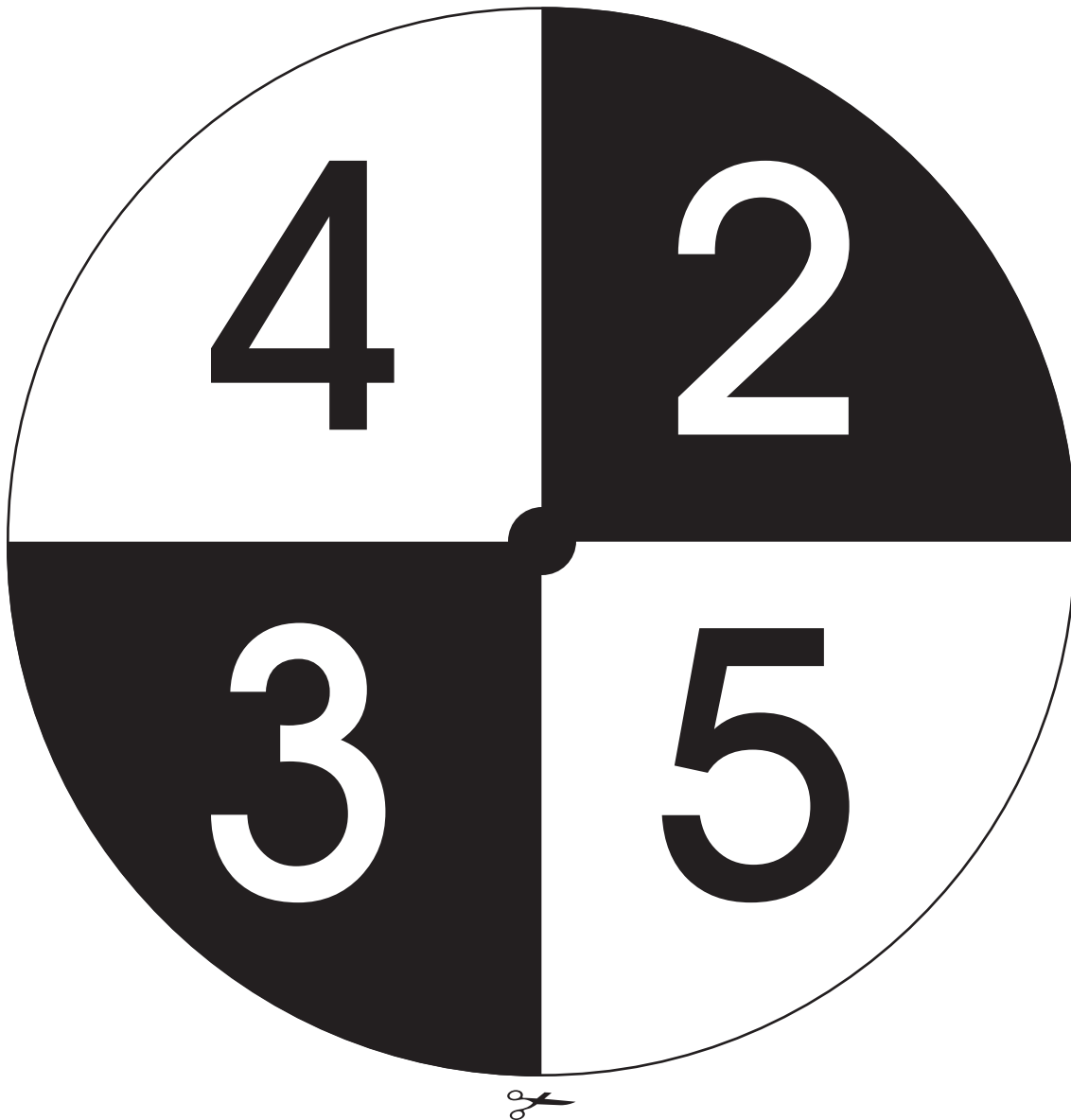
phoneme picture cards: six-4, block-4, flag-4, icicle-5, puppet-5, radio-5



# Phonological Awareness

PA.045.AM2

Sound Spin



spinner

# Name \_\_\_\_\_

Sound Spin

**PA.045.SS**

2

3

4

5



# Phonological Awareness

PA.046

Phoneme Segmenting

Phoneme Feud



## Objective

The student will segment phonemes in words.



## Materials

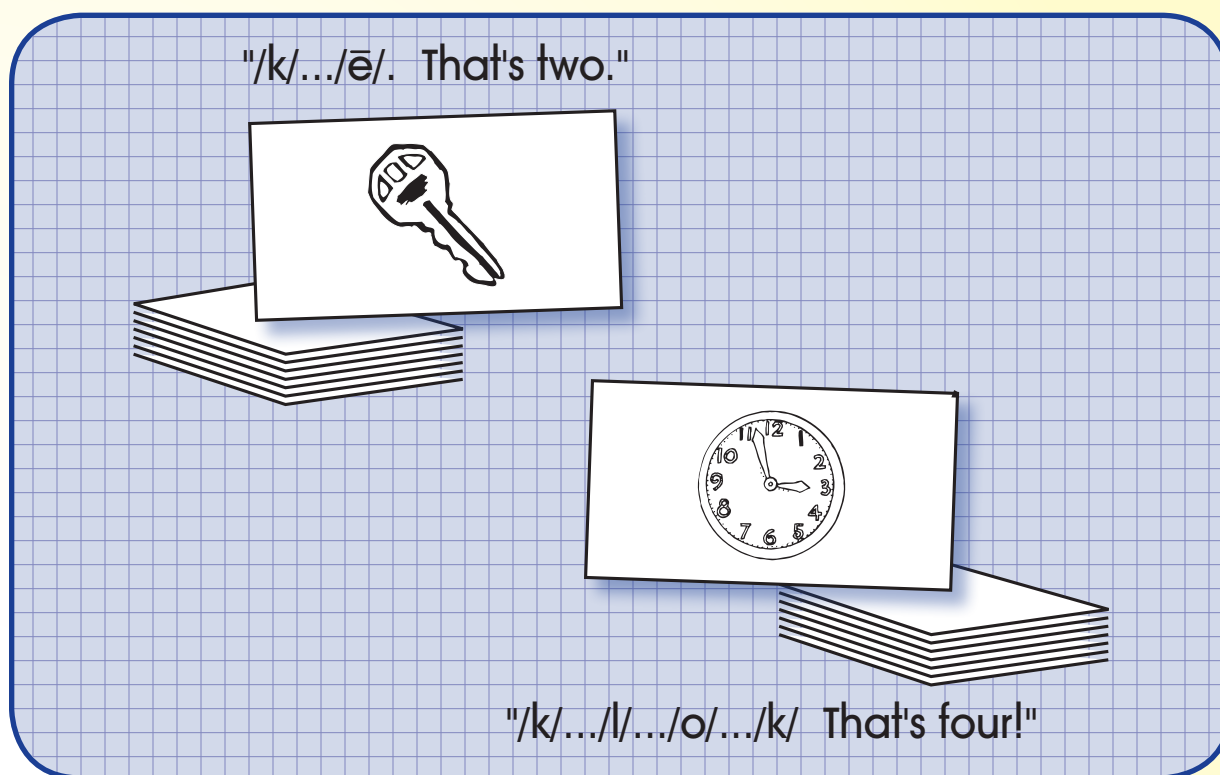
- ▶ Two-to-five phoneme picture cards (Activity Master PA.046.AM1a - PA.046.AM1d)



## Activity

Students count the phonemes in words while playing a word game.

