

PA.001 Rhyme

Rhyme or No Rhyme



## **Objective**

The student will recognize rhyming words.



## **Materials**

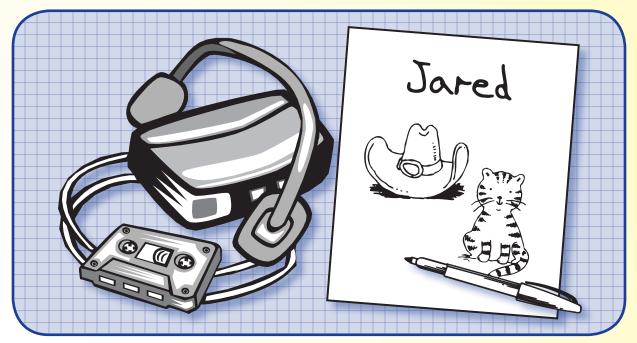
- CD or tape player
- CD or tape with rhyming songs
- Headphones
- Gloves
  - Optional: Use paper hands on popsicle sticks (Activity Master PA.016.AM2)
- Paper
- Crayons or markers



## **Activity**

#### Students interact with rhyming songs.

- 1. Place the tape player, headphones, and the rhyming tape at the center. Provide each student with gloves, paper, and crayons.
- 2. The student puts on the gloves and headphones.
- 3. Listens to a rhyming song.
- 4. Interacts with the song (claps when the words rhyme).
- 5. Shakes head "no" when the words do not rhyme.
- 6. Draws pictures of one of the rhyming pairs in the song (e.g., cat and hat) on paper.
- 7. Teacher evaluation





## Extensions and Adaptations

- Draw additional rhyming pictures to match the rhyme pair (e.g., rat).
- Illustrate other rhyming pairs.



PA.002 Rhyme

## Matching Rhyme Time



## **Objective**

The student will recognize rhyming words.



## **Materials**

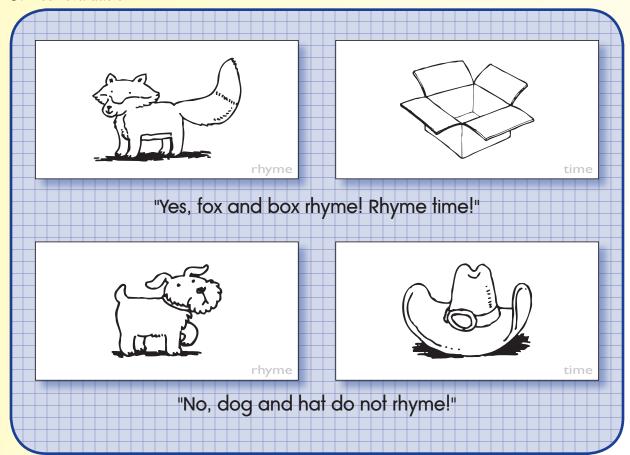
Rhyme and time picture cards (Activity Master PA.002.AM1a - PA.002.AM1f) Select target rhymes.



## Activity

## Students match rhyming picture cards.

- 1. Separate and place the rhyme and time picture cards face down in two stacks on a flat surface.
- 2. Working in pairs, student one selectes the top card from each stack and names the pictures (e.g., "fox, box").
- 3. If a match is made, says "rhyme time" and keeps the pair. If a match is not made, returns the cards randomly to the appropriate stack and student two takes a turn.
- 4. Continue until all matches are made.
- 5. Peer evaluation



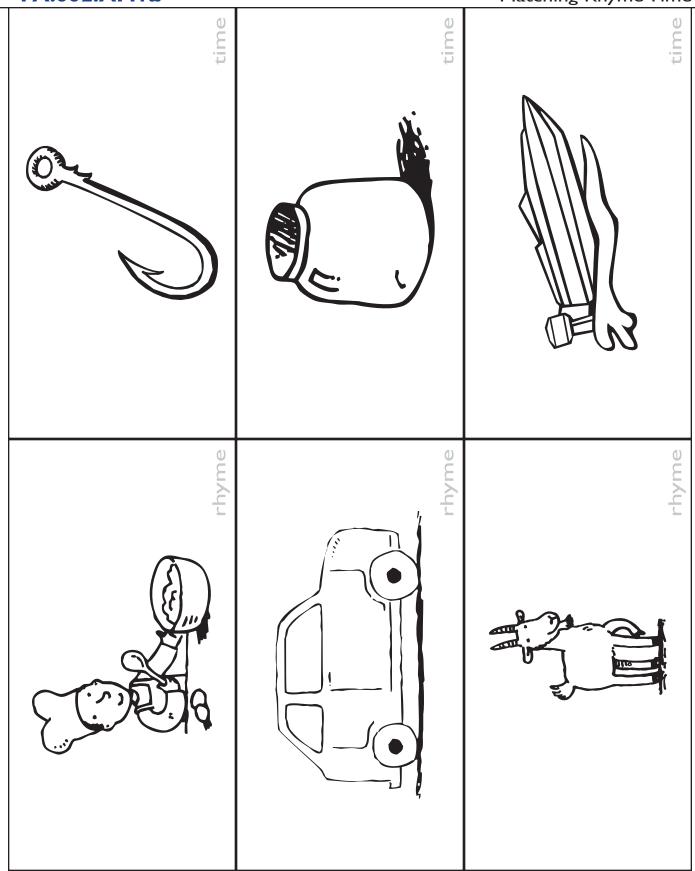


## Extensions and Adaptations

- State a word or draw a picture that rhymes with the match.
- Match words with the same initial sound.

PA.002.AMIa

Matching Rhyme Time



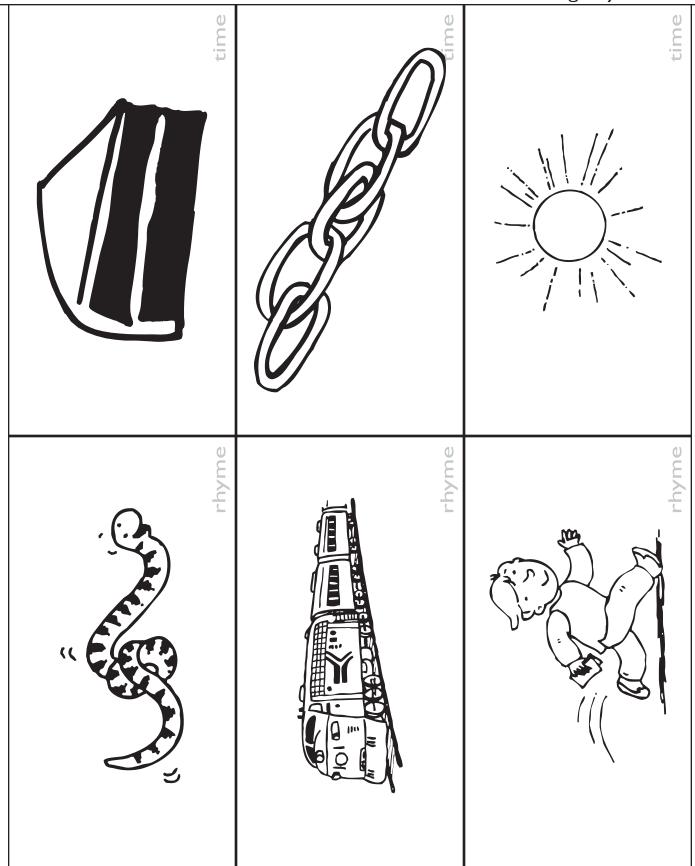
rhyme and time picture cards: hook, jar, boat, cook, car, goat



Matching Rhyme Time **PA.002.AMIb** 

PA.002.AMIc

Matching Rhyme Time



rhyme and time picture cards: cake, chain, sun, snake, train, run

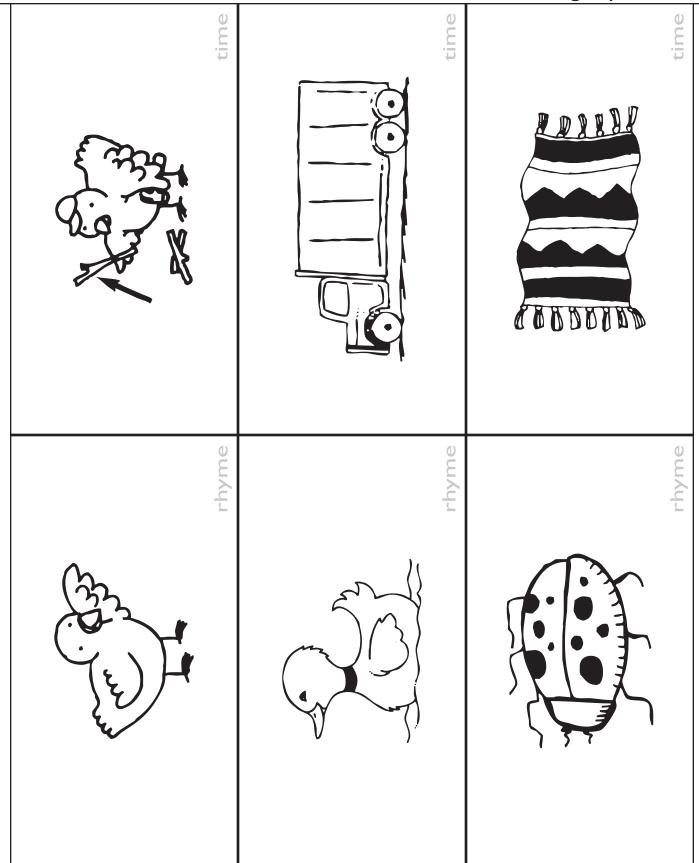


Matching Rhyme Time **PA.002.AMId** 

rhyme and time picture cards: fan, hide, mop, pan, slide, hop

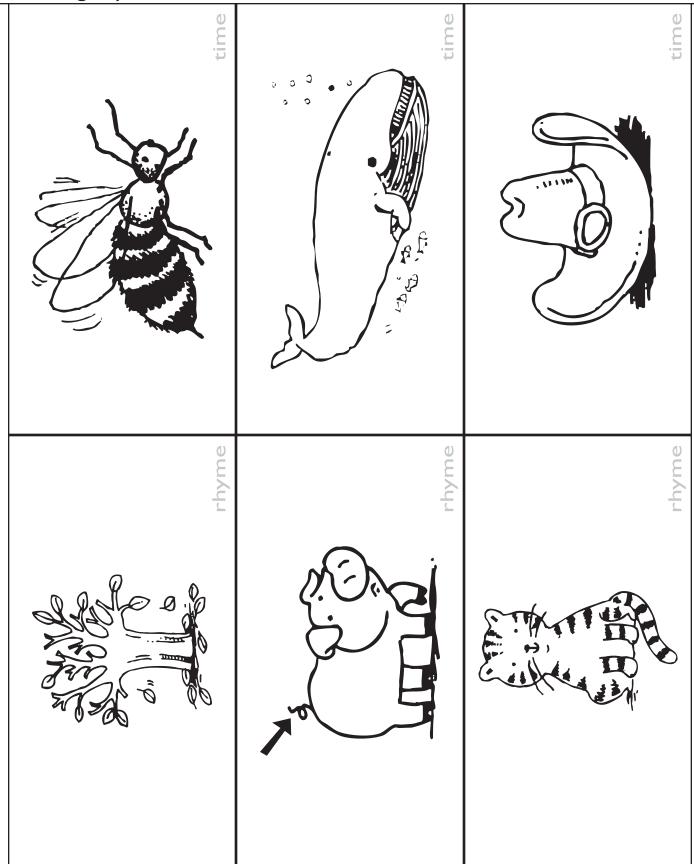
**PA.002.AM1e** 

Matching Rhyme Time



Matching Rhyme Time

**PA.002.AMIf** 



rhyme and time picture cards: bee, whale, hat, tree, tail, cat





PA.003

Rhyming A-LOT-OH!



## **Objective**

The student will recognize rhyming words.



## **Materials**

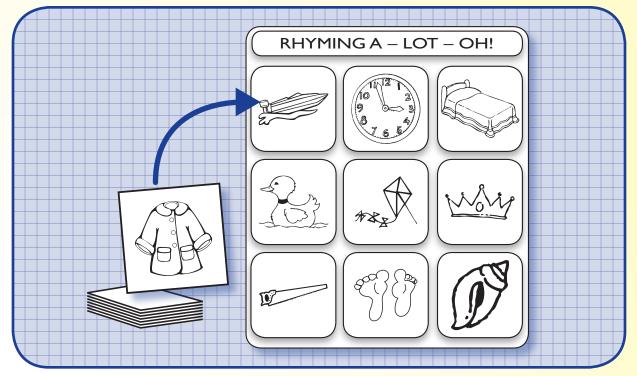
- Rhyming A-LOT-OH! boards (Activity Master PA.003.AM1a PA.003.AM1f) Copy on card stock, cut out, and laminate.
- Rhyming picture cards (Activity Master PA.003.AM2a PA.003.AM2c)



## Activity

#### Students match rhyming picture cards to picture boards.

- 1. Provide each student with a different Rhyming A-LOT-OH! board. Place rhyming picture cards face down in a stack.
- 2. Taking turns, student one selects the top picture card from the stack, names it (e.g., "coat") and looks on his rhyming board for a match (i.e., boat).
- 3. If there is a match, says the rhyming word and places the picture on top of the picture on the board. If there is no match, or if the rhyming picture is already covered, returns the picture card to the bottom of the stack.
- 4. Continue until a student matches all of the pictures on a page or until all the cards in the stack are used.
- 5. Peer evaluation





## Extensions and Adaptations

- Exchange rhyming boards and play again.
- Play using other picture cards.

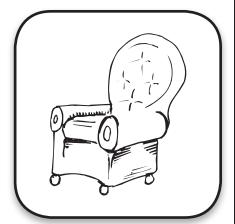
Rhyming A-LOT-OH!

**PA.003.AMIa** 

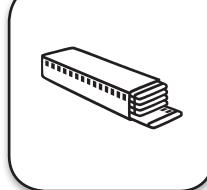
## RHYMING A - LOT - OH!



