

PA.001

Phoneme Matching

Initial Phoneme Picture Sort



#### **Objective**

The student will match initial phonemes in words.



#### **Materials**

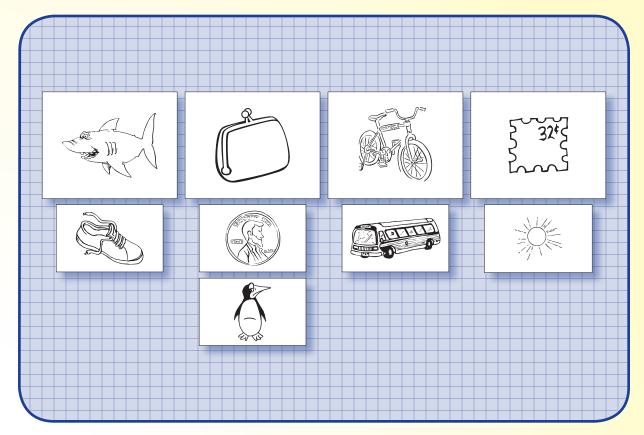
- Initial phoneme header picture cards (Activity Master PA.001.AM1)
- Initial phoneme picture cards (Activity Master PA.001.AM2a PA.001.AM2c)



### **Activity**

#### Students match initial phonemes by sorting pictures.

- 1. Place header cards face up on a flat surface. Mix and place the initial phoneme picture cards face down in a stack.
- 2. Taking turns, students select a card from the stack, name the picture, and say the initial phoneme (e.g., "penguin, /p/").
- 3. Place in column under matching initial phoneme header card.
- 4. Point to and name picture cards in entire column starting at top.
- 5. Continue until all cards are sorted.
- 6. Peer evaluation



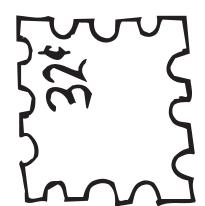


## Extensions and Adaptations

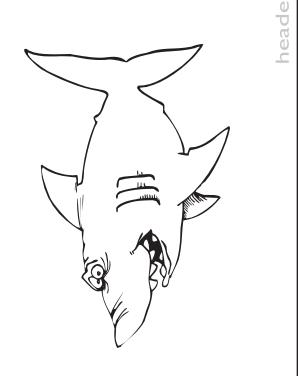
- Use additional picture cards to sort by other initial phonemes.
- Use other picture cards to sort by final or medial phoneme.