1. Mix and place phoneme picture cards face down in two stacks on a flat surface.
2. Taking turns, students turn over a card from the stack, name the picture, segment the sounds, and count the phonemes (e.g., “key, /k/ /ē/, two phonemes”).
3. The student with the picture card containing the highest number of phonemes takes the cards.
4. If the students have the same number then they have a “phoneme feud.” Each student selects one more card, and places it face up. Names the picture, segments the sound, and counts the phonemes. Student who has the card with the highest number of phonemes takes all the cards.
5. Continue until all cards are used.
6. Peer evaluation



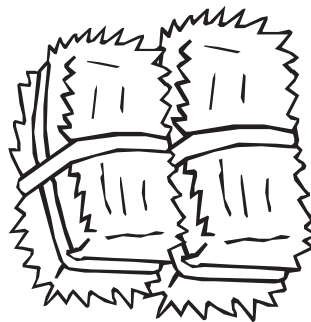
## Extensions and Adaptations

- ▶ Sort picture cards by number of phonemes.
- ▶ Play using other picture cards.

# Phonological Awareness

Phoneme Feud

PA.046.AM1a



2



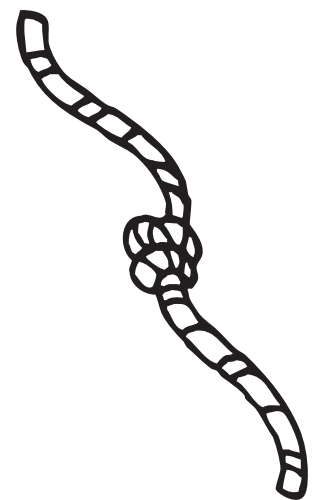
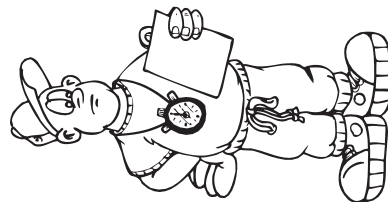
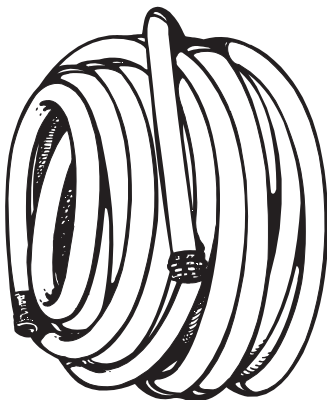
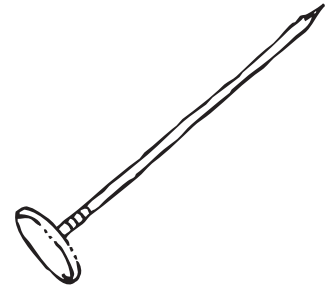
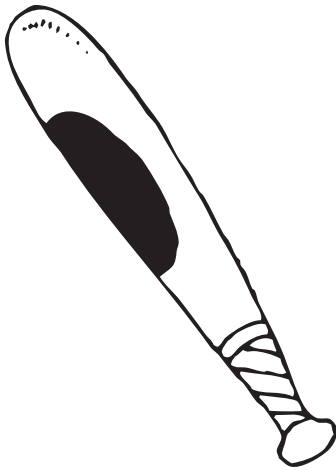
phoneme picture cards: key-2, arm-2, hay-2, two-2, saw-2, pie-2



# Phonological Awareness

PA.046.AM1b

Phoneme Feud



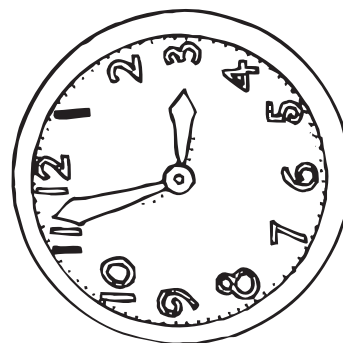
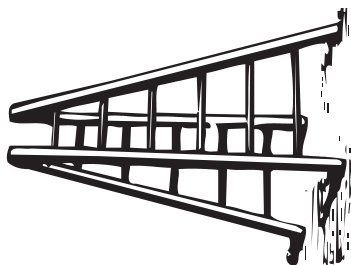
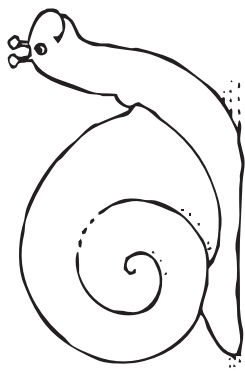
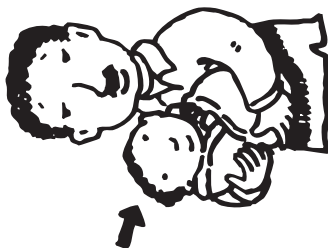
phoneme picture cards: bat-3, fish-3, nail-3, hose-3, coach-3, rope-3



# Phonological Awareness

Phoneme Feud

PA.046.AM1c



phoneme picture cards: penny-4, baby-4, spoon-4, snail-4, ladder-4, clock-4

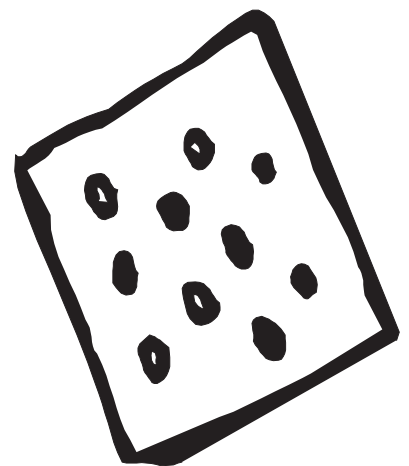
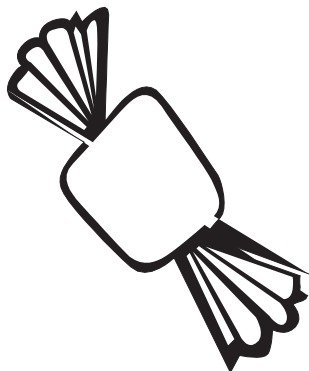
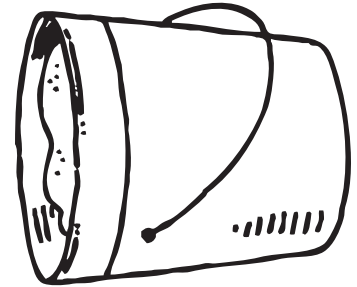




# Phonological Awareness

PA.046.AMId

Phoneme Feud



phoneme picture cards: gorilla-5, racoon-5, bucket-5, candy-5, plant-5, cracker-5





# Phonological Awareness

PA.048

Phoneme Segmenting and Blending

Picture Slide



## Objective

The student will segment and blend phonemes in words.