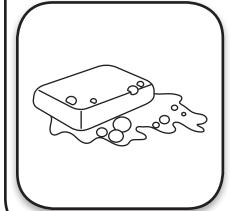




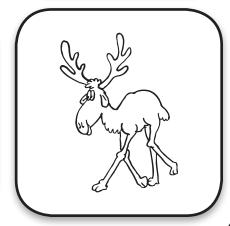








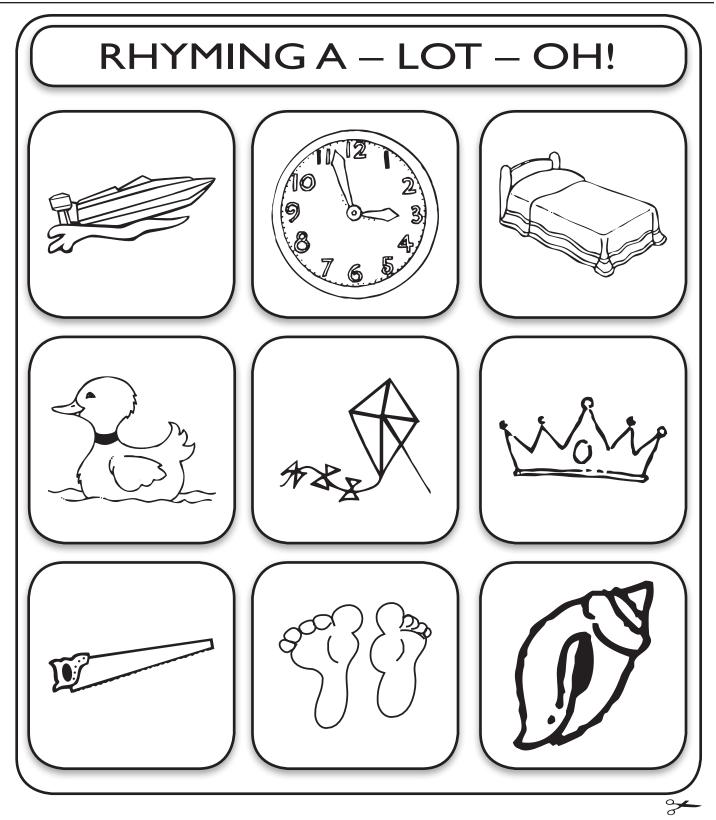




rhyming a-lot-oh! board: goat, cab, chair, lock, gum, horn, soap, map, moose

**PA.003.AMIb** 

Rhyming A-LOT-OH!



rhyming a-lot-oh! board: boat, clock, bed, duck, kite, crown, saw, feet, shell

Rhyming A-LOT-OH!

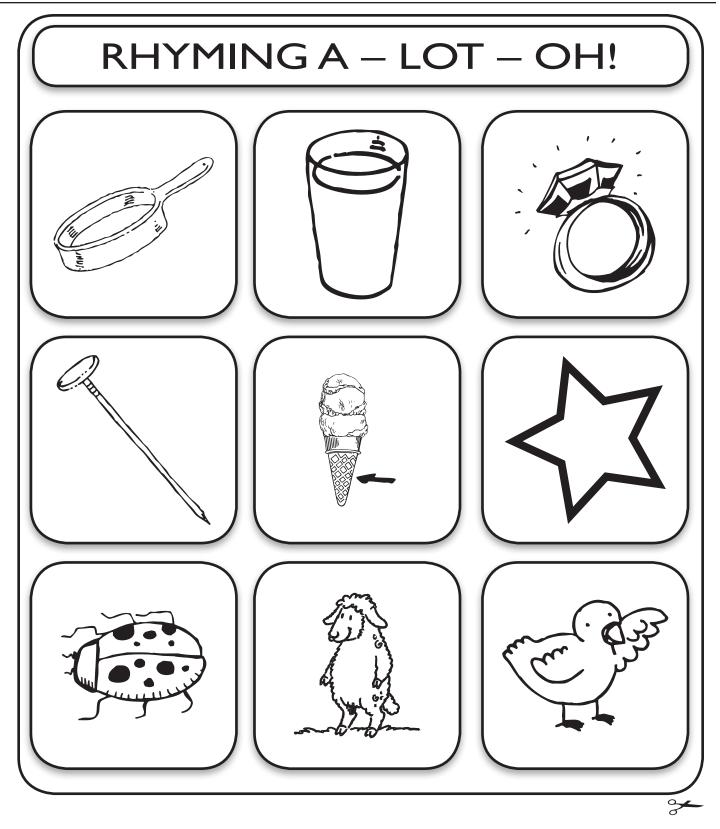
**PA.003.AMIc** 

# RHYMING A - LOT - OH!

rhyming a-lot-oh! board: fan, skate, swing, dock, bib, mice, pig, vest, gold

**PA.003.AMId** 

 $Rhyming\,A\!-\!LOT\!-\!OH!$ 



rhyming a-lot-oh! board: pan, glass, ring, nail, cone, star, bug, sheep, chick

Rhyming A-LOT-OH!

**PA.003.AMIe** 

## RHYMING A - LOT - OH!

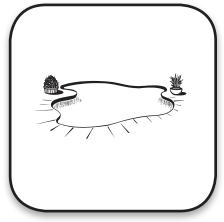






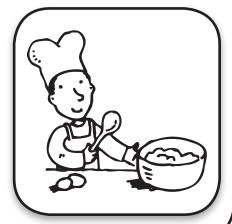












rhyming a-lot-oh! board: clap, coach, pea, skunk, grill, pool, tree, dish, cook

**PA.003.AMIf** 

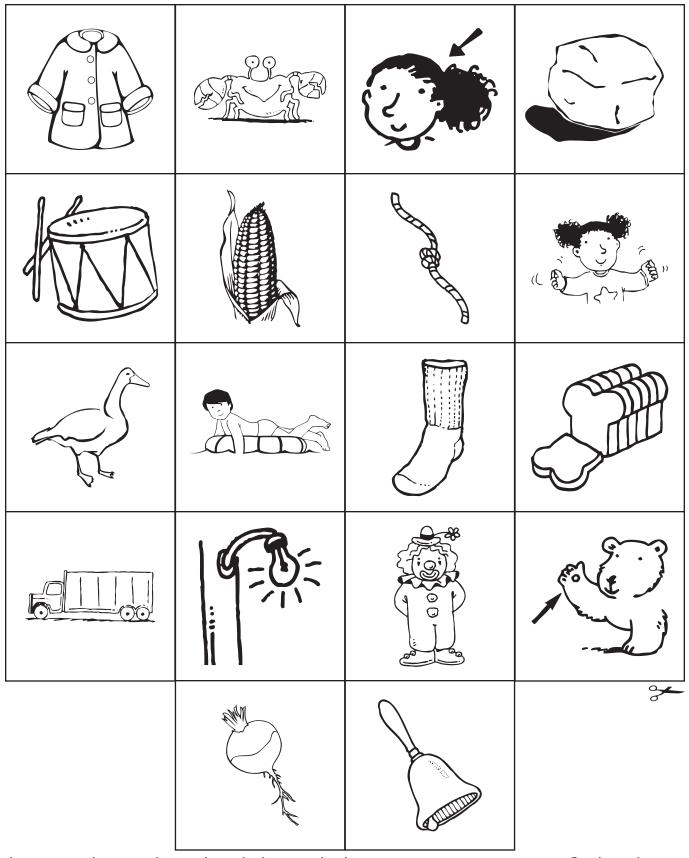
 $Rhyming\,A\!-\!LOT\!-\!OH!$ 



rhyming a-lot-oh! board: mail, rain, rose, bride, top, frog, sink, fin, lamp

Rhyming A-LOT-OH!

PA.003.AM2a

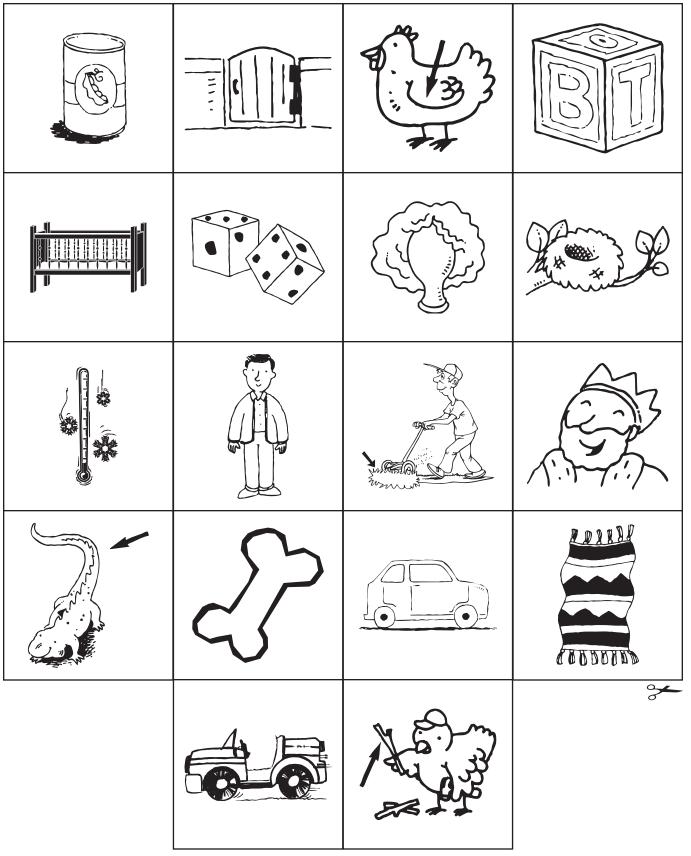


rhyming picture cards: coat, crab, hair, rock, drum, corn, rope, snap, goose, float, sock, bread, truck, light, clown, paw, beet, bell
©2005 The Florida Center for Reading Research (Revised, 2008)

K-1 Student Center Activities: Phonological Awar

PA.003.AM2b

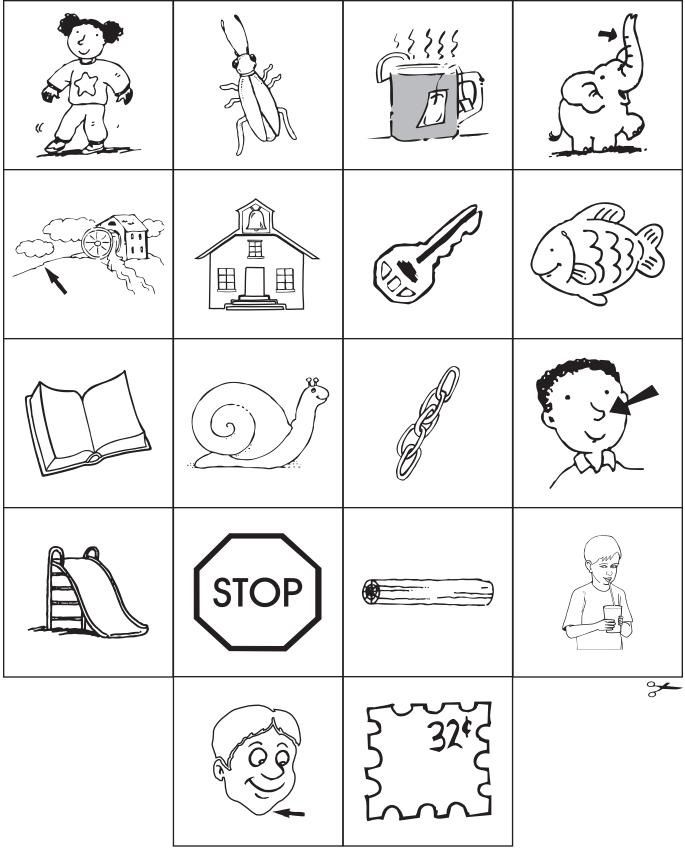
Rhyming A-LOT-OH!



rhyming picture cards: can, gate, wing, block, crib, dice, wig, nest, cold, man, grass, king, tail, bone, car, rug, jeep, stick
K-I Student Center Activities: Phonological Awareness

Rhyming A-LOT-OH!

PA.003.AM2c



rhyming picture cards: tap, roach, tea, trunk, hill, school, key, fish, book, snail, chain, nose, slide, stop, log, drink, chin, stamp



PA.004 Rhyme

**Pocket Rhymes** 



## **Objective**

The student will recognize rhyming words.



## **Materials**

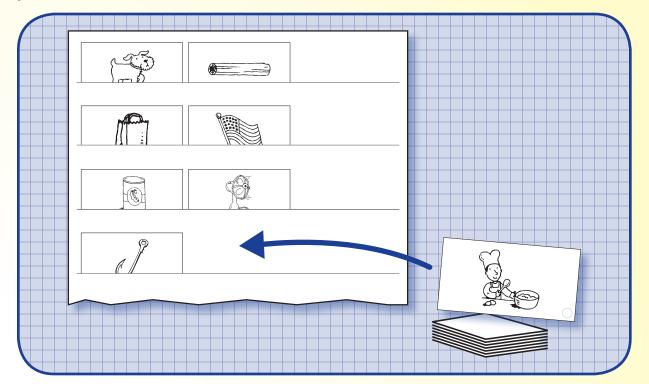
- Pocket chart
- ▶ Rhyming picture cards (Activity Master PA.004.AM1a PA.004.AM1g) Separate into two sets by the circle and triangle icons on the cards.
- Place circle set in the bag.



## Activity

#### Students match rhyming picture cards on a pocket chart.

- 1. Place the bag containing the circle set of rhyming picture cards next to the pocket chart. Display the triangle set of rhyming picture cards on the pocket chart.
- 2. Taking turns, student one selects a card from the bag, names the picture (e.g., "cook"), and looks for the rhyming match on the pocket chart.
- 3. Places it next to the rhyming picture on the pocket chart and names both pictures (i.e., "cook, hook").
- 4. Reverse roles and continue until all matches are made.
- 5. Peer evaluation





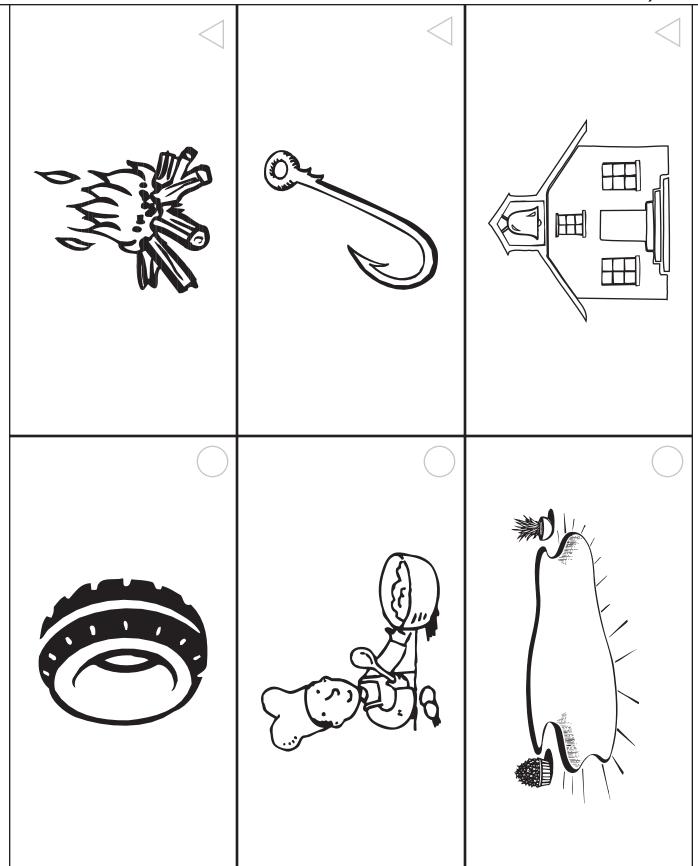
## Extensions and Adaptations

- Segment the onset and rime of matching pairs (e.g., /d/ /og/ and /l/ /og/).
- Sort pictures by initial sound.