Initial Phoneme Picture Sort

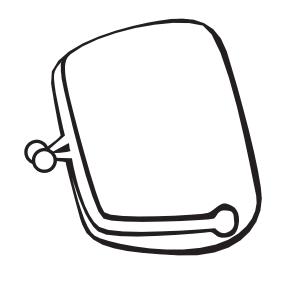
**PA.001.AMI** 

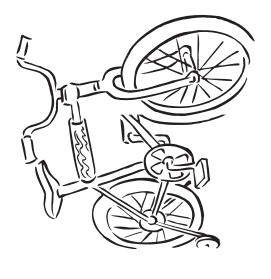


heade



eade



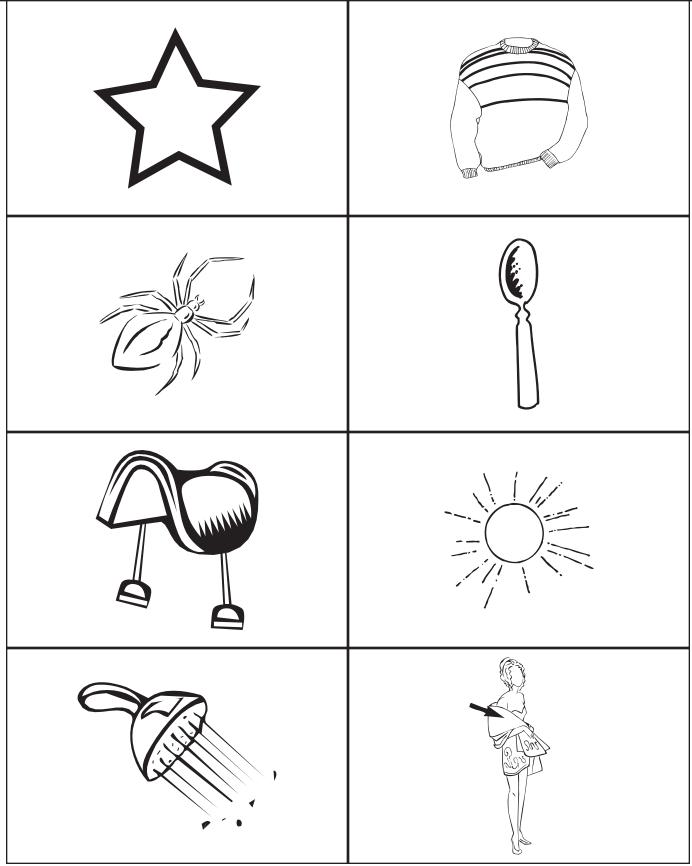


header cards: stamp, shark, purse, bike



#### PA.001.AM2a

#### Initial Phoneme Picture Sort

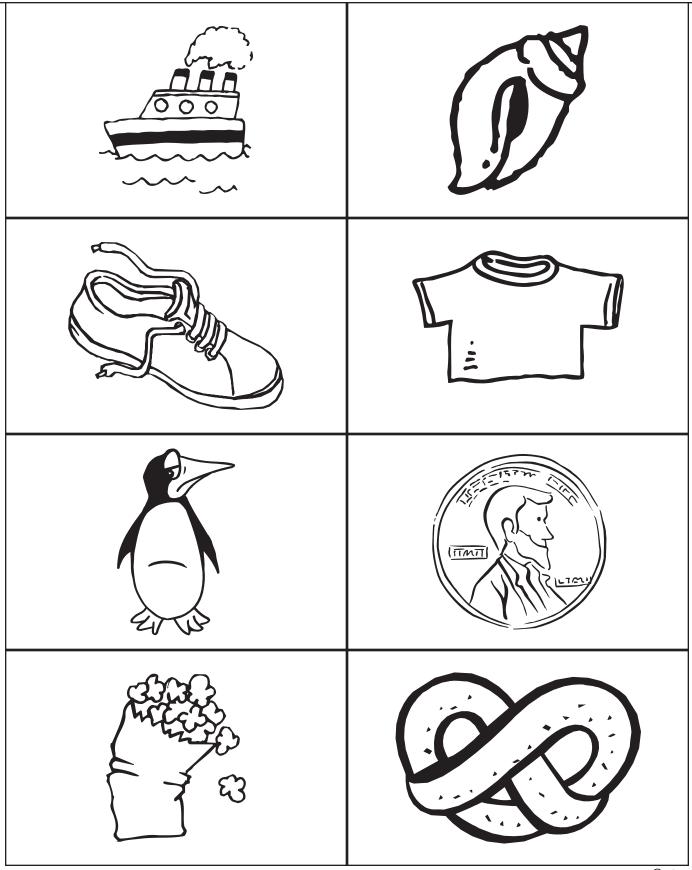


star, sweater, spider, spoon, saddle, sun, shower, shawl



Initial Phoneme Picture Sort

PA.001.AM2b

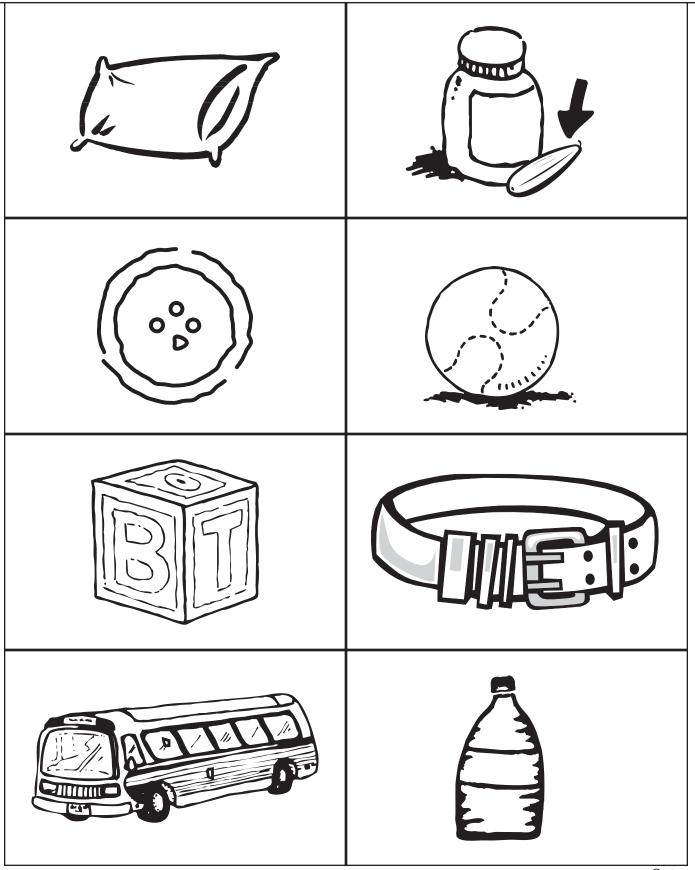


ship, shell, shoe, shirt, penguin, penny, popcorn, pretzel



PA.001.AM2c

Initial Phoneme Picture Sort



pillow, pickle, button, ball, block, belt, bus, bottle





#### Phoneme Matching

PA.002

#### Match Maker



#### **Objective**

The student will match initial phonemes in words.



### **Materials**

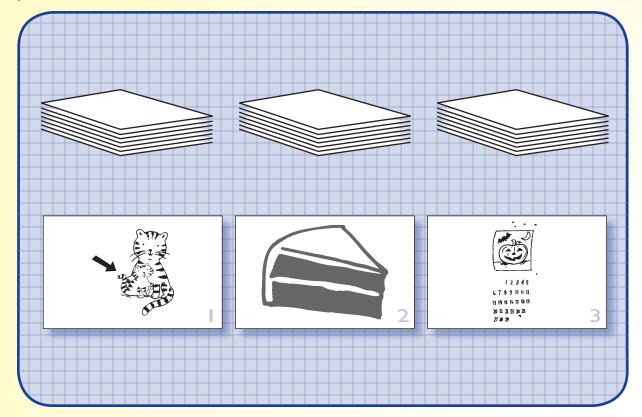
Initial phoneme picture cards (Activity Master PA.002.AM1a - PA.002.AM1c)



## Activity

#### Students identify initial phonemes by matching picture cards.

- 1. Divide the initial phoneme pictures by the numbers on the cards and place face down in three separate stacks.
- 2. Taking turns, students select the top card from each stack.
- 3. Say the name and initial sound of each picture. For example, "kitten /k/, cake /k/, calendar, /k/." If initial sounds match on all three cards, student keeps all three cards. If two cards have the same initial sound, keep those and return the nonmatching card to the middle (not the bottom) of the appropriate stack. If no cards match, return all three cards to the middle (not the bottom) of their respective stacks.
- 4. Continue activity until all possible matches are made.
- 5. Peer evaluation

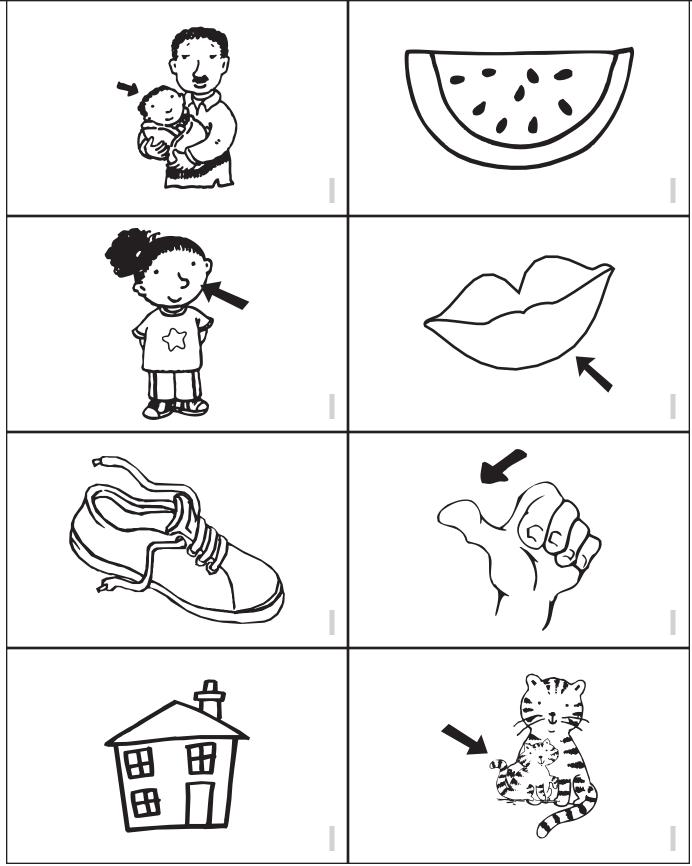




## Extensions and Adaptations

- Use same initial phoneme picture cards in open sort.
- Make alliterative rebus sentences using picture cards.