## Materials

- ▶ Two-to-five phoneme picture cards (Activity Master PA.048.AM1a - PA.048.AM1h)  
*Copy on card stock, laminate, and cut on dotted lines.*



## Activity

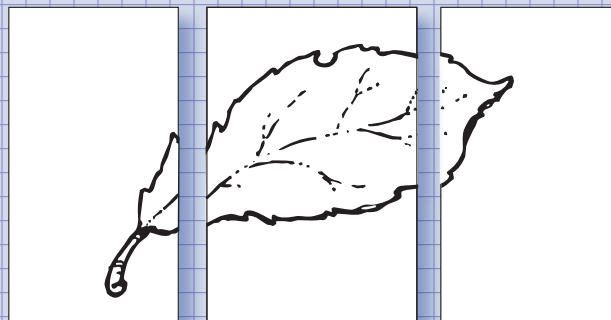
Students blend phonemes to make words while sliding pieces together to make pictures.

1. Place picture card parts in individual stacks on a flat surface.
2. The student chooses a stack of picture parts and puts in order leaving spaces between the parts.
3. Names the picture and segments the word into phonemes while slowly sliding the parts together (e.g., "frog, /f/ ... /r/ ... /o/ ... /g/"). Repeats the word (i.e., "frog").
4. Continues until all pictures are assembled.
5. Self-check



"frog,  
/f/.../r/.../o/.../g/,  
frog."

"leaf,  
/l/.../ē/.../f/,  
leaf"



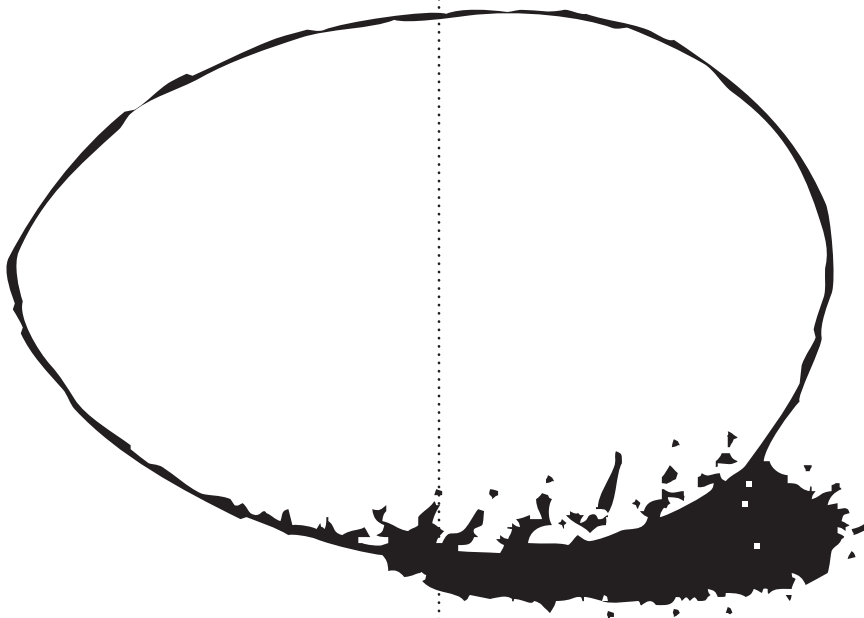
## Extensions and Adaptations

- ▶ Use photographs of students.
- ▶ Use other picture cards.