Pocket Rhymes **PA.004.AMIa** 

rhyming picture cards: dog, bag, can, log, flag, fan

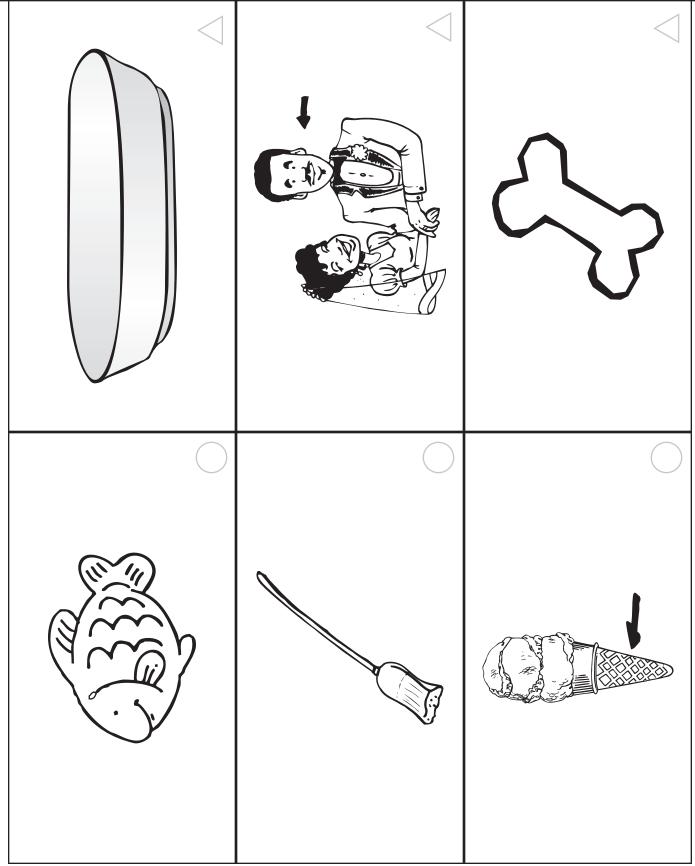
PA.004.AMIb Pocket Rhymes



rhyming picture cards: fire, hook, school, tire, cook, pool



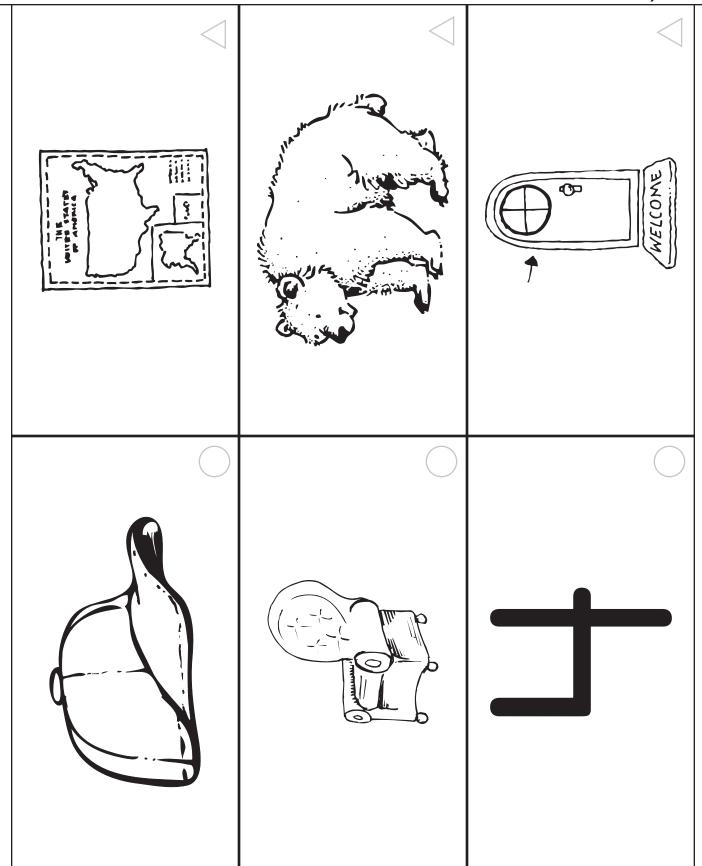
Pocket Rhymes PA.004.AMIc



rhyming picture cards: dish, groom, bone, fish, broom, cone



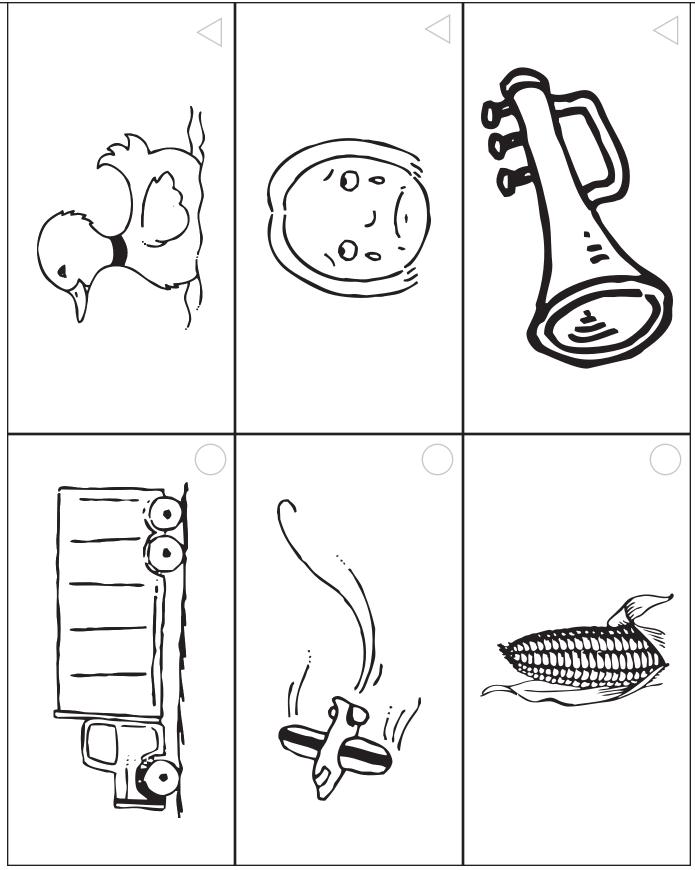
PA.004.AMId Pocket Rhymes



rhyming picture cards: map, bear, door, cap, chair, four



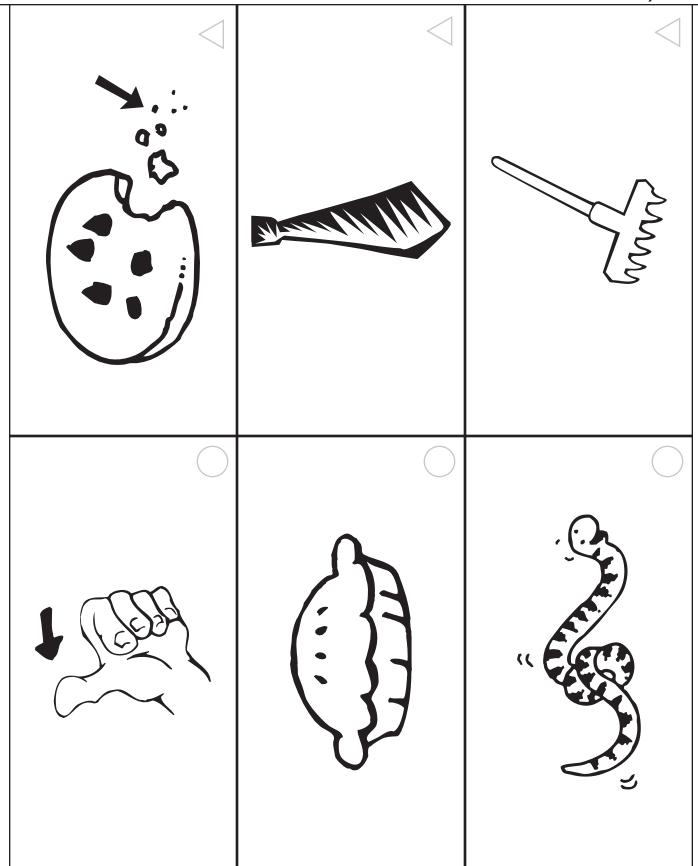
Pocket Rhymes PA.004.AMIe



rhyming picture cards: duck, cry, horn, truck, fly, corn



PA.004.AMIf Pocket Rhymes



rhyming picture cards: crumb, tie, rake, thumb, pie, snake



Pocket Rhymes **PA.004.AMIg** 



PA.005 Rhyme

Rhyme Closed Sort



## **Objective**

The student will recognize rhyming words.



## **Materials**

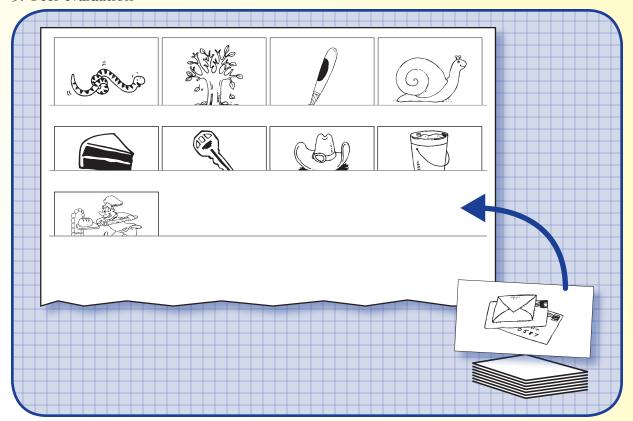
- Pocket chart
- Rhyming picture header cards (Activity Master PA.005.AM1)
- Rhyming picture cards (Activity Master PA.005.AM2a PA.005.AM2d)



## **Activity**

#### Students sort rhyming picture cards on a pocket chart.

- 1. Place the four rhyming picture header cards across the top row of the pocket chart. Place the rhyming picture cards face down in a stack.
- 2. Taking turns, students select the top card from the stack, name the picture (e.g., "mail"), and look for the rhyme match on the pocket chart.
- 3. Place the card in the correct column. Name all of the pictures in that column (i.e., "snail, pail, mail").
- 4. Continue until all cards are sorted.
- 5. Peer evaluation





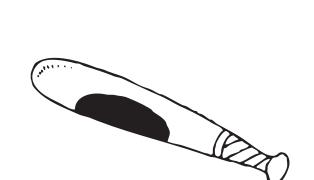
## Extensions and Adaptations

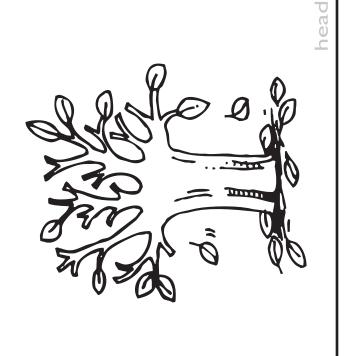
- ▶ Play using other rhyming pictures (Activity Master PA.005.AM3a PA.005.AM3d).
- Complete closed sort using initial sound picture cards (Activity Master PA.005.AM4a -PA.005.AM4d).