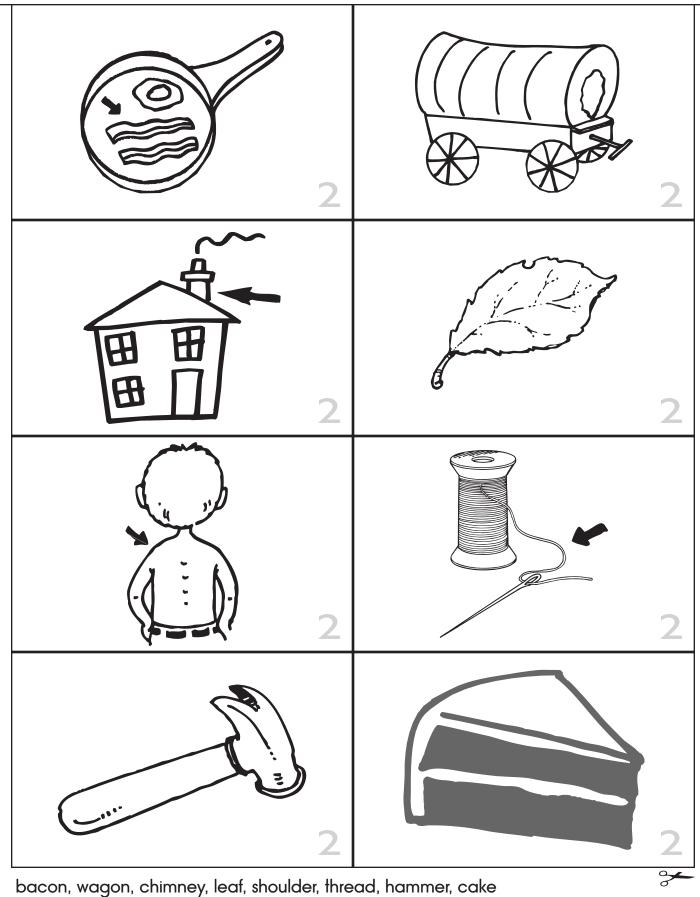
PA.002.AMIa Match Maker



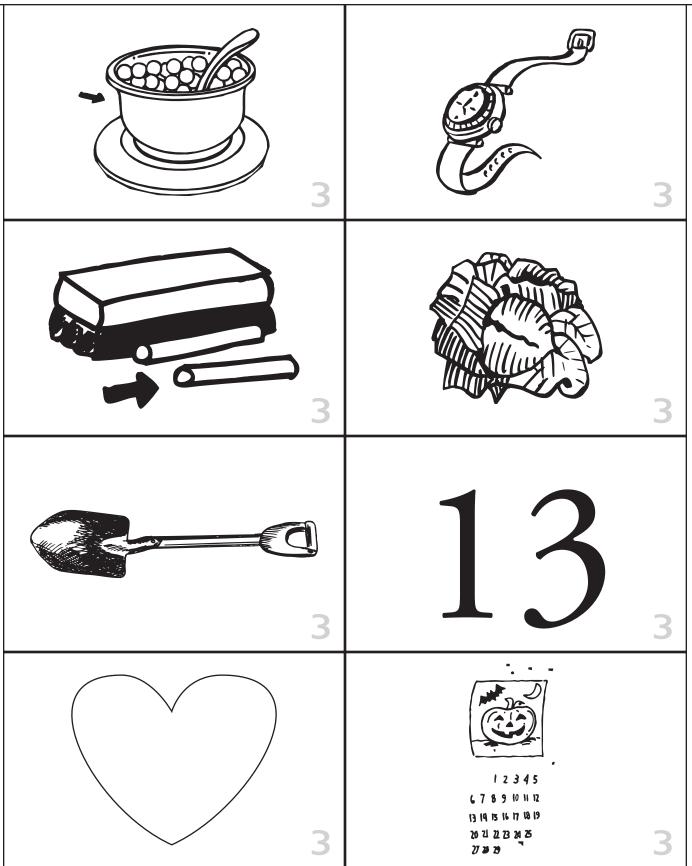
baby, watermelon, cheek, lip, shoe, thumb, house, kitten



Match Maker PA.002.AMIb



PA.002.AMIc Match Maker



bowl, watch, chalk, lettuce, shovel, thirteen, heart, calendar



P.026 Onset and Rime

Onset and Rime Slide



#### **Objective**

The student will blend onsets and rimes to make words.



### **Materials**

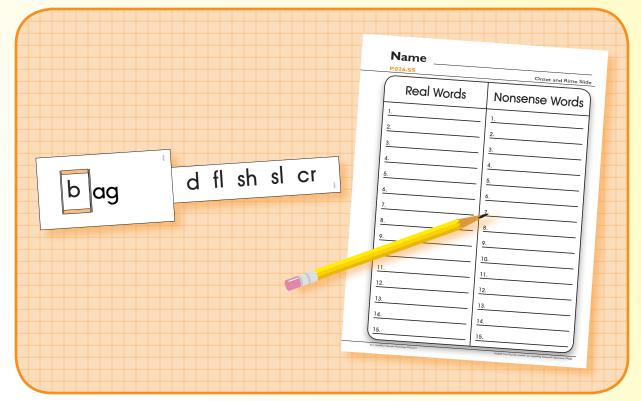
- Onset and Rime Slides (Activity Master P.026.AM1a P.026.AM1c) Cut and assemble.
- ▶ Student sheet (Activity Master P.026.SS)
- Pencil



### Activity

#### Students make words using a variety of onsets and a sliding rime strip.

- 1. Provide the student with Onset and Rime Slides and a student sheet.
- 2. The student selects an Onset and Rime Slide. Reads the rime (e.g., /ag/). Slides the rime until the first onset can be seen through the window. Reads the onset and rime, blends them, and says the word (e.g., "/b//ag/, bag").
- 3. Determines if the word is a real or nonsense word and records it in the appropriate column on the student sheet.
- 4. Continues until all words are recorded.
- 5. Teacher evaluation





## Extensions and Adaptations

Use other Onset and Rime Slides.

Onset and Rime Slide

P.026.SS

Real Words	Nonsense Words
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	<u>7.</u>
8.	8.
9.	9.
10.	10.
11.	11.
12.	12.
13.	13.
14.	14.
15.	<u>15.</u>



P.029

Onset and Rime

Rime Closed Sort



#### **Objective**

The student will blend onsets and rimes to make words.



### **Materials**

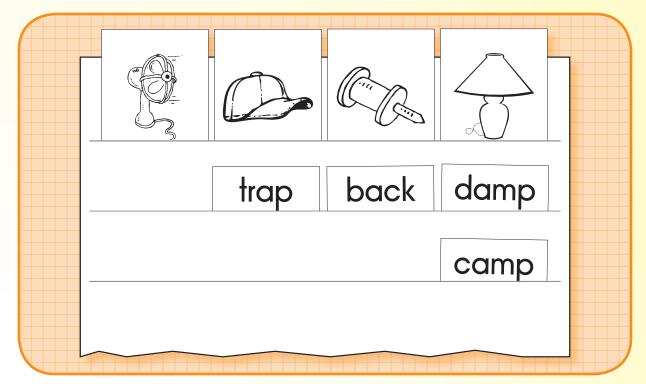
- Rime picture header cards (Activity Master P.029.AM1)
- Rime word cards (Activity Master P.029.AM2a P.029.AM2b)
- Pocket chart



## **Activity**

#### Students sort words by rimes on a pocket chart.

- 1. Place the picture header cards across the top row of the pocket chart. Place the word cards face down in a stack.
- 2. Working in pairs, students name each picture header card and segment the onset and rime (e.g., "lamp, /l//amp/").
- 3. Select the top card from the stack, read the word, say its rime (e.g., "camp, -amp"), and look for the picture with the matching rime on the pocket chart (i.e., lamp).
- 4. Place the card in the corresponding column. Read all the words in that column (i.e., "ramp, damp, camp").
- 5. Continue until all cards are sorted.
- 6. Peer evaluation

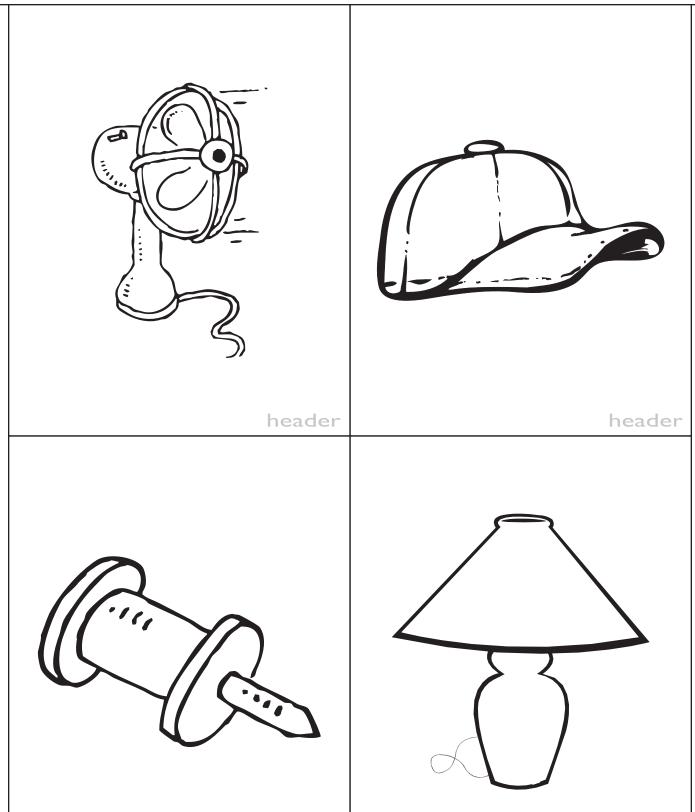




### Extensions and Adaptations

- Record on student sheet (Activity Master P.029.SS).
- Complete open sort with word cards.
- Use other picture cards as headers.

Rime Closed Sort P.029.AMI



rime picture header cards: fan, cap, tack, lamp

header



header

P.029.AM2a Rime Closed Sort

man	cap
tan	lap
can	sap
ran	nap
plan	trap

3

Rime Closed Sort P.029.AM2b

pack	camp
rack	ramp
sack	damp
back	champ
track	stamp

rime word cards



Rime Closed Sort

P.029.SS



- 1.
- 2.
- 3.
- 4.
- 5.



- 1.
- 2.
- 3.
- 4.
- 5.



- 1.
- 2.
- 3.
- 4.
- 5.



- 1.
- 2.
- 3.
- 4.
- 5.

## **Phonics**



Onset and Rime P.030

#### Word Swat



#### **Objective**

The student will blend onsets and rimes to make words.