# Phonological Awareness

Picture Slide

PA.048.AM1a

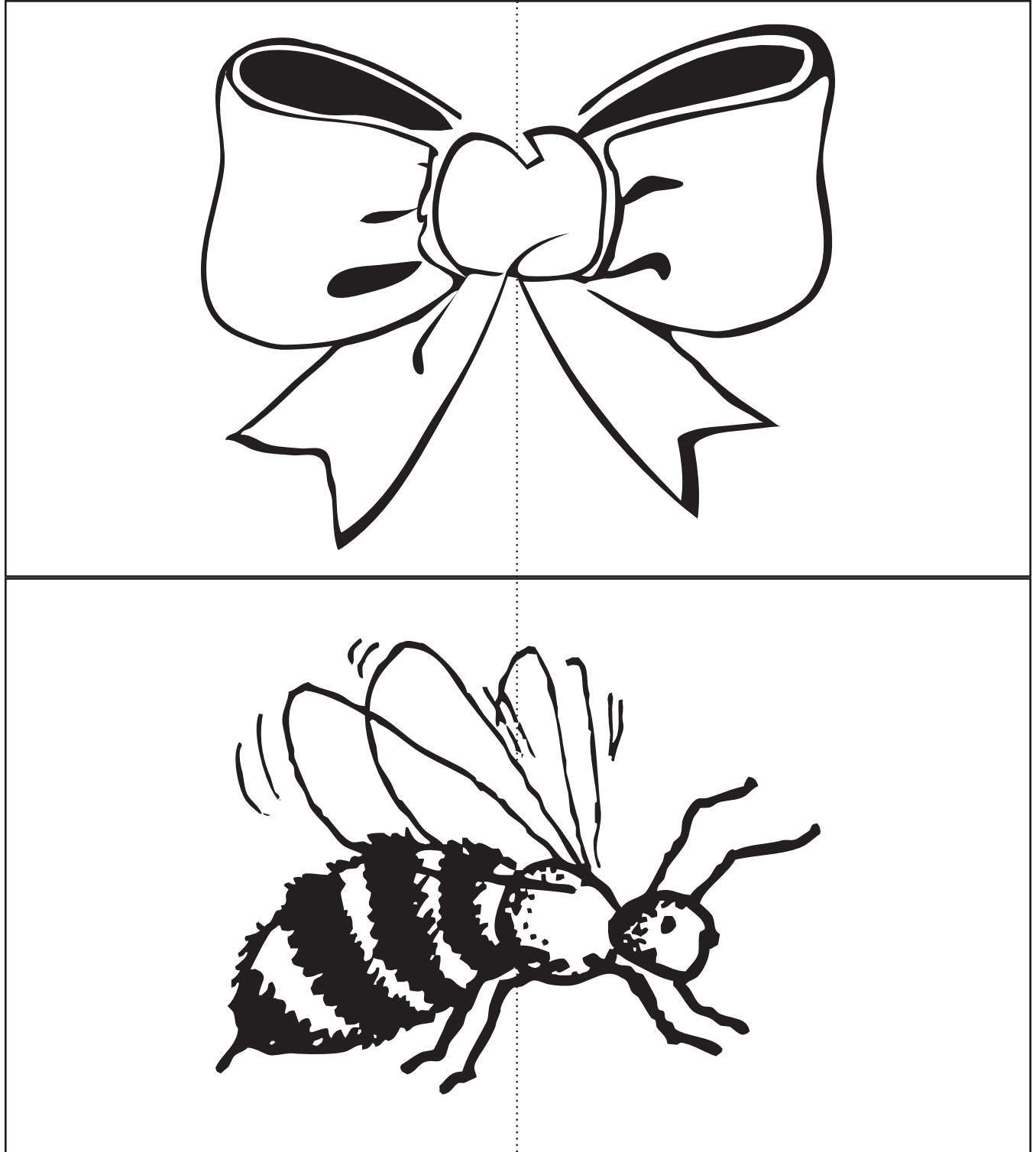


phoneme picture cards: cow-2, egg-2

# Phonological Awareness

PA.048.AM1b

Picture Slide

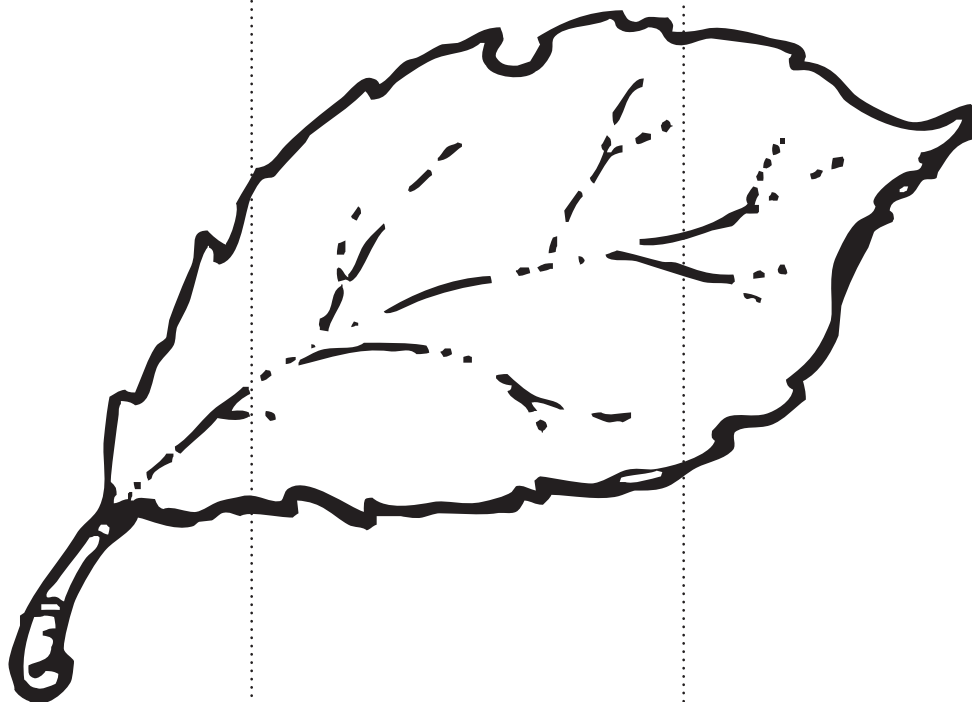
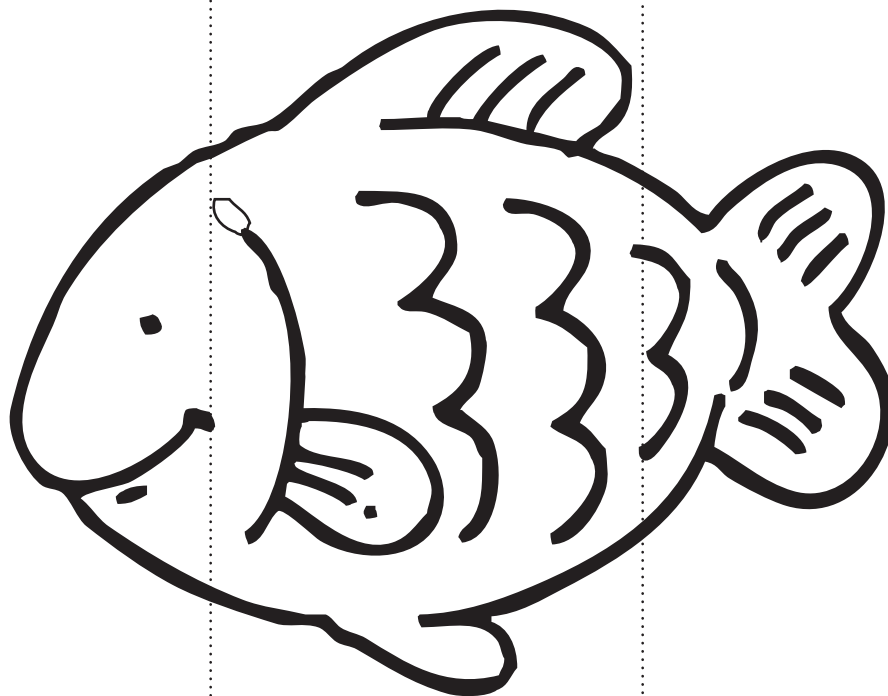