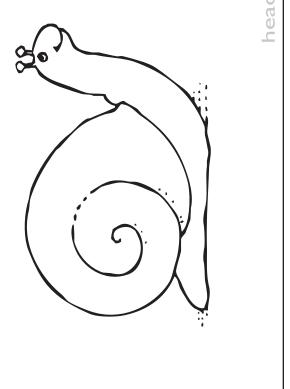
Rhyme Closed Sort

PA.005.AMI







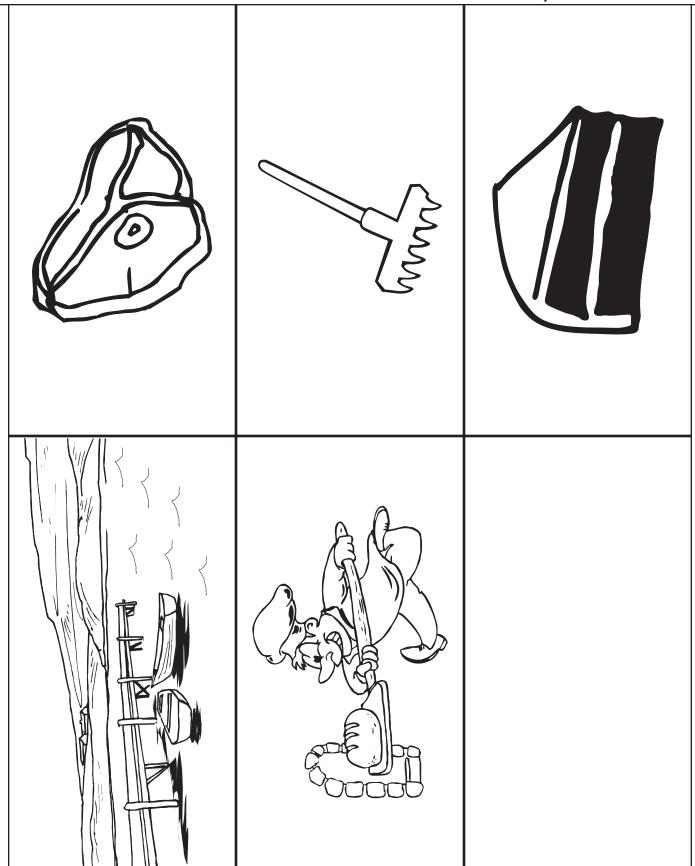


rhyming picture header cards: snake, bat, tree, snail



PA.005.AM2a

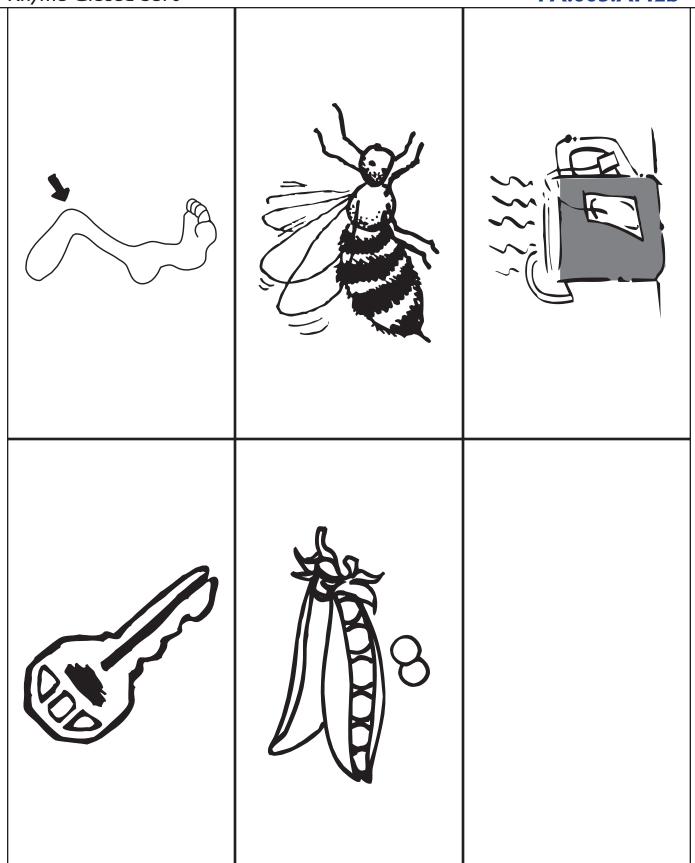
Rhyme Closed Sort



rhyming picture cards: steak, rake, cake, lake, bake



Rhyme Closed Sort PA.005.AM2b

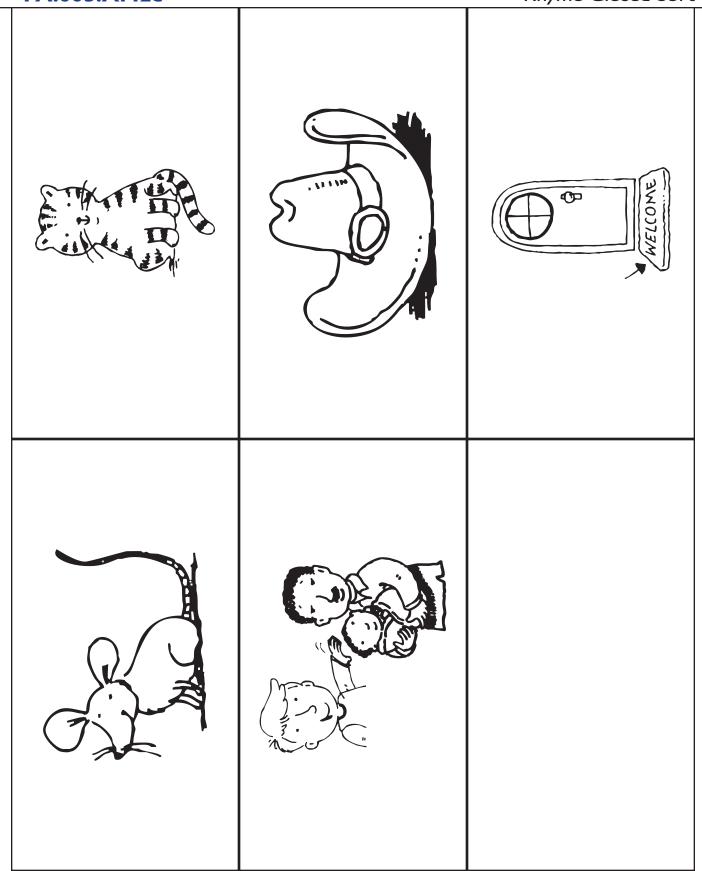


rhyming picture cards: knee, bee, tea, key, pea



PA.005.AM2c

Rhyme Closed Sort



rhyming picture cards: cat, hat, mat, rat, pat

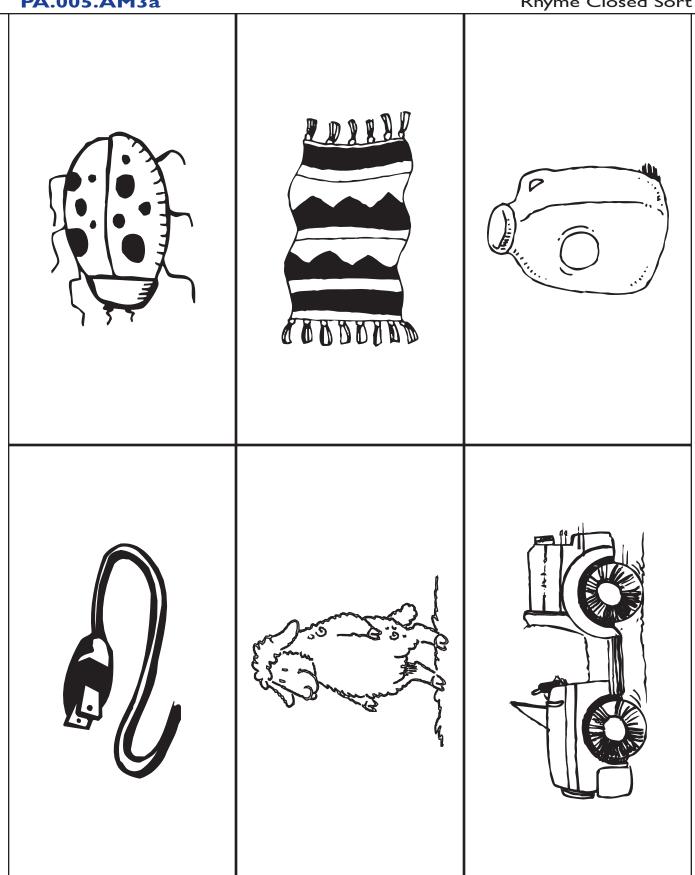


Rhyme Closed Sort PA.005.AM2d

rhyming picture cards: nail, pail, tail, sail, mail

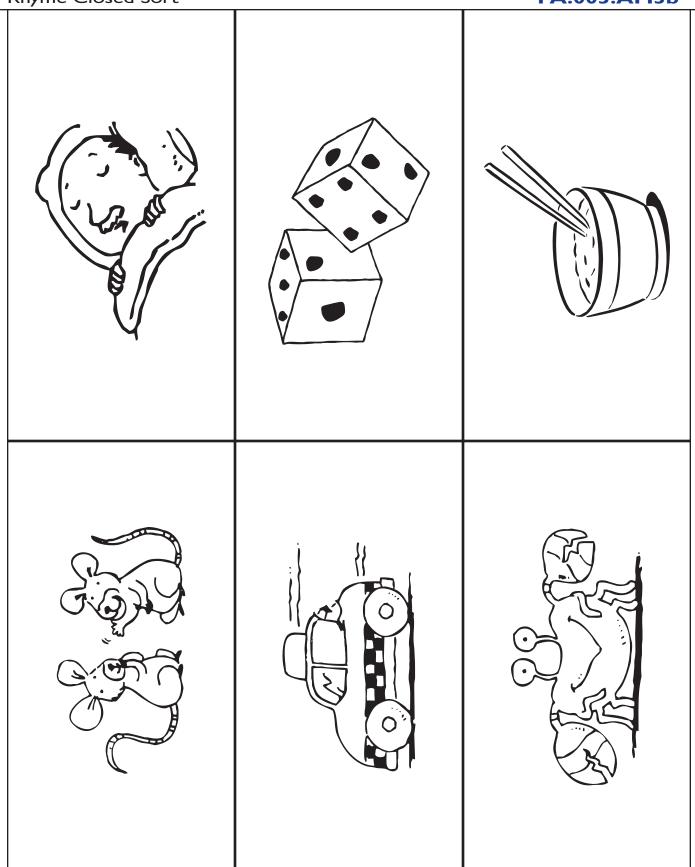
PA.005.AM3a

Rhyme Closed Sort





Rhyme Closed Sort PA.005.AM3b

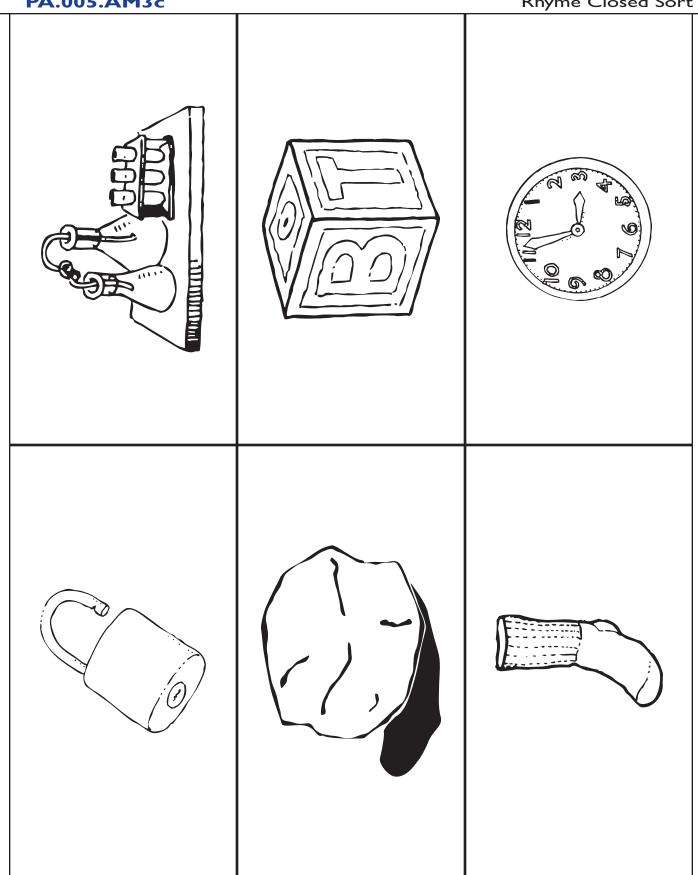


rhyming picture cards: sleep, dice, rice, mice, cab, crab



PA.005.AM3c

Rhyme Closed Sort

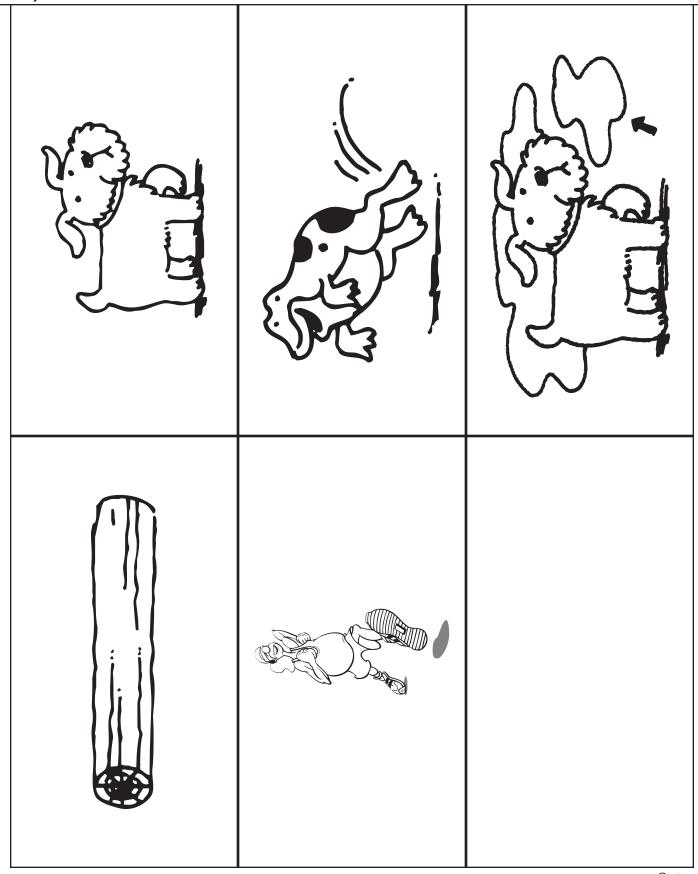


rhyming picture cards: lab, block, clock, lock, rock, sock



Rhyme Closed Sort

PA.005.AM3d



rhyming picture cards: dog, frog, fog, log, jog



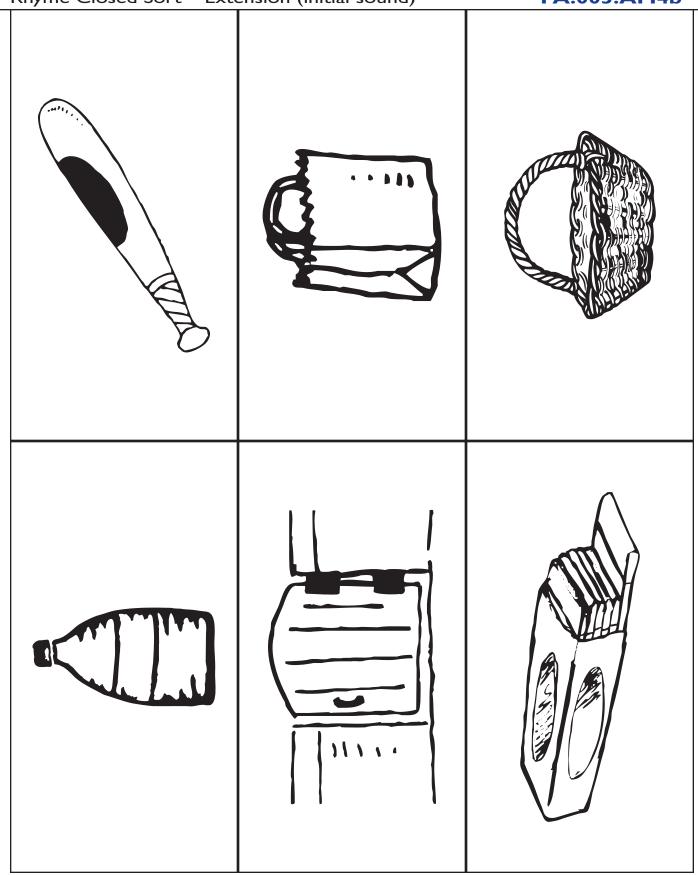
Rhyme Closed Sort – Extension (initial sound) PA.005.AM4a

initial sound picture cards: peanut, purse, present, popcorn, peach, bee



Rhyme Closed Sort – Extension (initial sound)