### **Materials**

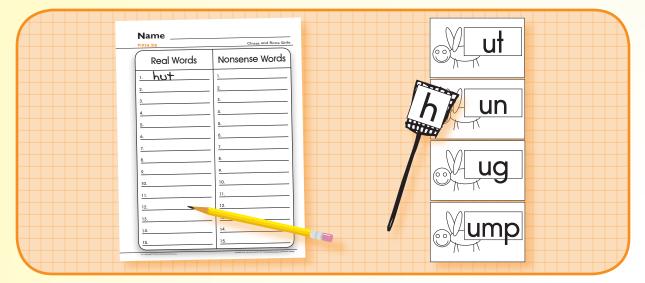
- Flyswatters
- ▶ Rime flies (Activity Master P.030.AM1a P.030.AM1b)
- Onset cards (Activity Master P.028.AM2)
- Tape
  - Attach an onset card to each side of the flyswatters.
- ▶ Student sheet (Activity Master P.026.SS)
- Pencil



### **Activity**

#### Students match onsets and rimes to make words using a flyswatter.

- 1. Tape the rime flies in a column on a blank surface. Place the flyswatters at the center. Provide the student with a student sheet.
- 2. Student points to and reads each rime.
- 3. Selects a flyswatter, names the letter on one side, and says its sound (e.g., "h, /h/").
- 4. "Swats" the first fly by placing the onset next to the rime.
- 5. Blends the onset and rime and reads the word (e.g., "/h//ay/, hay").
- 6. Determines if the word is real or nonsense and records in the appropriate column on the student sheet.
- 7. "Swats" all the flies in the column and records words.
- 8. Continues until all onsets are used.
- 9. Teacher evaluation



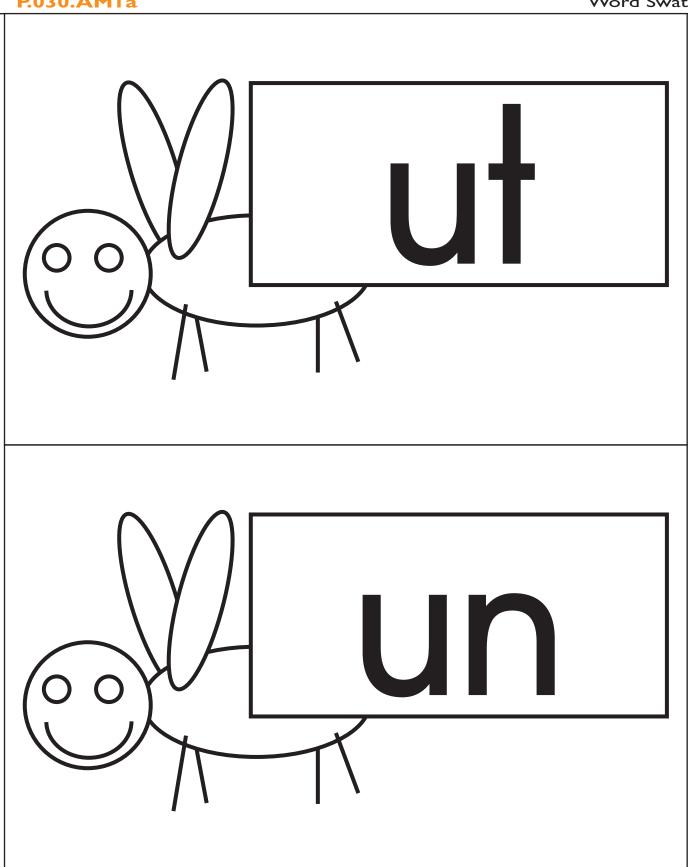


### Extensions and Adaptations

▶ Use other rime flies (Activity Master P.030.AM2).

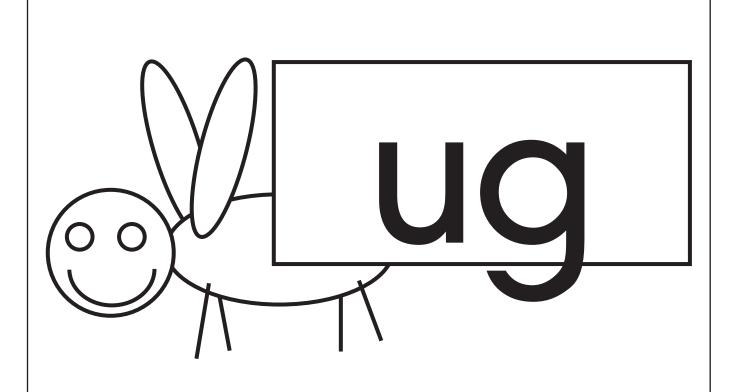
## **Phonics**

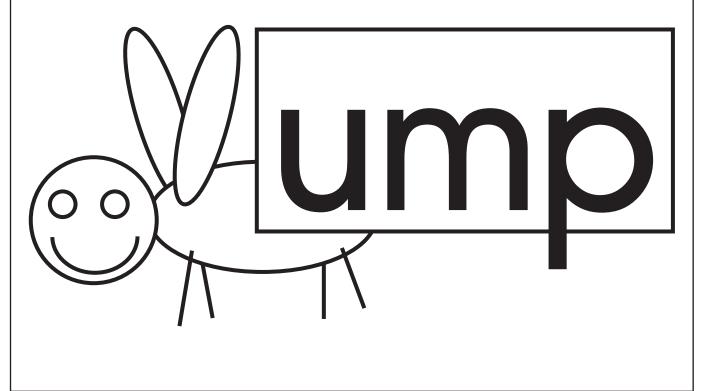
Word Swat P.030.AMIa



rime flies

Word Swat P.030.AMIb

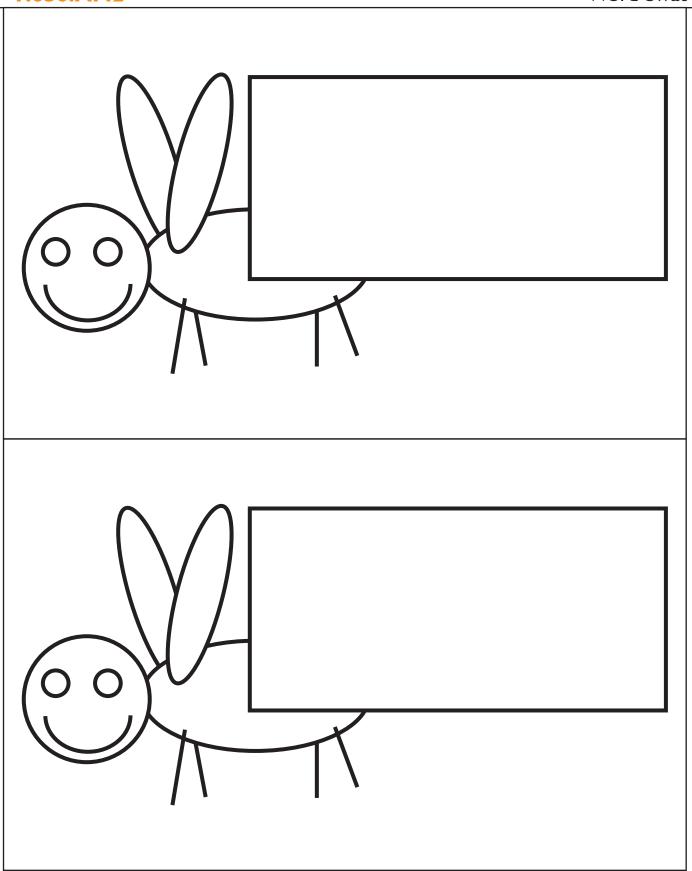




rime flies



P.030.AM2 Word Swat



3

## **Phonics**



P.03 I Onset and Rime

#### Change-A-Word



#### **Objective**

The student will blend onsets and rimes to make words.