phoneme picture cards: bow-2, bee-2

# Phonological Awareness

Picture Slide

PA.048.AM1c

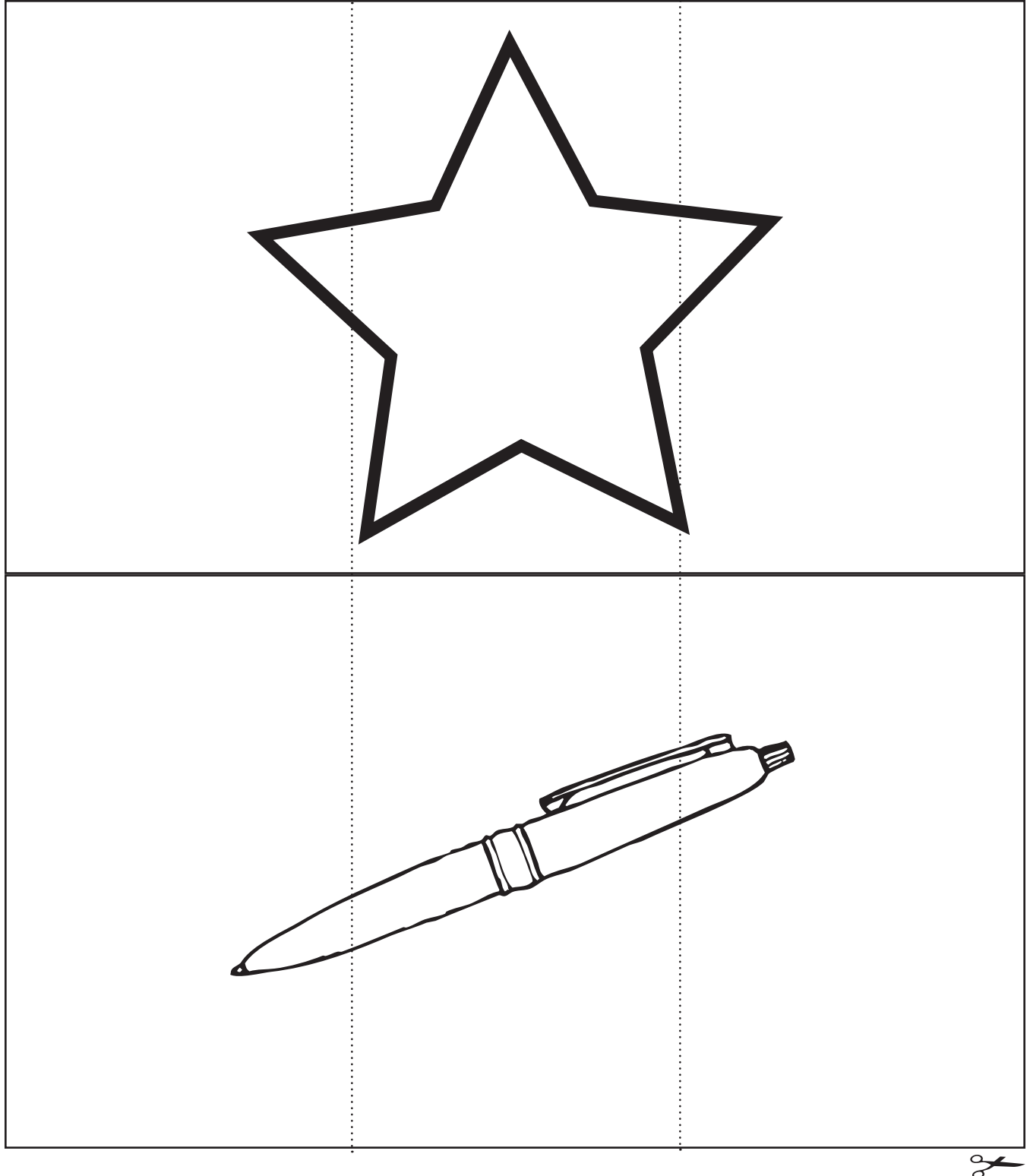


phoneme picture cards: fish-3, leaf-3

# Phonological Awareness

PA.048.AMId

Picture Slide

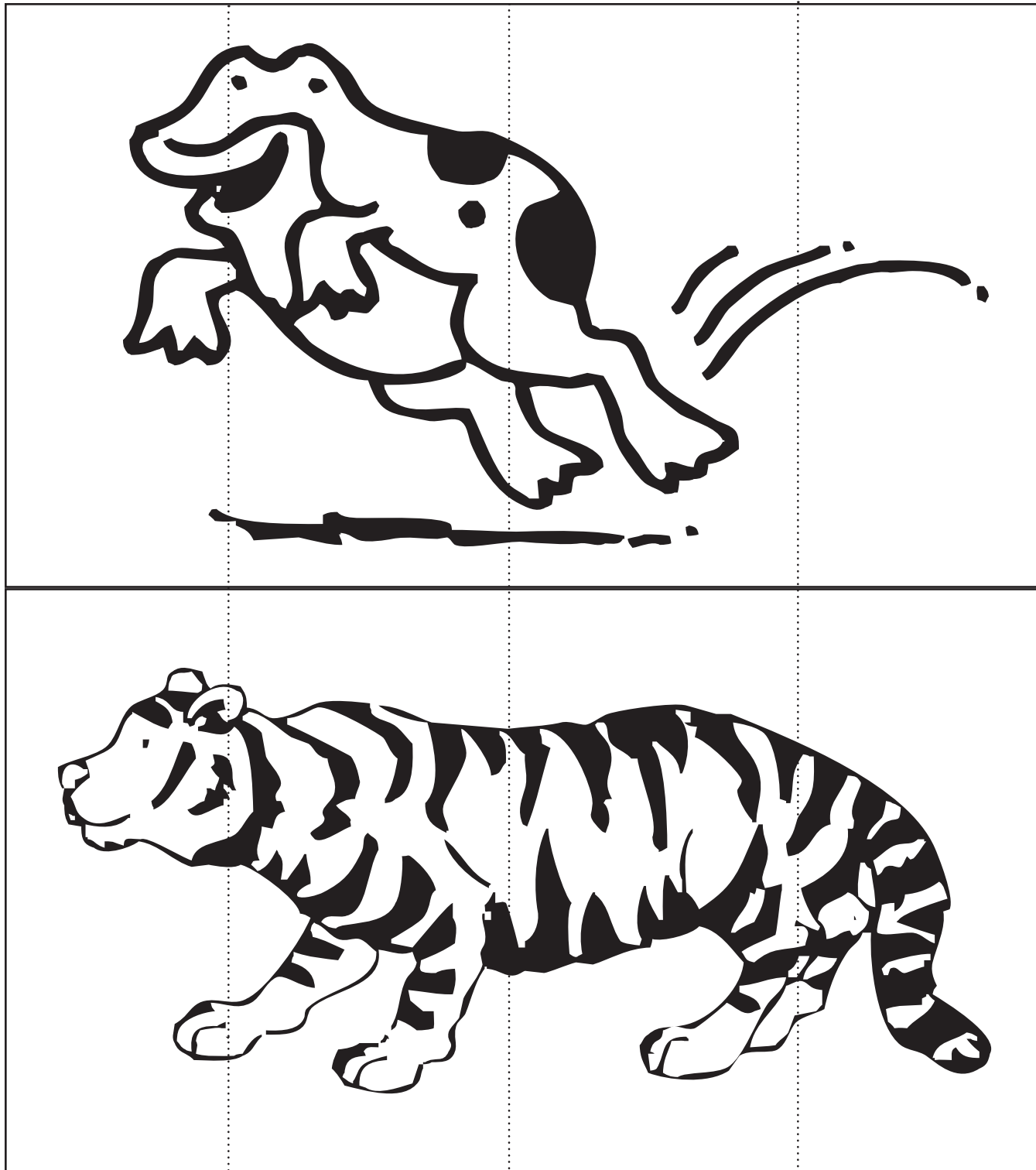


phoneme picture cards: star-3, pen-3