PA.005.AM4b

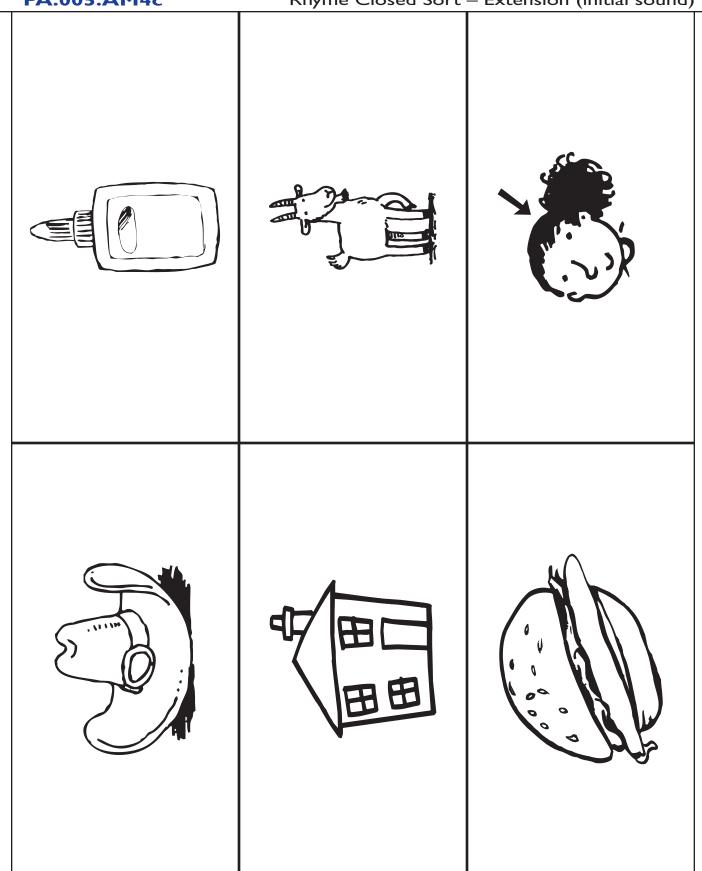


initial sound picture cards: bat, bag, basket, bottle, gate, gum



PA.005.AM4c

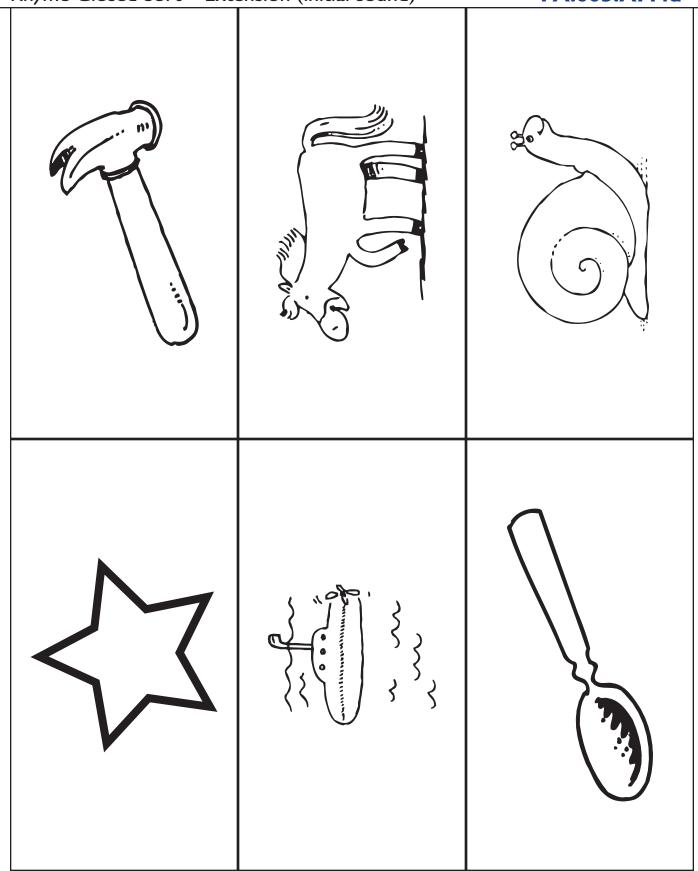
Rhyme Closed Sort – Extension (initial sound)



**~** 

Rhyme Closed Sort – Extension (initial sound)

PA.005.AM4d



initial sound picture cards: hammer, horse, snail, star, submarine, spoon





PA.006 Rhyme

Rhyme Pie



#### **Objective**

The student will recognize rhyming words.



#### **Materials**

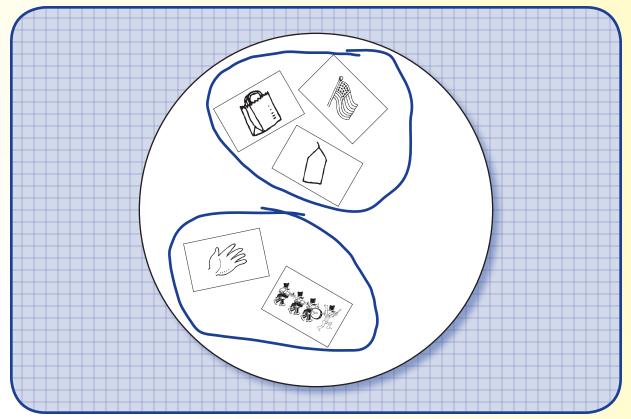
- Rhyming picture cards (Activity Master PA.006.AM1a PA.006.AM1c)
- Paper plates or construction paper circles
- Scissors
- Glue
- Markers



#### Activity

#### Students group picture cards into rhyming sets.

- 1. Provide the student with the rhyming picture card pages, paper plates, scissors, glue, and a marker.
- 2. The student cuts out the pictures.
- 3. Groups rhyming pictures and glues in sets on paper plates.
- 4. Circles the matching rhyming picture sets.
- 5. Teacher evaluation

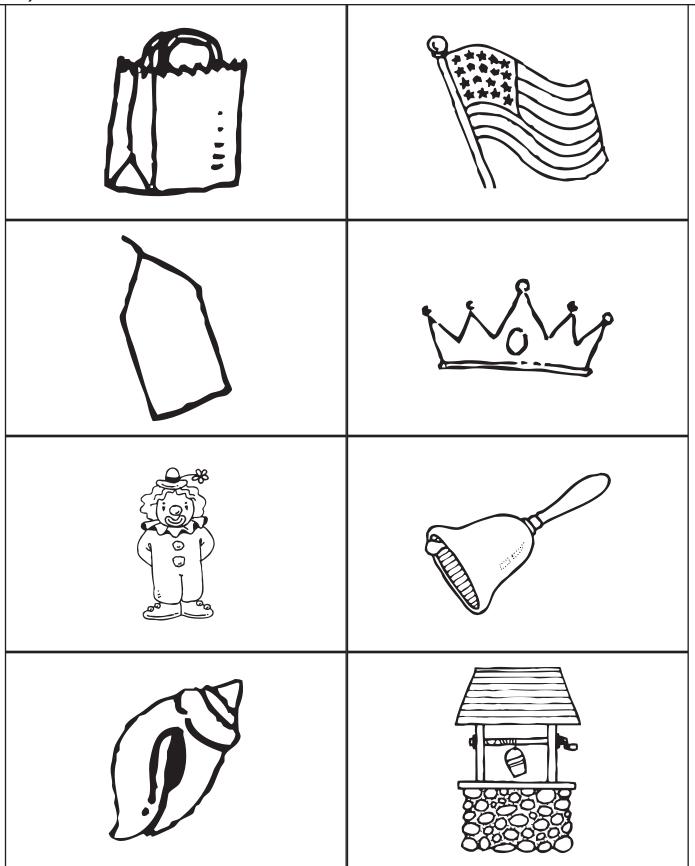




### Extensions and Adaptations

- Use rhyming pictures from print media.
- Draw objects that rhyme.

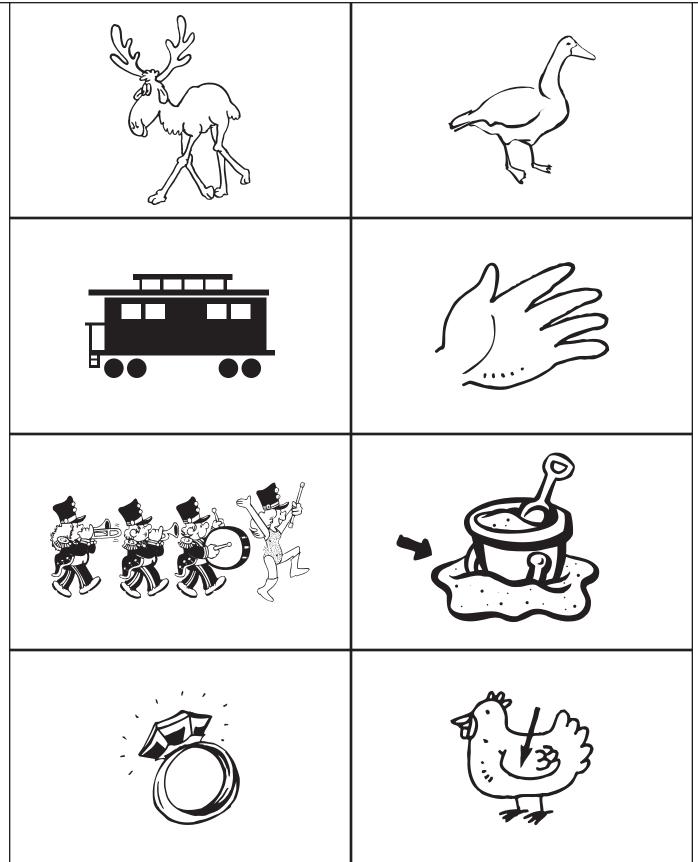
Rhyme Pie PA.006.AMIa



rhyming picture cards: bag, flag, tag, crown, clown, bell, shell, well



PA.006.AMIb Rhyme Pie



<del>~</del>

Rhyme Pie PA.006.AMIc



Rhyme PA.007

Rhyme Memory Match



#### **Objective**

The student will recognize rhyming words.



#### **Materials**

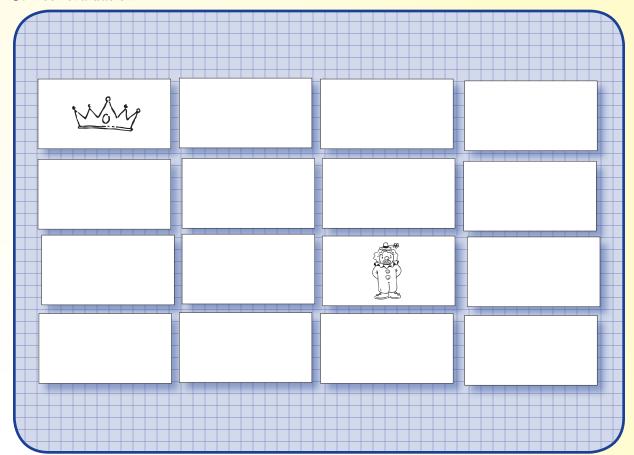
Rhyming picture cards (Activity Master PA.007.AM1a - PA.007.AM1g) Select target rhymes.



### **Activity**

#### Students match rhyming pairs of picture cards.

- 1. Place the rhyming picture cards face down in rows.
- 2. Taking turns, students select two cards, name the picture on each (e.g., "crown, clown"), and determine if there is a match.
- 3. If there is a match, pick up the cards and place to the side. If cards do not match, return them to their original positions.
- 4. Continue until all rhyming pairs are made.
- 5. Peer evaluation





### Extensions and Adaptations:

- Sort cards on a pocket chart and review rhyming pairs.
- Play using initial sound picture cards (Activity Master PA.007.AM2a PA.007.AM2e).