### **Materials**

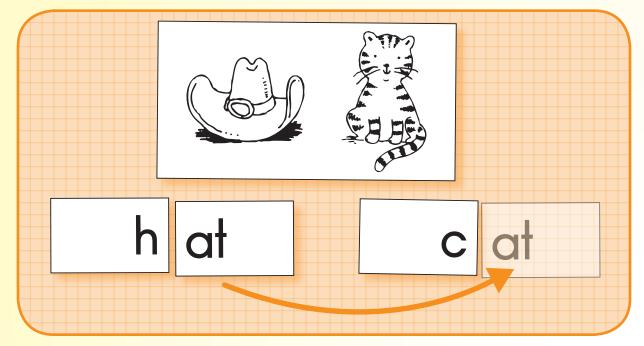
- Double rime picture cards (Activity Master P.031.AM1a P.031.AM1b)
- Onset and rime cards (Activity Master P.031.AM2) Note: Some onsets will be used more than once.



### **Activity**

#### Students make words using one rime and different onsets.

- 1. Place the double rime picture cards face down in a stack on a flat surface. Place the onset and rime cards face up in rows.
- 2. Taking turns, student one selects a double rime picture card, names the picture on the left side of the card, and segments the onset and rime orally (e.g., "hat, /h/, /at/"). Chooses the onset and rime cards that correspond and places them under the picture on the left. Reads the word (i.e., "hat").
- 3. Student two names the picture on the right side of the card and segments the onset and rime orally (e.g., "cat, /k/, /at/"). Moves the rime under the picture on the right. Chooses the onset that corresponds with the new word. Places it under the picture on the right next to the rime. Reads the word (i.e., "cat").
- 4. Continue until all double rime picture cards are used.
- 5. Peer evaluation

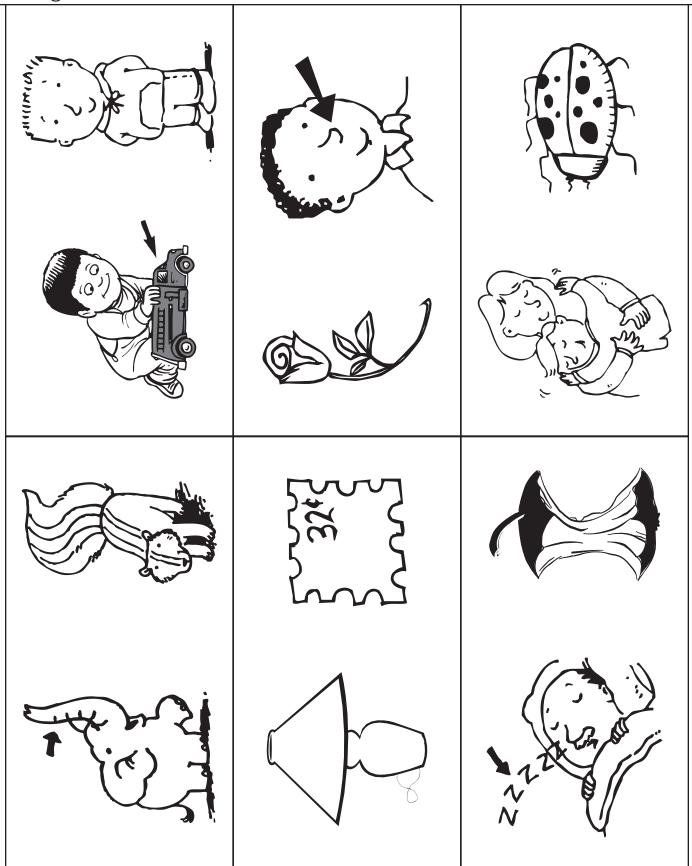




### **Extensions and Adaptations**

- Record words on paper.
- Use other double rime picture cards (Activity Master P.031.AM3a P.031.AM3b) and onset and rime cards (Activity Master P.031.AM4). Note: Some onsets will be used more than once.

Change-A-Word P.031.AM3a

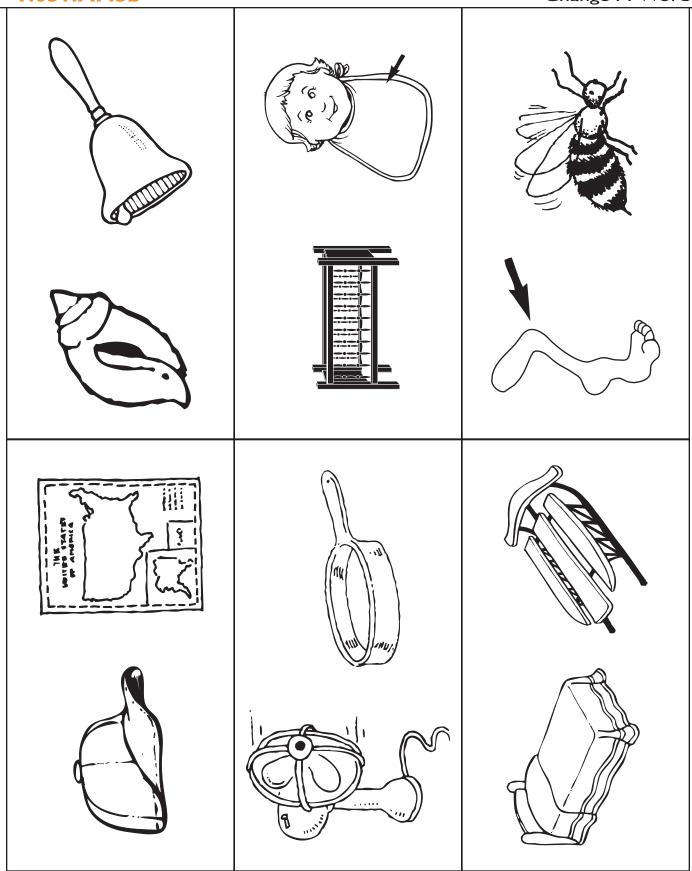


double rime picture cards: toy/boy, rose/nose, hug/bug, trunk/skunk, lamp/stamp, snore/core



## **Phonics**

Change-A-Word P.031.AM3b



double rime picture cards: shell/bell, crib/bib, knee/bee, cap/map, fan/pan, bed/sled



## **Phonics**

Change-A-Word P.031.AM4

b	С	cr	f
h	m	kn	
n	p	r	sh
sk	sl	sn	st
t	tr	ose	ОУ
ug	amp	unk	ore
ell	ap	ib	an
ee	ed		

onset and rime cards







P.032

Onset and Rime

Word Roll-A-Rama



#### **Objective**

The student will blend onsets and rimes to make words.



### **Materials**

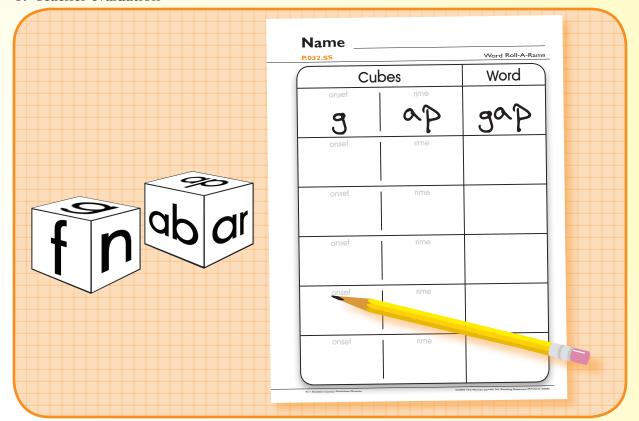
- Onset and rime cubes (Activity Master P.032.AM1) Copy on card stock, laminate, cut, and assemble.
- ▶ Student sheet (Activity Master P.032.SS)
- Pencils



## Activity

#### Students make words using onset and rime cubes.

- 1. Place cubes at the center. Provide each student with a student sheet.
- 2. Taking turns, students roll the onset and rime cubes.
- 3. Say the sound of the onset and rime, blend, and read the word orally (e.g., "/g//ap/, gap"). Record the onset, rime, and word in the appropriate columns.
- 4. Determine if the word is real or nonsense. If it is a nonsense word, cross it out.
- 5. Continue until five or more words are recorded.
- 6. Teacher evaluation





## Extensions and Adaptations

- Write words on cards and complete an open sort.
- Use other onset and rime cubes (Activity Master P.032.AM2).
- Make other onset and rime cubes (Activity Master P.032.AM3).