# Phonological Awareness

Picture Slide

PA.048.AM1e

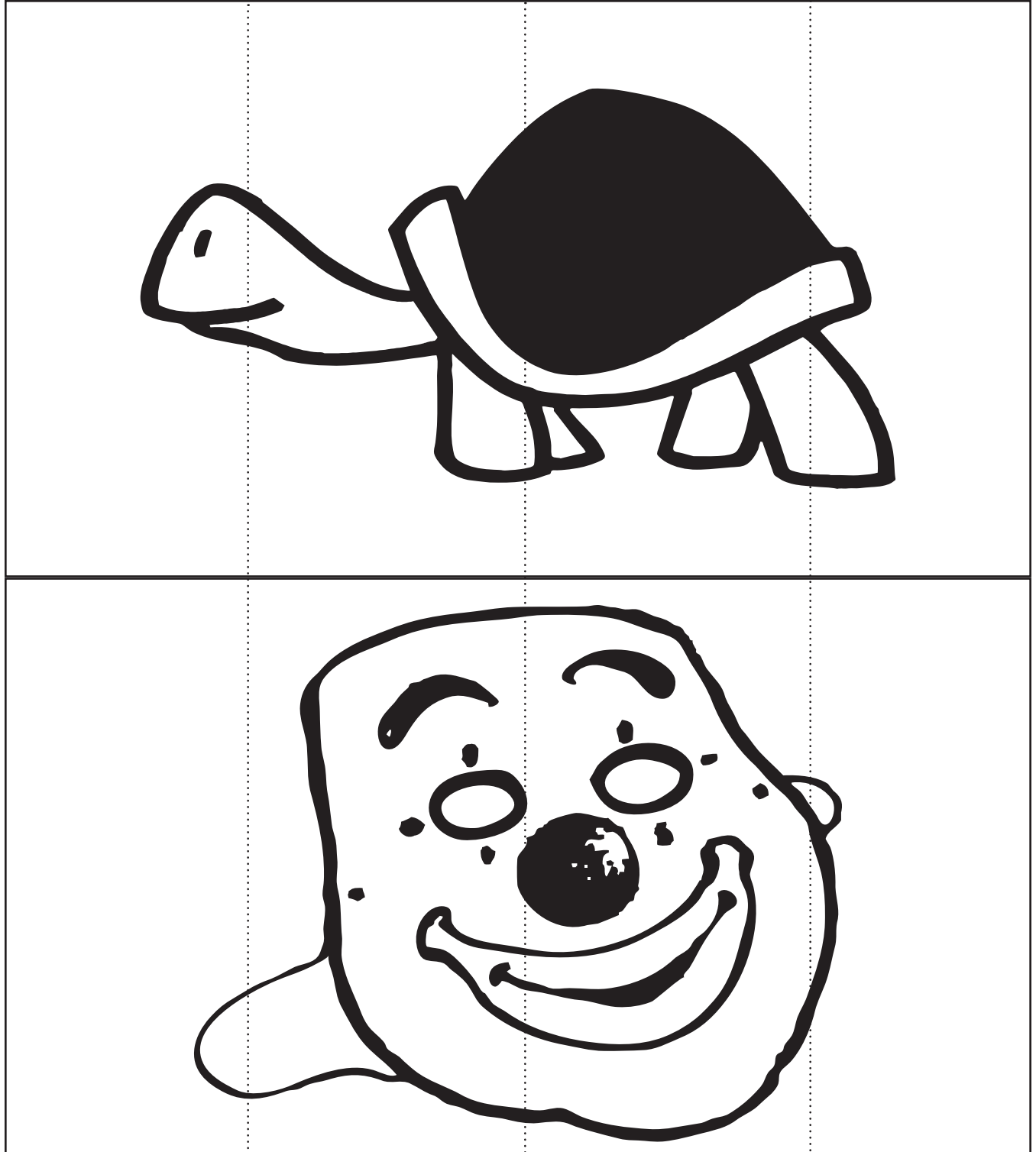


phoneme picture cards: frog-4, tiger-4

# Phonological Awareness

PA.048.AM1f

Picture Slide



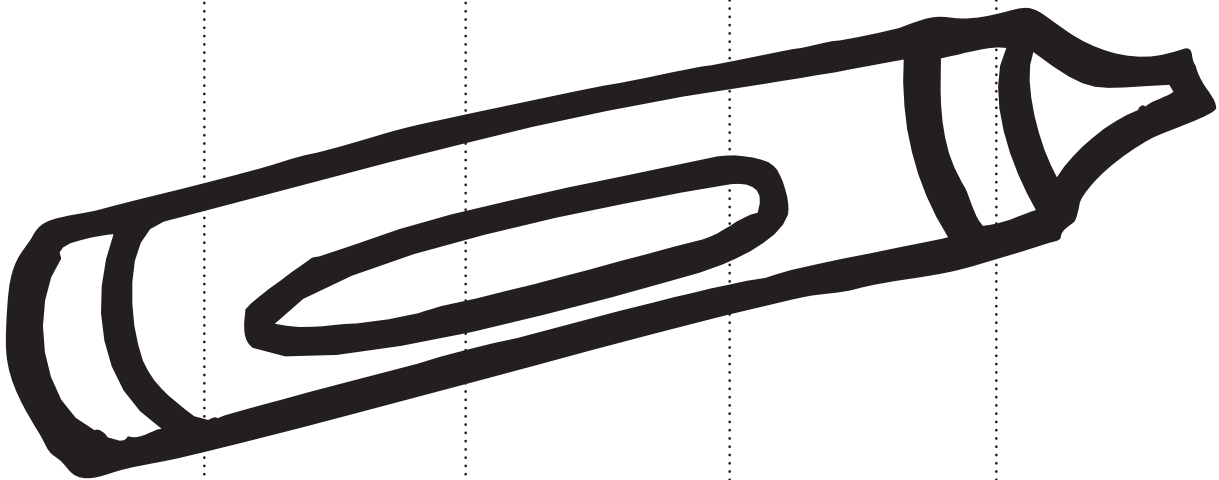
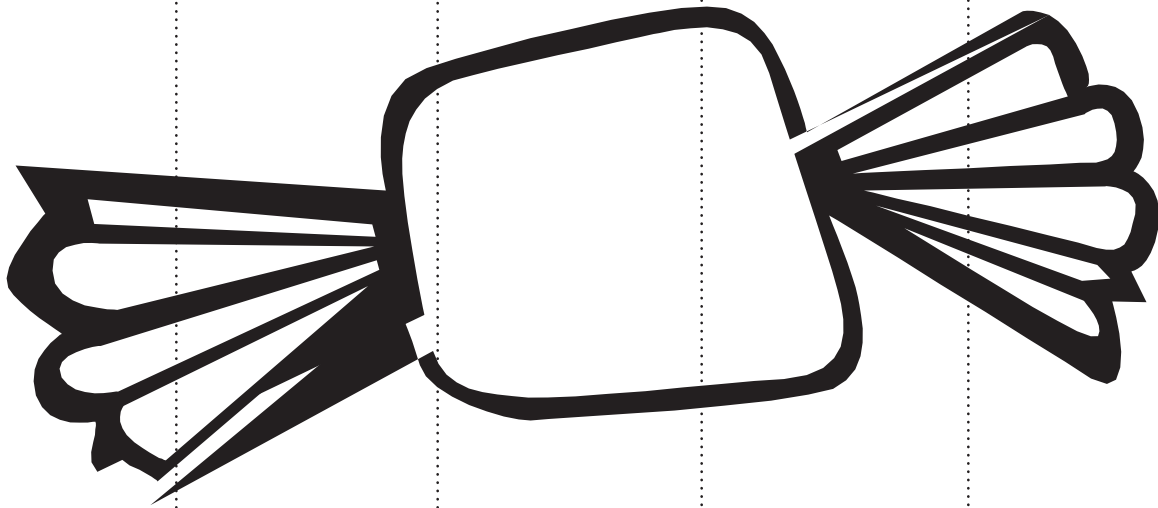
phoneme picture cards: turtle-4, mask-4