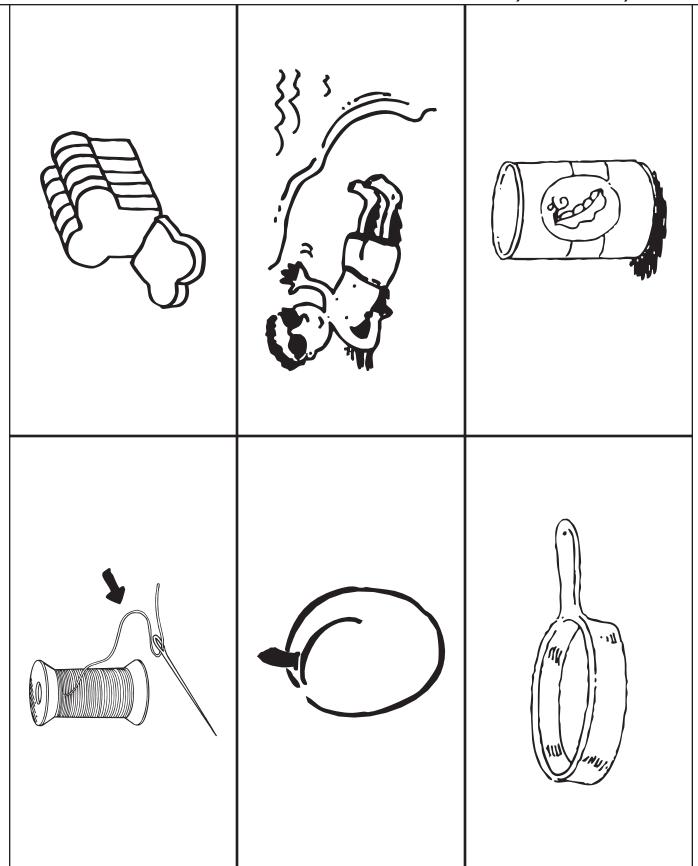
Rhyme Memory Match **PA.007.AMIa** 

rhyming picture cards: cat, moon, book, hat, spoon, cook



**PA.007.AMIb** 

Rhyme Memory Match

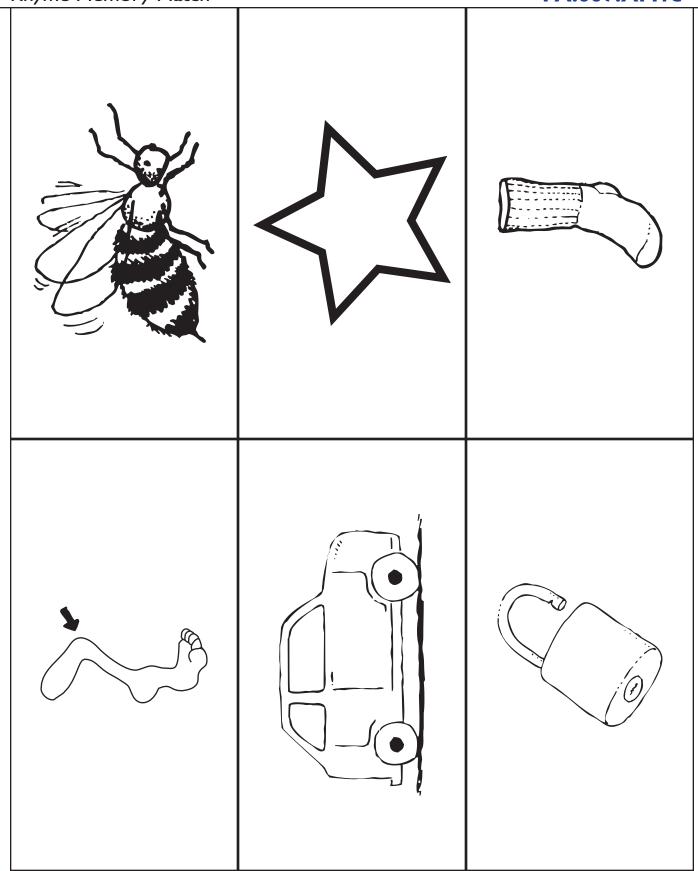


rhyming picture cards: bread, beach, can, thread, peach, pan



Rhyme Memory Match

**PA.007.AMIc** 

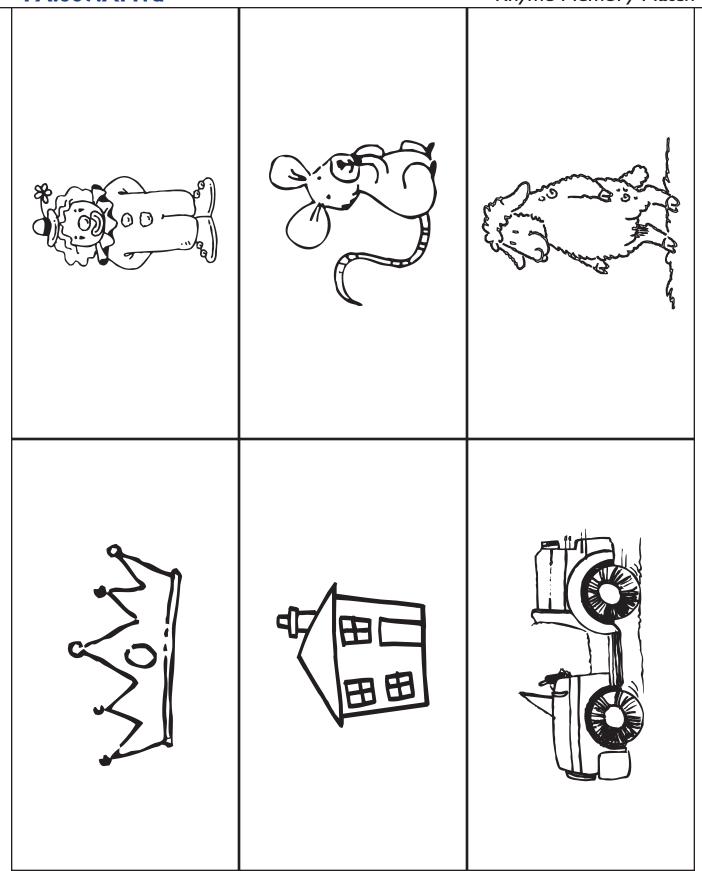


rhyming picture cards: bee, star, sock, knee, car, lock



**PA.007.AMId** 

Rhyme Memory Match



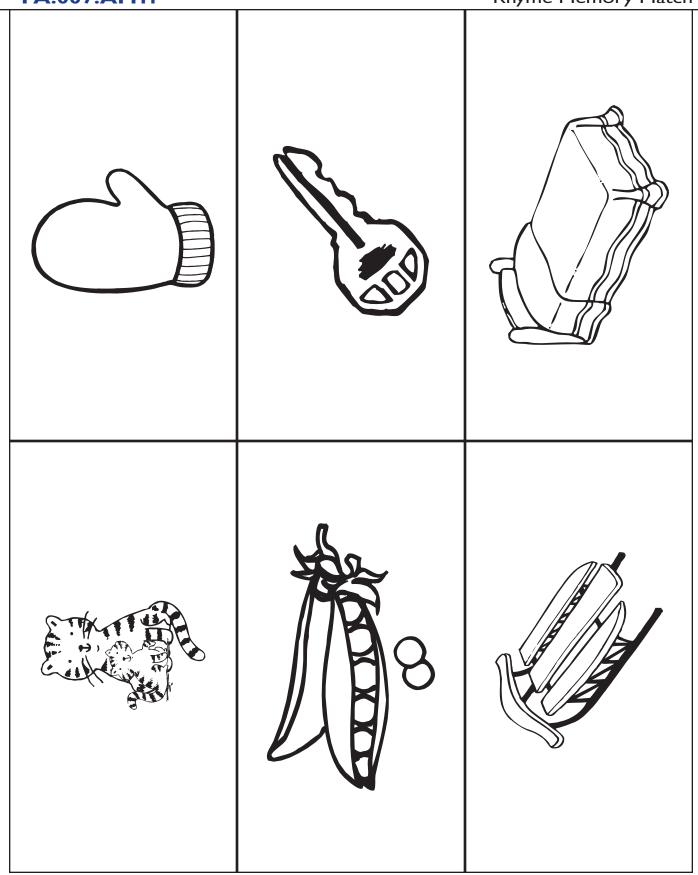
<del>~</del>

Rhyme Memory Match **PA.007.AM1e** 

rhyming picture cards: egg, one, bow, leg, sun, toe

**PA.007.AMIf** 

Rhyme Memory Match



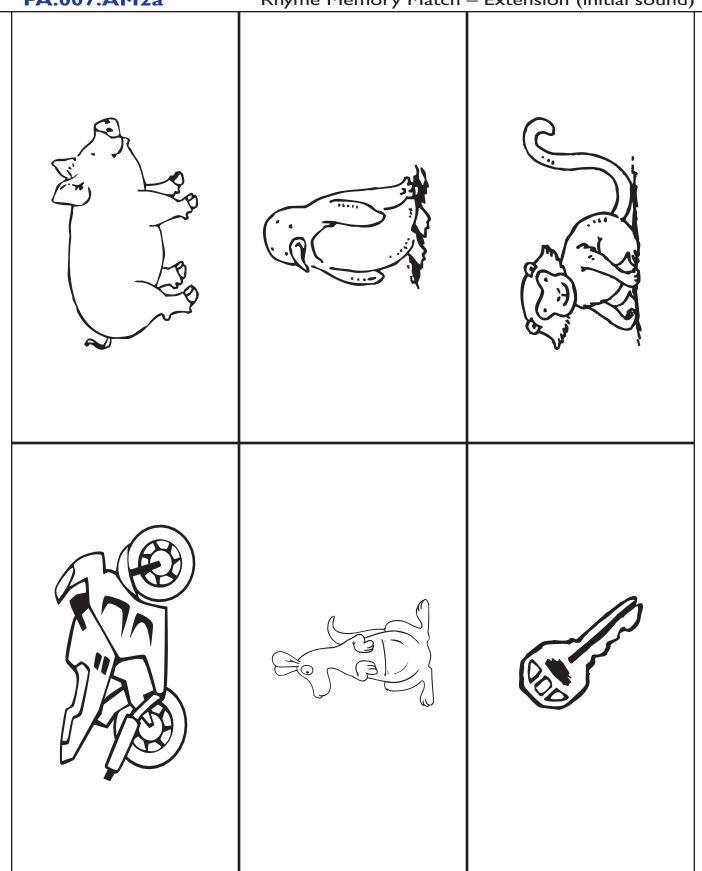
rhyming picture cards: mitten, key, bed, kitten, pea, sled



Rhyme Memory Match **PA.007.AMIg** 

PA.007.AM2a

Rhyme Memory Match – Extension (initial sound)

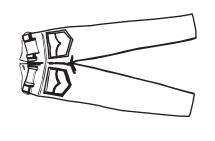


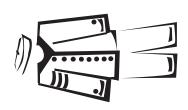
Rhyme Memory Match - Extension (initial sound) PA.007.AM2b

initial sound picture cards: toothbrush, tea, sock, soccerball, nail, net



PA.007.AM2c Rhyme Memory Match – Extension (initial sound)







initial sound picture cards: cupcake, comb, jump, jeans, uniform, United States

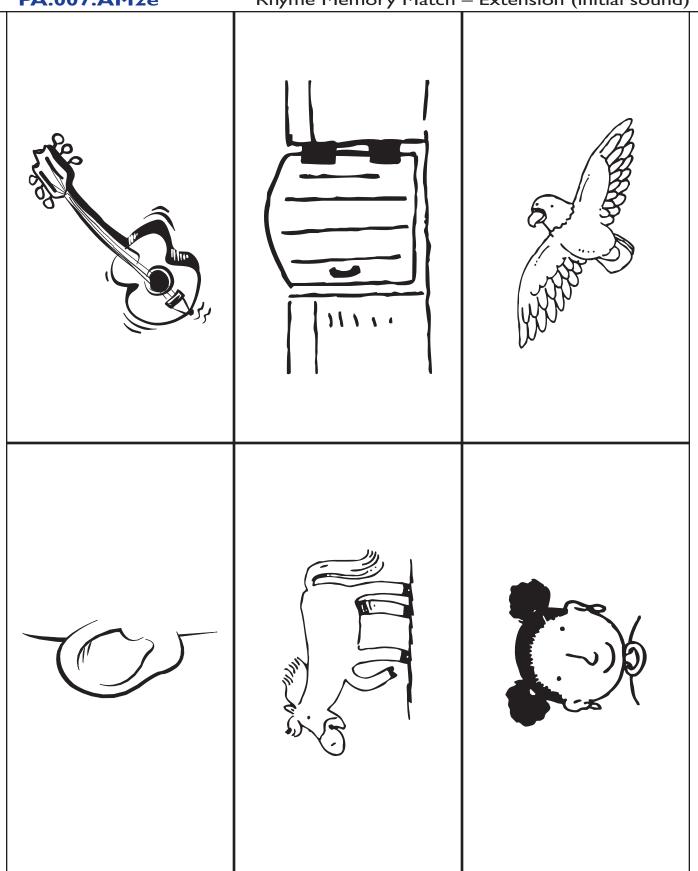


Rhyme Memory Match - Extension (initial sound) PA.007.AM2d

3

PA.007.AM2e

Rhyme Memory Match – Extension (initial sound)



initial sound picture cards: guitar, gate, eagle, ear, horse, head





PA.008 Rhyme

#### Rhyming Game



#### **Objective**

The student will recognize rhyming words.



#### **Materials**

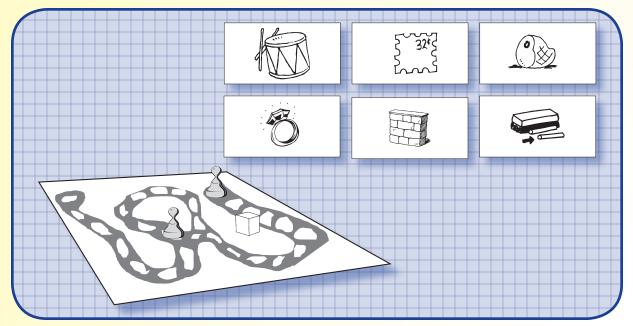
- Rhyming Game board (Activity Master PA.008.AM1a PA.008.AM1b) Copy on card stock, assemble, and laminate.
- Rhyming picture cards (Activity Master PA.008.AM2a PA.008.AM2d)
- Number cube (Activity Master PA.008.AM3) Copy on card stock and assemble.
- Game pieces (e.g., counters)



#### **Activity**

#### Students match rhyming words while playing a game.

- 1. Place Rhyming Game board, number cube, and rhyming picture cards face up in rows on a flat surface. Place game pieces on the START space.
- 2. Taking turns, students roll the number cube and move game piece according to the number shown.
- 3. Name the picture where the game piece lands (e.g., "lamp") and look at the cards to find a rhyming match.
- 4. If a match is made, say the match (i.e., "stamp, lamp"). If unable to make a match, then return the game piece to its previous space.
- 5. Continue until all students reach the END space.
- 6. Peer evaluation





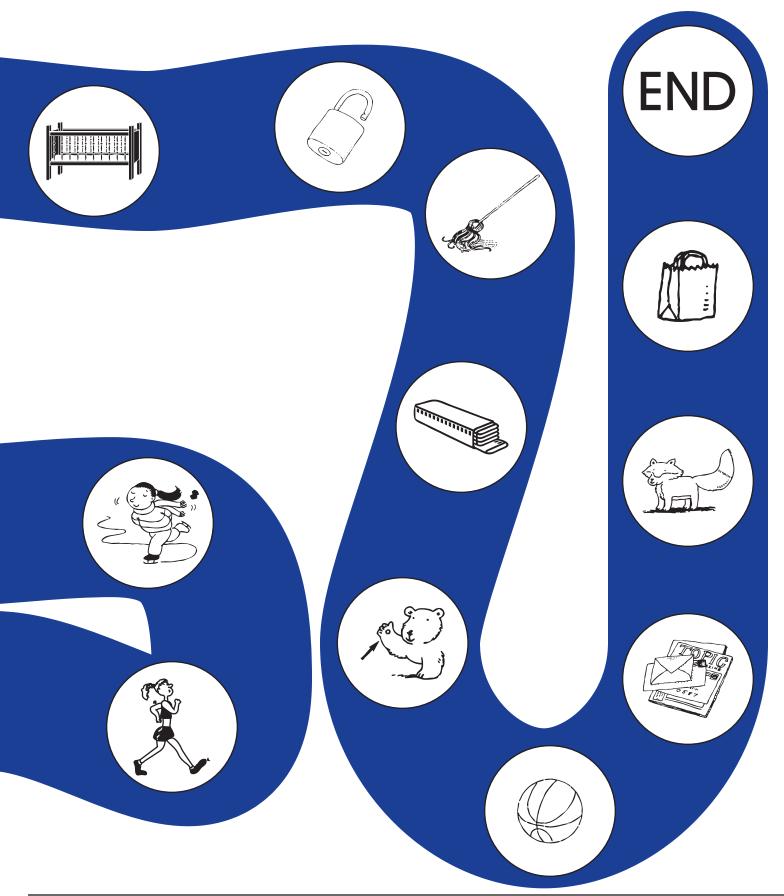
### Extensions and Adaptations

- Play using print media or illustrate additional picture cards.
- Play by stating rhyming words.