Word Roll-A-Rama P.032.AMIa

	C			ab	
DI DI	<sup>1a</sup> <b>9</b>	<b>=</b>		ap	20
	<b>}</b>			ame	
glue	S	glue	glue	at	glue
	glue			glue	

onset and rime cubes



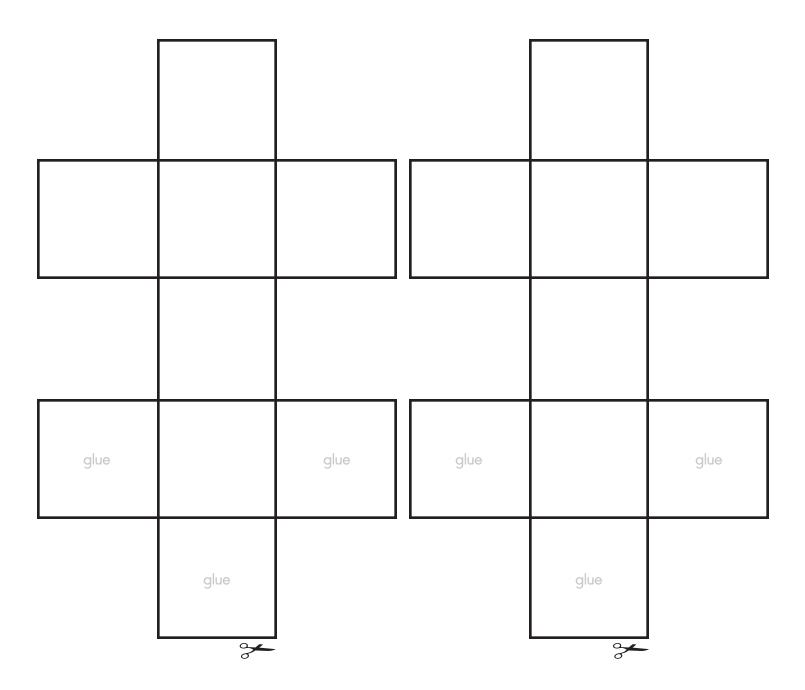
P.032.SS

Word Roll-A-Rama

Cub	Word	
onset	rime	
onse <sup>†</sup>	rime	
onset	rime	

P.032.AM2

	<u>b</u>			ed	
9t	1b	1b	ed GC	end	<b>D</b>
	ds			†s <del>o</del>	
glue	1b	glue	glue	ent	glue
	glue			glue	



#### blank cubes

## **Phonics**



Onset and Rime P.033

#### Word Maker Game



#### **Objective**

The student will blend onsets and rimes to make words.



### **Materials**

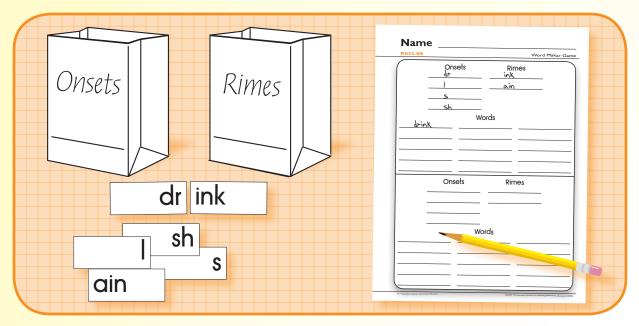
- Onset cards (Activity Master P.033.AM1)
- ▶ Rime cards (Activity Master P.033.AM2)
- Paper bags
  - Label one bag "onsets" and one bag "rimes" and place the cards in the corresponding bag.
- Student sheet (Activity Master P.033.SS)
- Pencils

#### **Activity**

#### Students make words from selected onsets and rimes.



- 1. Place the onset and rime bags at the center. Provide each student with a student sheet.
  - 2. Taking turns, students select four cards from the onset bag and two cards from the rime bag. Say the sounds of the selected onsets and rimes and record on the student sheet.
  - 3. Manipulate the cards to make as many words as possible by combining onset and rime cards one at a time.
  - 4. Read each word as it is made. If it is real, record it on the student sheet.
  - 5. Place onsets and rimes back in the bags and select new cards from the bags.
  - 6. Continue until student sheet is complete.
  - 7. Teacher evaluation



#### **Extensions and Adaptations**

Make and use more onset and rime cards.

P.033.AMI Word Maker Game

b	P
	dr
	W
S	f
sh	d

3

Word Maker Game

P.033.AM2

ug	ob
ink	ell
ain	aw
eck	ig
ew	ake

2

P.033.SS Word Maker Game

Onsets	Rimes	
 W	ords	
Onsets	Rimes	
 	ords 	

# **Phonics**



### Letter-Sound Correspondence

P.002

#### Word Blender



## **Objective**

The student will blend onsets and rimes to make words.



# **Materials**

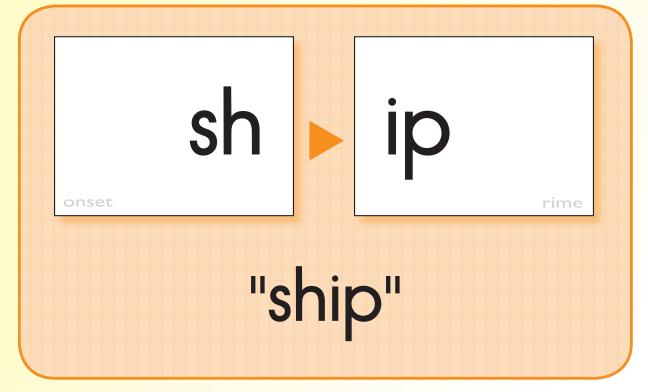
- Onset and rime cards (Activity Master P.002.AM1a P.002.AM1b) Cards have the words "onset" or "rime" at the bottom of each card.
- Paper
- Pencils



# **Activity**

#### Students make words with onsets and rimes by playing a card game.

- 1. Separate onset and rime cards into two stacks and place face down on a flat surface.
- 2. Taking turns, students select two cards from the onset stack and one card from the rime stack.
- 3. Try to make word(s) using the rime card and at least one of the onset cards.
- 4. If a word can be made, read it, and record it on the paper. When done, return cards either to the bottom or the middle of their respective piles.
- 5. Continue activity until all possible words are made.
- 6. Peer evaluation





# **Extensions and Adaptations**

- Make more onset and rime cards to play the game.
- Write words on index or construction paper cards and sort.

P.002.AMIa Word Blender

ch	Sh
S	<b>H</b> onset
QU	<b>f</b> Ionset
onset	onset

2-3 Student Center Activities: Phonics

Word Blender P.002.AMIb

at	rime	ake
in	rime	ick
ip	rime	<b>ot</b>
ug	rime	est

rime cards

# **Phonics**



### Letter-Sound Correspondence

P.005

### Change My Word



## **Objective**

The student will combine consonant blends and digraphs with a common rime to form words.