# Phonological Awareness

Picture Slide

PA.048.AM1g

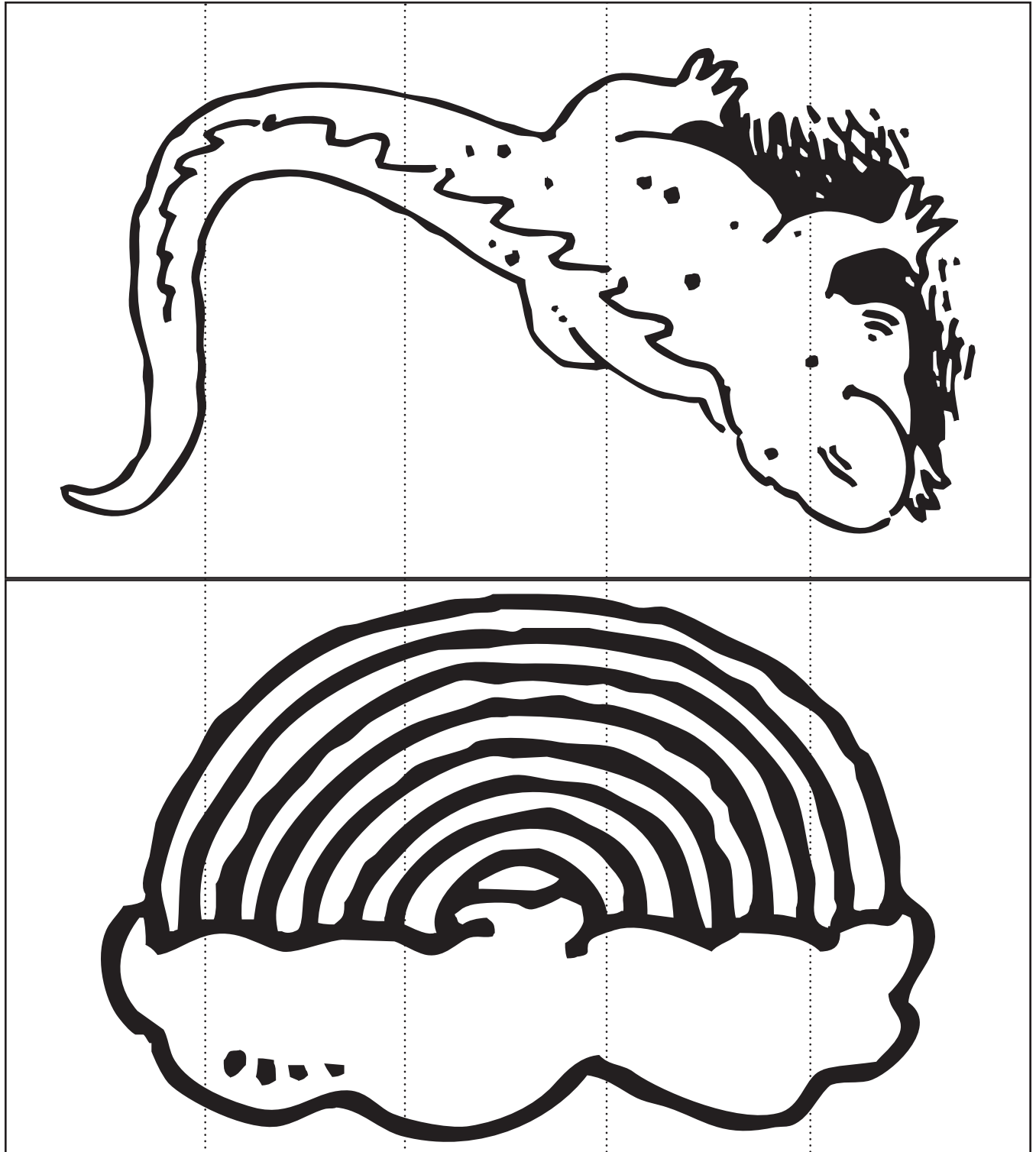


phoneme picture cards: candy-5, crayon-5

# Phonological Awareness

PA.048.AM1h

Picture Slide



phoneme picture cards: lizard-5, rainbow-5



# Phonemic Awareness

PA.015

Phoneme Segmenting

The Phoneme Game



## Objective

The student will segment phonemes in words.



## Materials

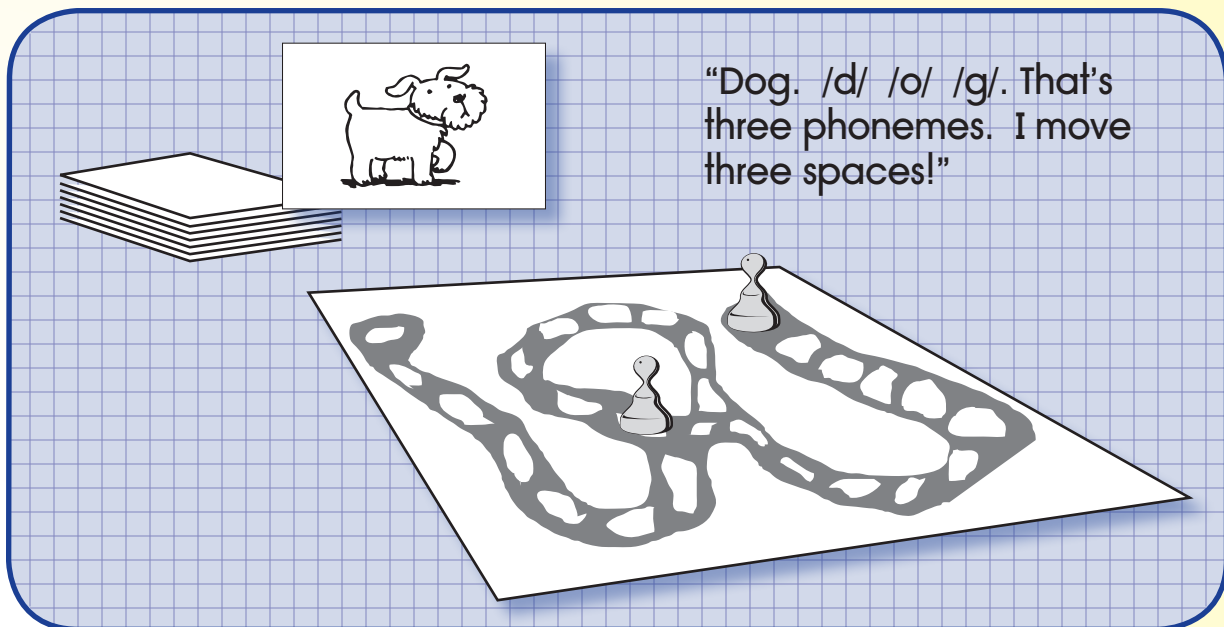
- ▶ The Phoneme Game board (Activity Master P.015.AM1a - P.015.AM1b)  
*Cut out and glue together. May be glued to a file folder for easy use.*
- ▶ Phoneme picture cards (Activity Master P.015.AM2a - P.015.AM2b)
- ▶ Game pieces (e.g., counters)



## Activity

Students count phonemes in words by playing a board game.

1. Place game board and picture cards face down in a stack on a flat surface.  
Place game pieces at START.
2. Taking turns, students select the picture card on the top of the stack, say the word, and say it again segmenting it into phonemes while holding up a finger for each phoneme.
3. Count the phonemes in the word, and move game piece that many spaces (e.g., pick up picture of a dog, say “dog, /d/ /o/ /g/, that’s three phonemes” and move game piece three spaces).
4. Return picture card to the bottom of the stack.
5. Continue game until all students reach the END.
6. Peer evaluation