PA.008.AMIa Rhyming Game



Rhyming Game PA.008.AMIb



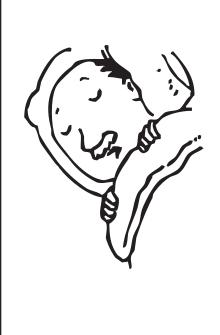
Rhyming Game PA.008.AM2a

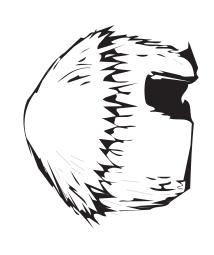
rhyming picture cards: eye, sand, pen, ring, fish, ham

K-I Student Center Activities: Phonological Awareness

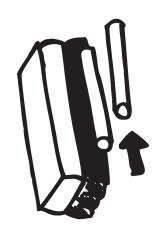
pictures on the game board: pie, hand, hen, king, dish, jam

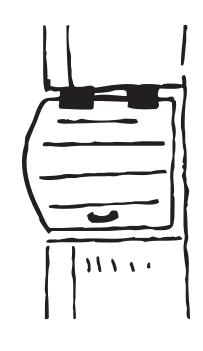
Rhyming Game PA.008.AM2b

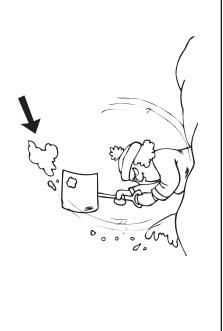








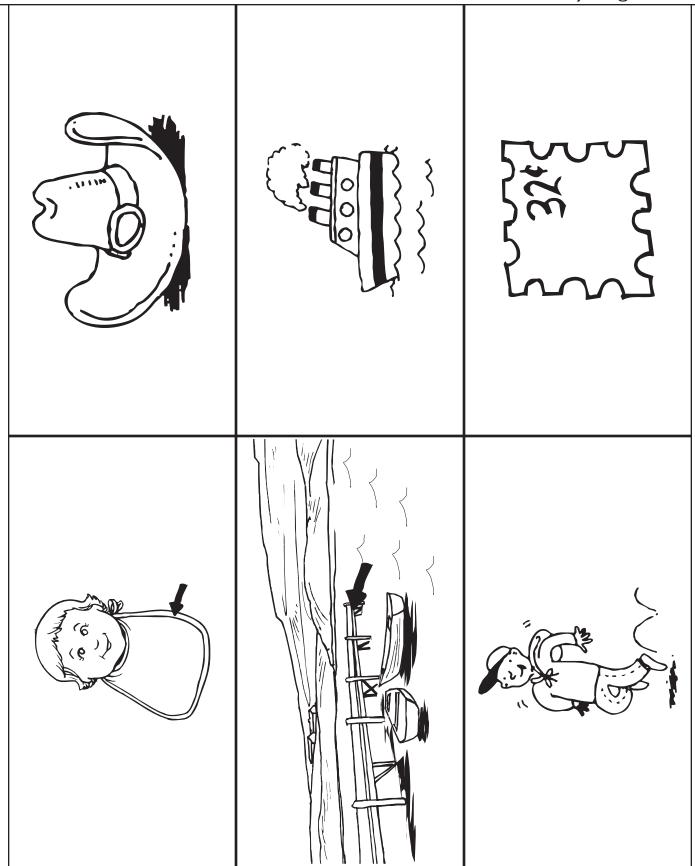




pictures on the game board: sheep, nut, wink, walk, skate, bow rhyming picture cards: sleep, hut, sink, chalk, gate, snow



PA.008.AM2c Rhyming Game

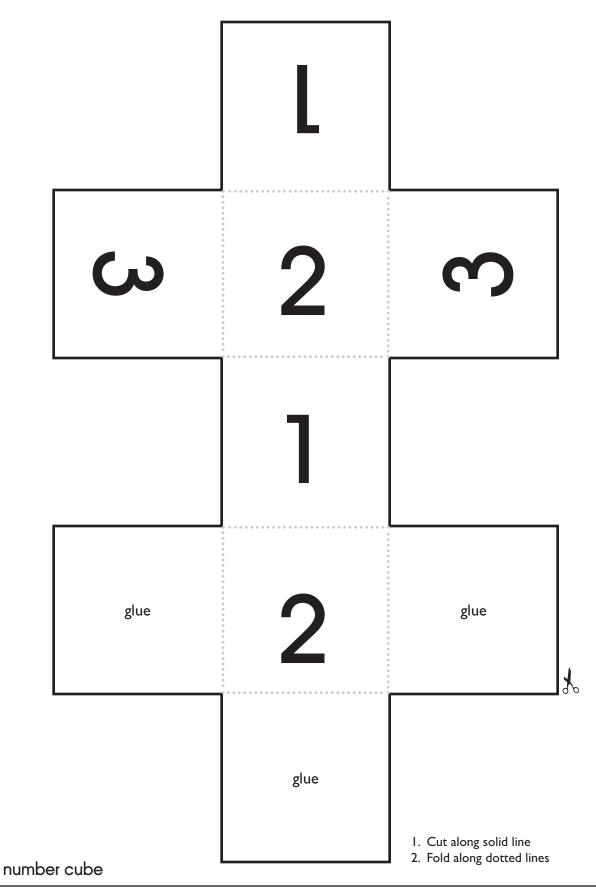


pictures on the game board: cat, lip, lamp, crib, lock, mop rhyming picture cards: hat, ship, stamp, bib, dock, hop

**~** 

Rhyming Game PA.008.AM2d pictures on the game board: gum, paw, ball, mail, fox, bag rhyming picture cards: drum, straw, wall, sail, box, tag

PA.008.AM3 Rhyming Game





PA.009 Rhyme

#### Rhyme Flip Book



#### **Objective**

The student will recognize and produce rhyming words.



#### **Materials**

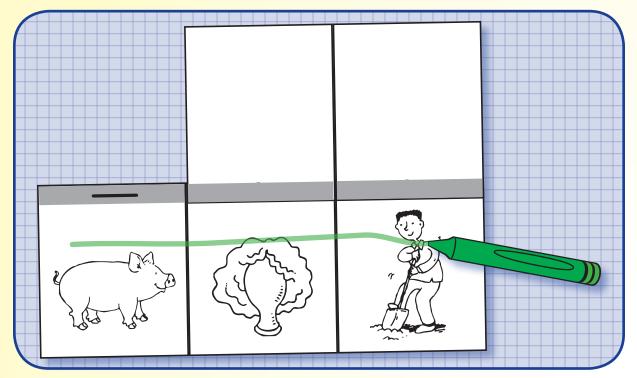
- Rhyme picture book pages (Activity Master PA.009.AM1a PA.009.AM1g)
- Crayons or markers



#### Activity

#### Students find two rhyming pictures and illustrate a third picture.

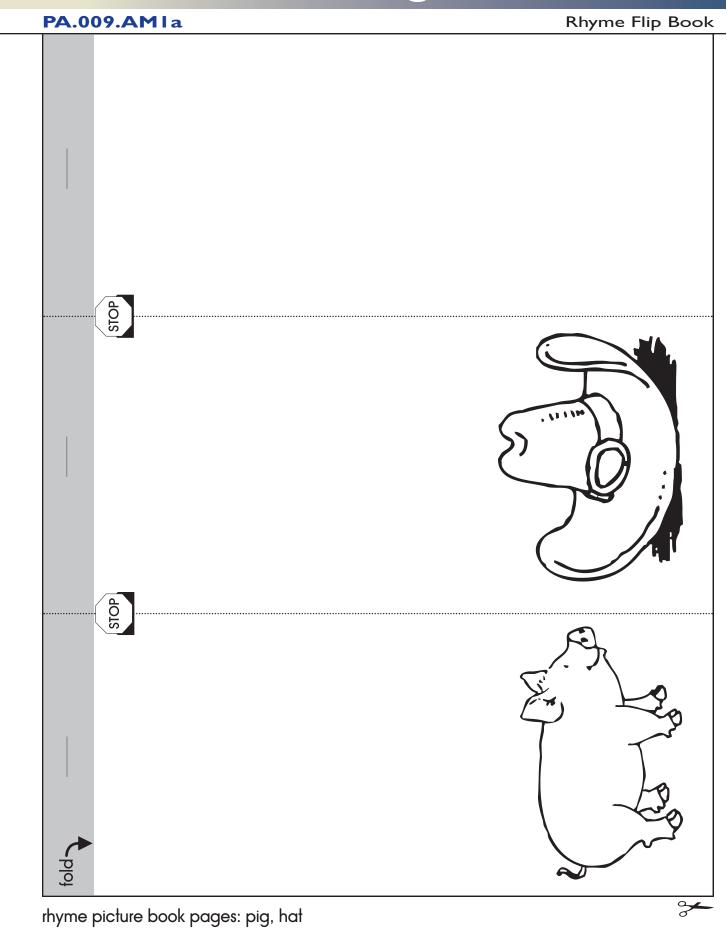
- 1. Place stapler and crayons at the center. Provide the student with a set of rhyme picture book pages.
- 2. The student makes a flip book using the rhyme book pages. Cuts, compiles, and staples the book.
- 3. Flips through the pages in the book and finds two pictures that rhyme.
- 4. Draws a picture of a word that rhymes with the two pictures on a blank page.
- 5. Chooses a crayon and marks a line across all three rhyming pictures (Note: Uses a different color for each set of rhyming pictures).
- 6. Continues until there are three pictures for each rhyme.
- 7. Teacher evaluation