## **Materials**

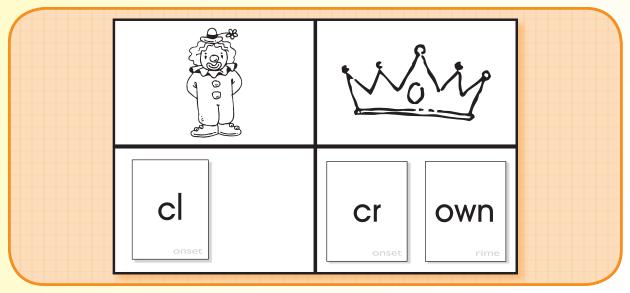
- Rhyming picture work boards (Activity Master P.005.AM1a P.005.AM1g) Select target work boards.
- Onset and rime cards (Activity Master P.005.AM2a P.005.AM2c) Select target onset and rime cards corresponding to the selected work boards.
- Paper
- Pencils



## **Activity**

### Students combine consonant blend and digraph onsets with rimes to make words.

- 1. Stack the target rhyming picture work boards face down on a flat surface. Separate target onset and rime cards and spread face up on a flat surface.
- 2. Working in pairs, student one selects a picture work board, names the picture on the left side, and chooses and places the onset and rime cards to make the word under the picture.
- 3. Student two names the picture on the right side of the card, slides the rime under the picture, and chooses the onset to make the new word.
- 4. Places the onset with the rime and says the new word.
- 5. Both students list the words on paper.
- 6. Reverse roles and continue to make words.
- 7. Peer evaluation



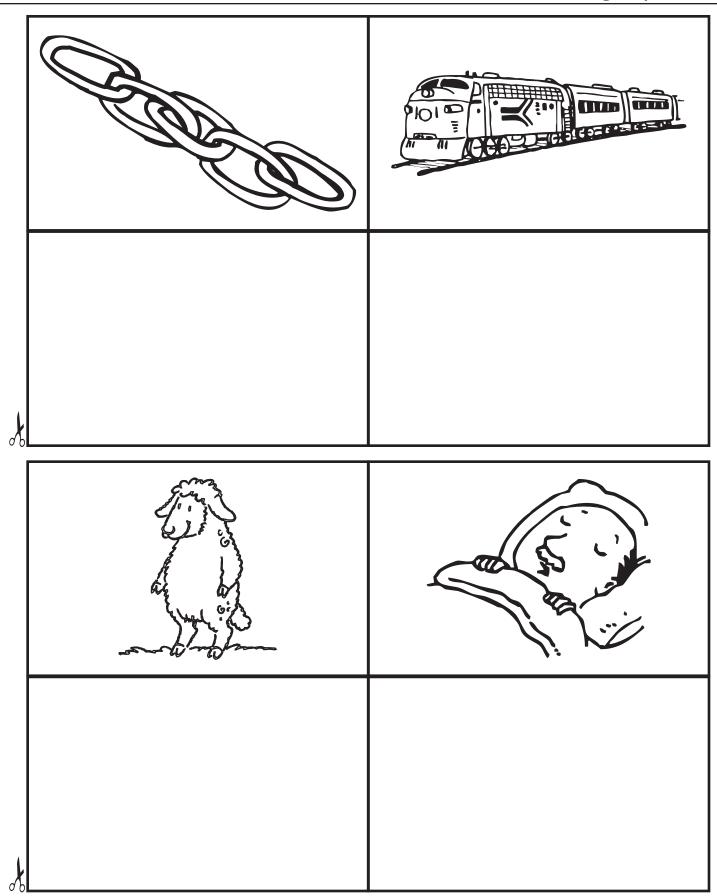


### **Extensions and Adaptations**

Write two more words using each rime combined with different onsets.