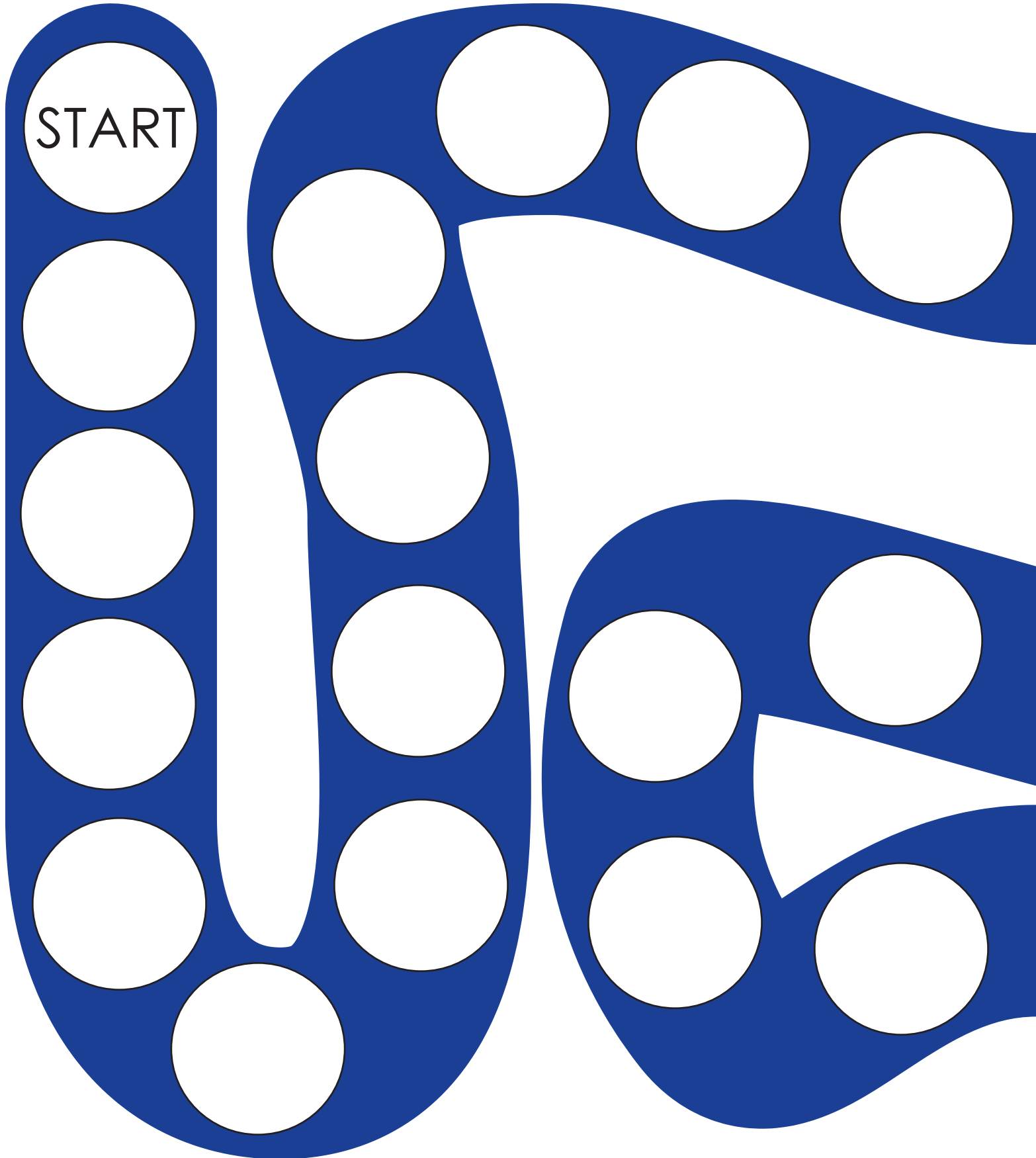
## Extensions and Adaptations

- ▶ Make more picture cards to use with game board (e.g., draw, cut pictures from magazines).

# Phonemic Awareness

The Phoneme Game

PA.015.AM1a



# Phonemic Awareness

PA.015.AM1b

The Phoneme Game



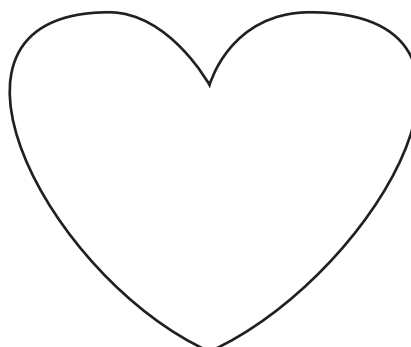
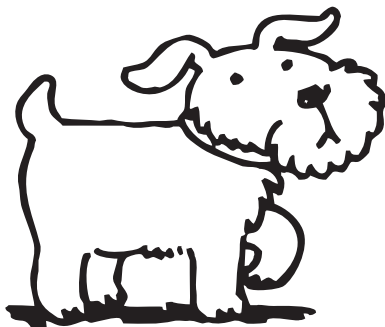
# Phonemic Awareness

The Phoneme Game

PA.015.AM2a



2



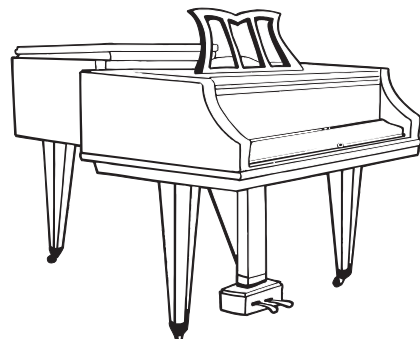
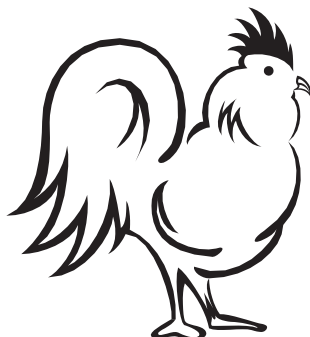
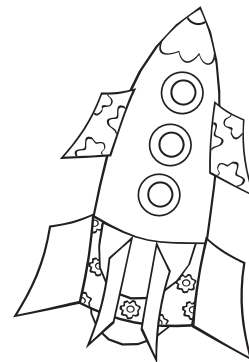
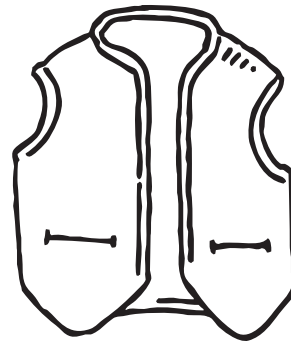
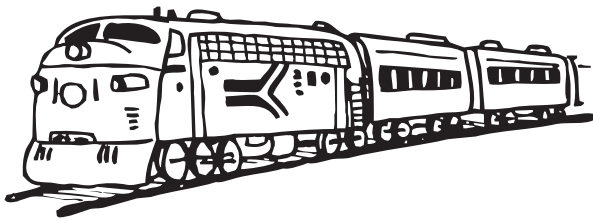
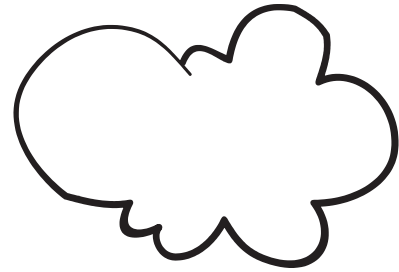
key - 2, tie - 2, shoe - 2, two - 2, dog - 3, tree - 3, fly - 3, heart - 3



# Phonemic Awareness

PA.015.AM2b

The Phoneme Game



glass - 4, cloud - 4, train - 4, vest - 4, lamp - 4, rocket - 5, rooster - 5, piano - 5