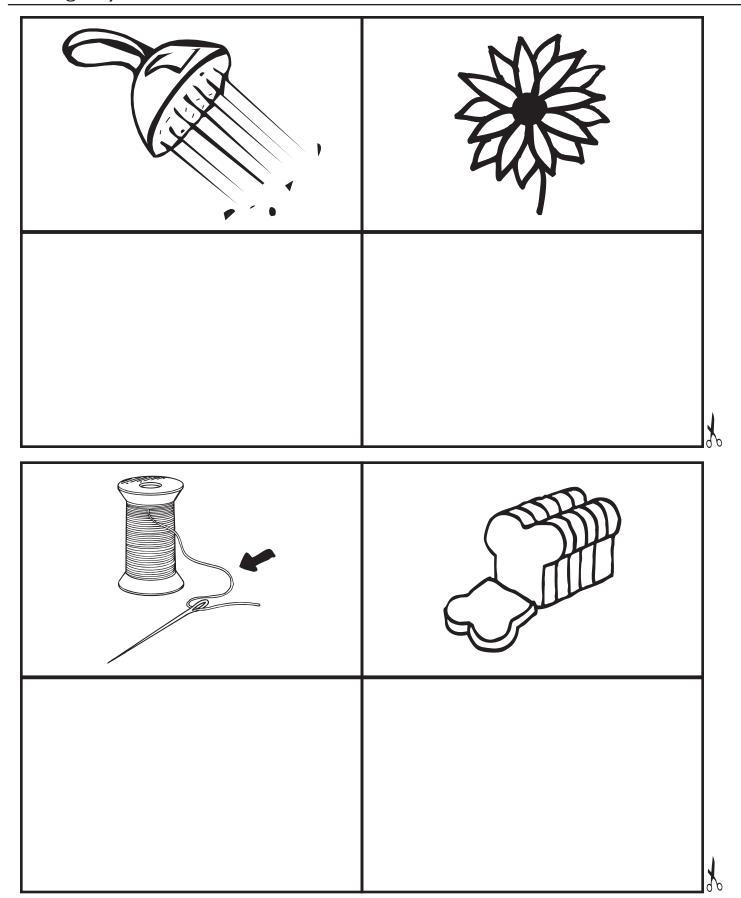
P.005.AMIa

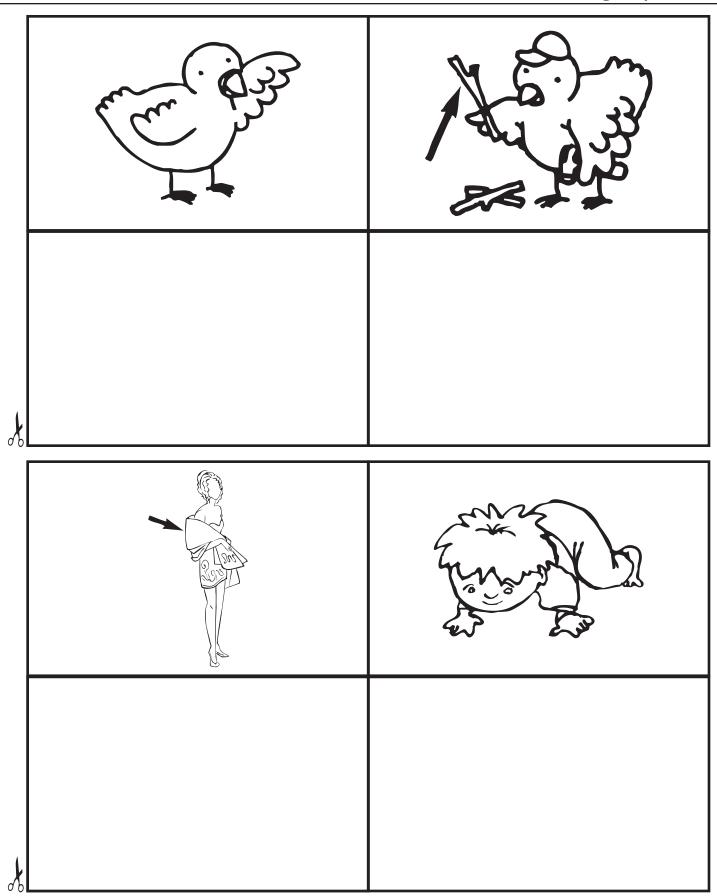
Change My Word

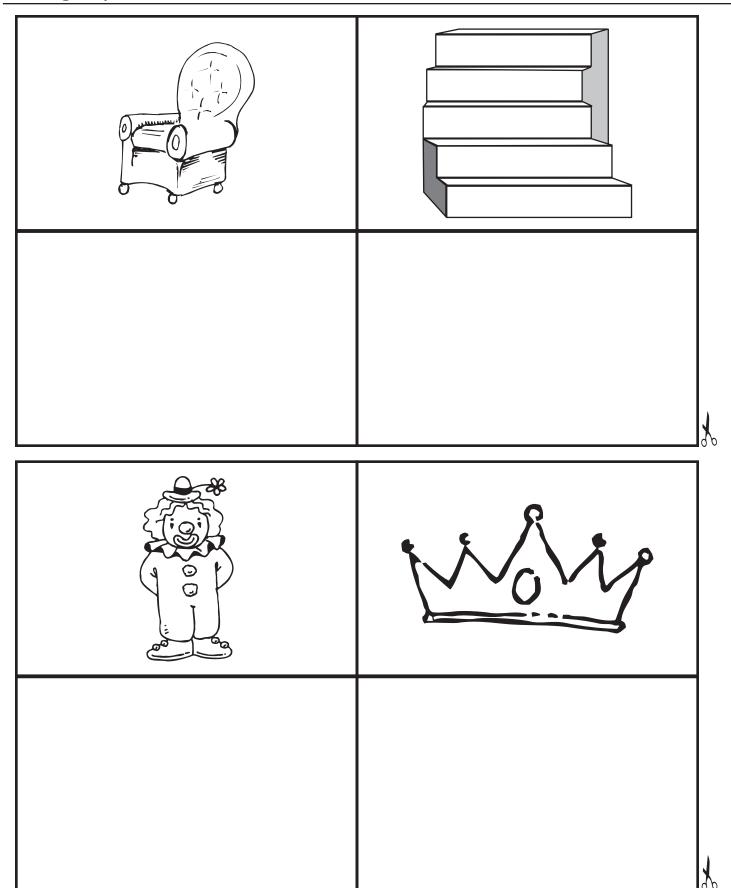


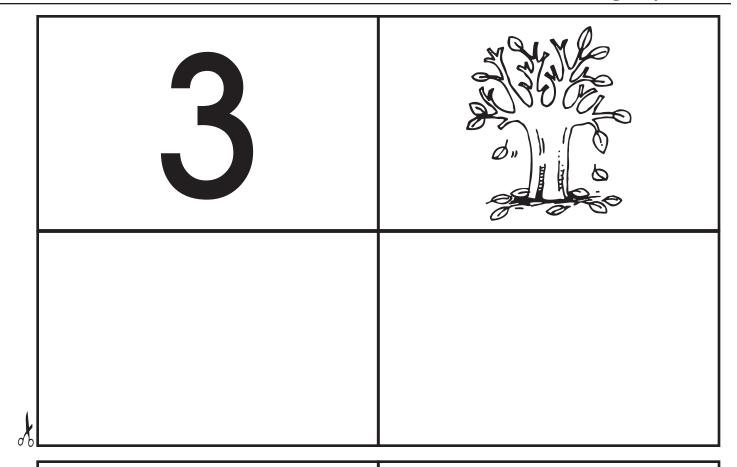
Change My Word

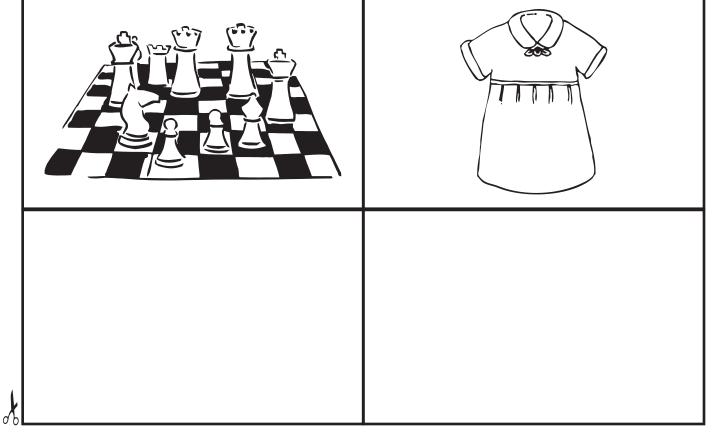
P.005.AMIb

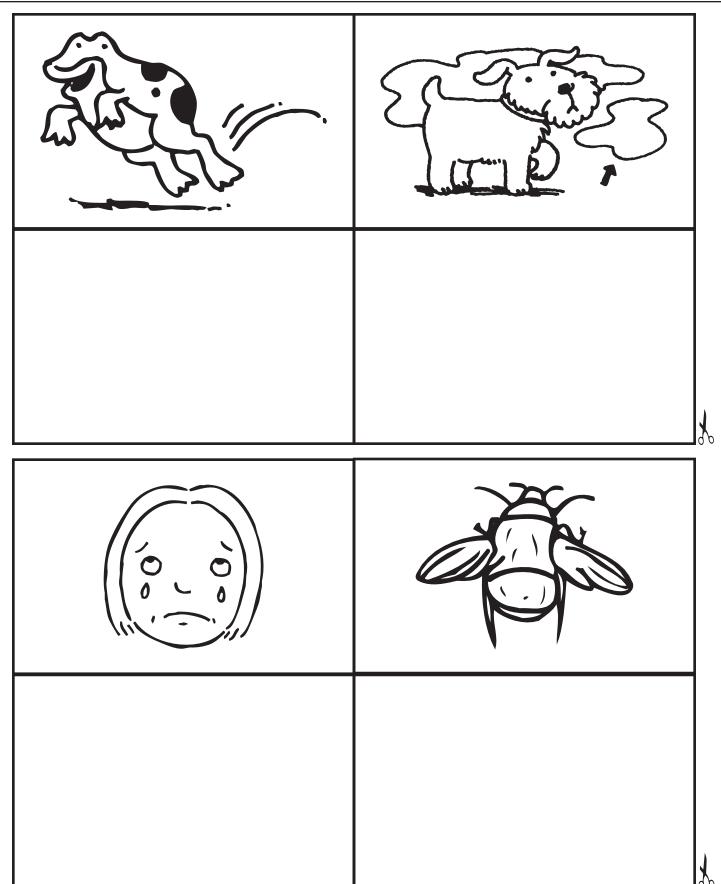


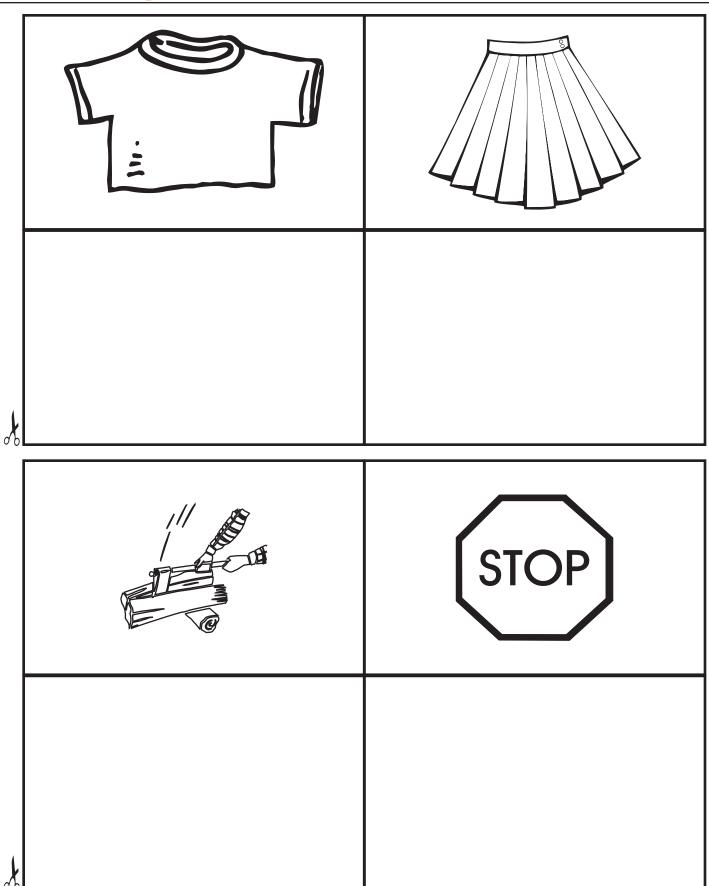












Change My Word

<b>ch</b>	<b>Ir</b> onset	<b>ain</b>	sh
SI	eep	sh	<b>f</b>
<b>OWE</b> r	thr	br	ead
<b>ch</b> onset	St	ick	sh

<b>C</b> ľ	awl	ch	St
air	Cl	<b>C</b> r onset	<b>OWN</b>
<b>thr</b> onset	<b>I</b> r	<b>ee</b>	ch
dr	<b>ess</b>	<b>fr</b> onset	SM

P.005.AM2c

<b>O</b> g	<b>f</b> onset	<b>C</b> ľ	Y
sh	<b>SK</b> onset	<b>irt</b> rime	ch
St	<b>op</b>		