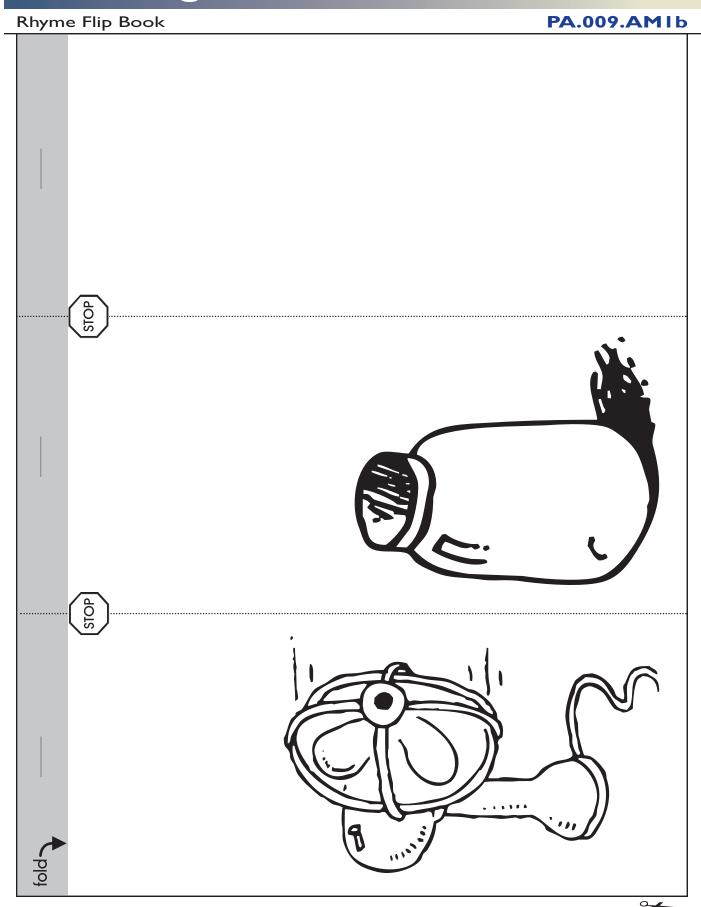


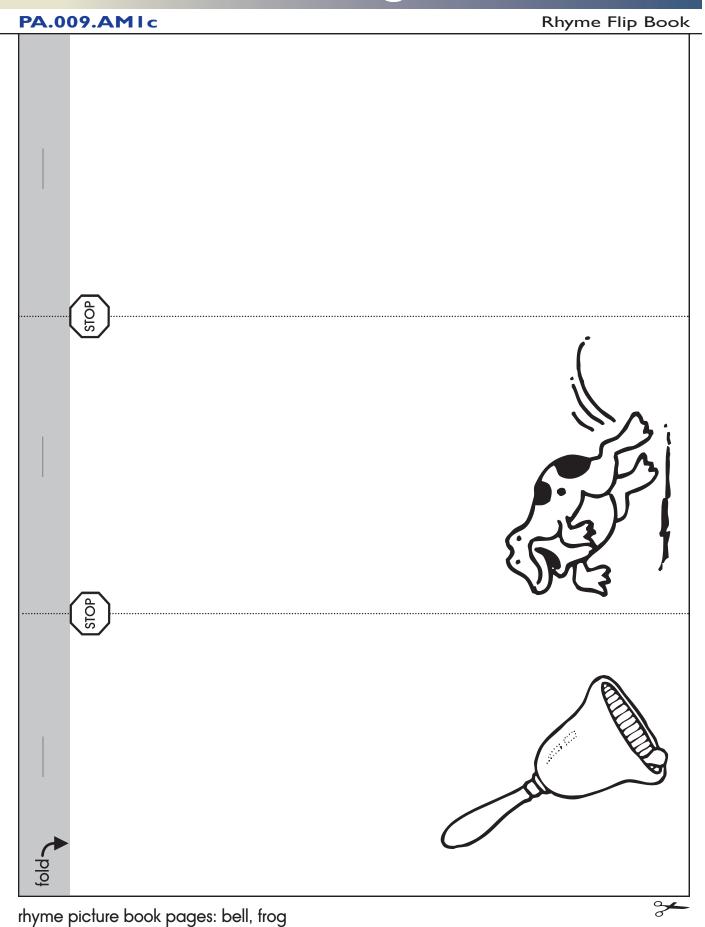


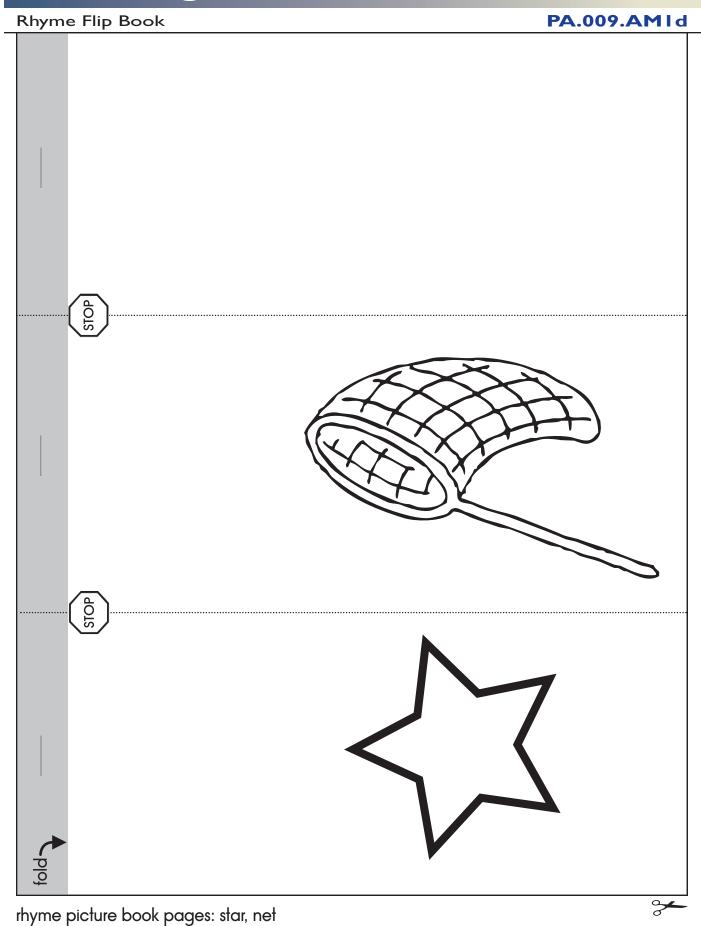
### Extensions and Adaptations

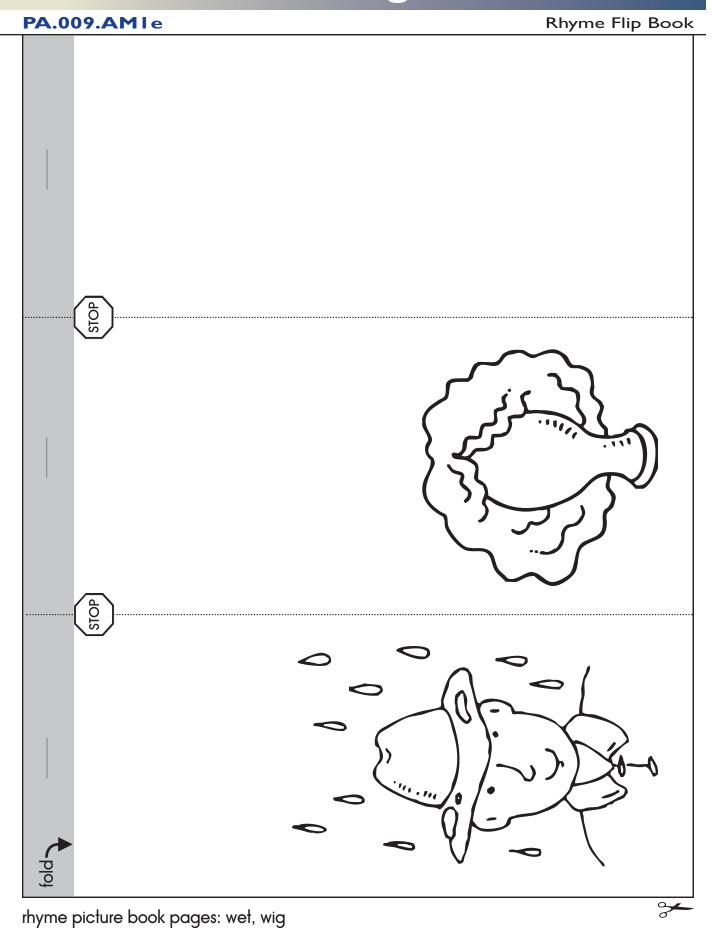
- Exchange books with a partner and compare rhyming words.
- Make additional flip book pages (Activity Master PA.009.AM2).

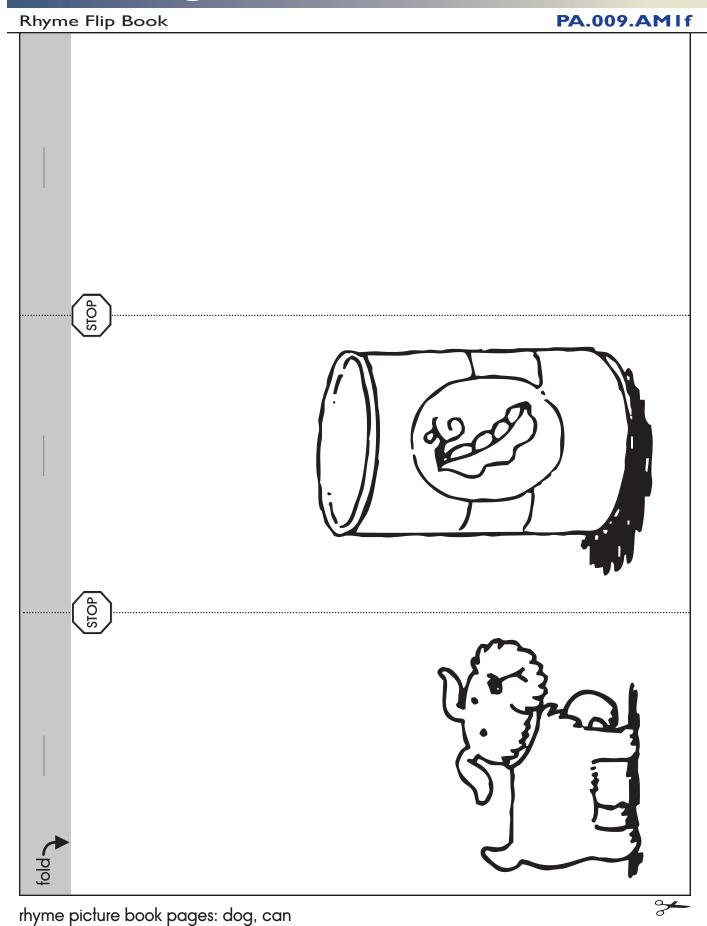


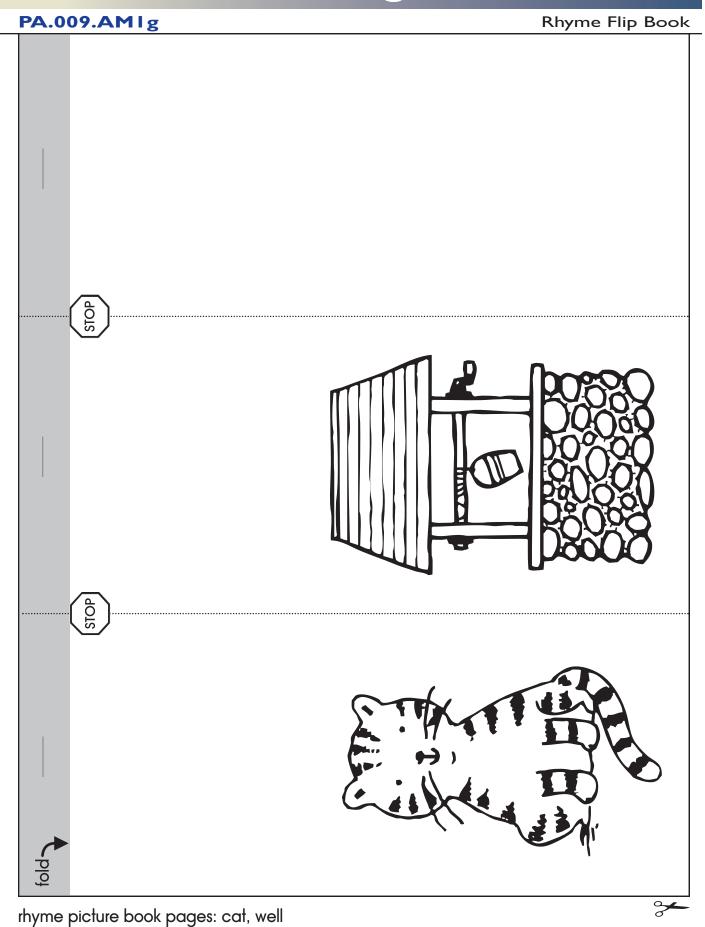




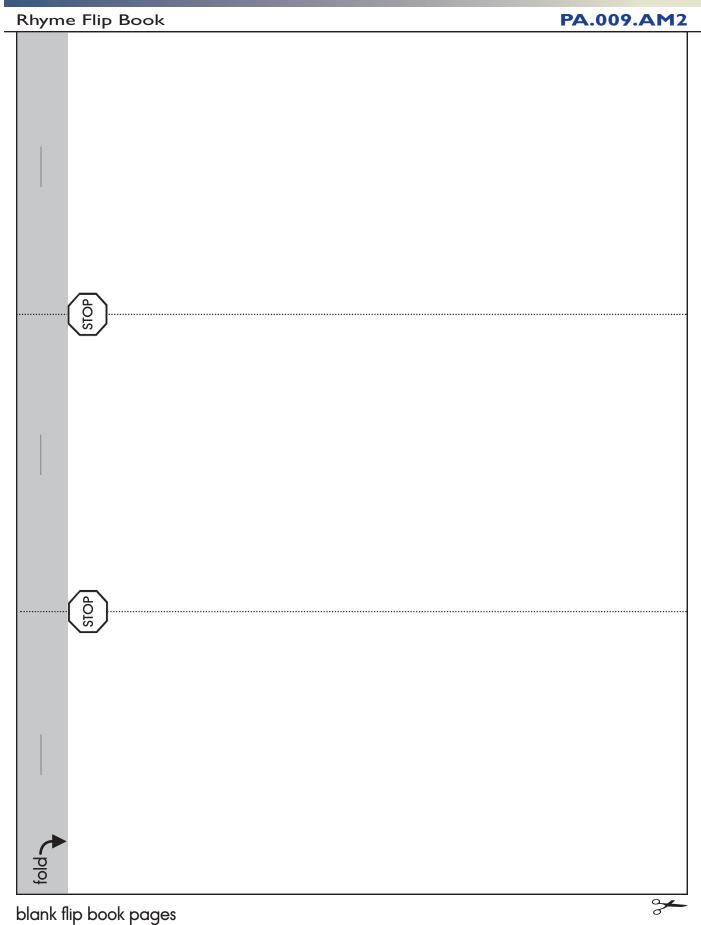








©2005 The Florida Center for Reading Research (Revised, 2008)





**PA.010 Alliteration** 

Alliteration Action



#### **Objective**

The student will repeat and produce alliterative phrases.



#### **Materials**

- CD or tape player
- CD or tape with alliterative songs
- Headphones
- Gloves

Optional: Use paper hands on popsicle sticks (Activity Master PA.016.AM1)

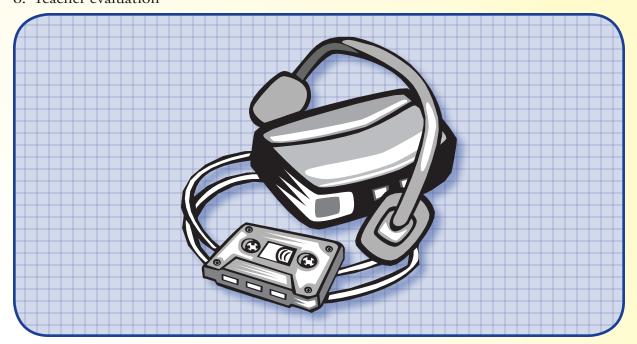
- Paper
- Crayons or markers



### **Activity**

#### Students interact with alliterative music.

- 1. Place the tape player, headphones, and the alliterative tape at the center. Provide student with gloves, paper, and crayons.
- 2. The student puts on the gloves and headphones.
- 3. Claps hands or finger taps to the beat.
- 4. Interacts with the song (repeats alliterative sentences).
- 5. Draws a picture illustrating an alliterative sentence on paper.
- 6. Teacher evaluation





### Extensions and Adaptations

- Write and illustrate silly sentences.
- Develop an alliterative tape.
- Listen to and repeat alliterative (or silly) sentences with a partner.
- Change the initial sound to make another silly sentence (e.g., Seter Siper sicked a seck of sickled seppers.).



**Alliteration** PA.011

#### Popular Pals



#### **Objective**

The student will produce alliterative phrases.



#### **Materials**

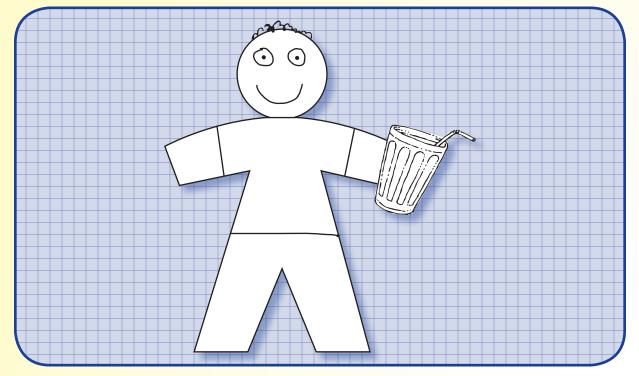
- Popular Pal cut-out (Activity Master PA.011.AM1)
- Items for decorating (e.g., yarn for hair, wiggle eyes, buttons, etc.)
- Scissors
- Glue
- Crayons or markers



### **Activity**

Students use their names and alliterative phrases to describe themselves and decorate their pals.

- 1. Provide the student with a Popular Pal cut-out, crayons, decorative items, scissors, and
- 2. The student produces an alliterative phrase that matches her name and describes a self characteristic (e.g., "Happy Holly"). Students may also use "likes" to describe themselves (e.g., "Mikey likes milkshakes.").
- 3. Decorates Popular Pal cut-out to illustrate the description or statement.
- 4. Teacher evaluation

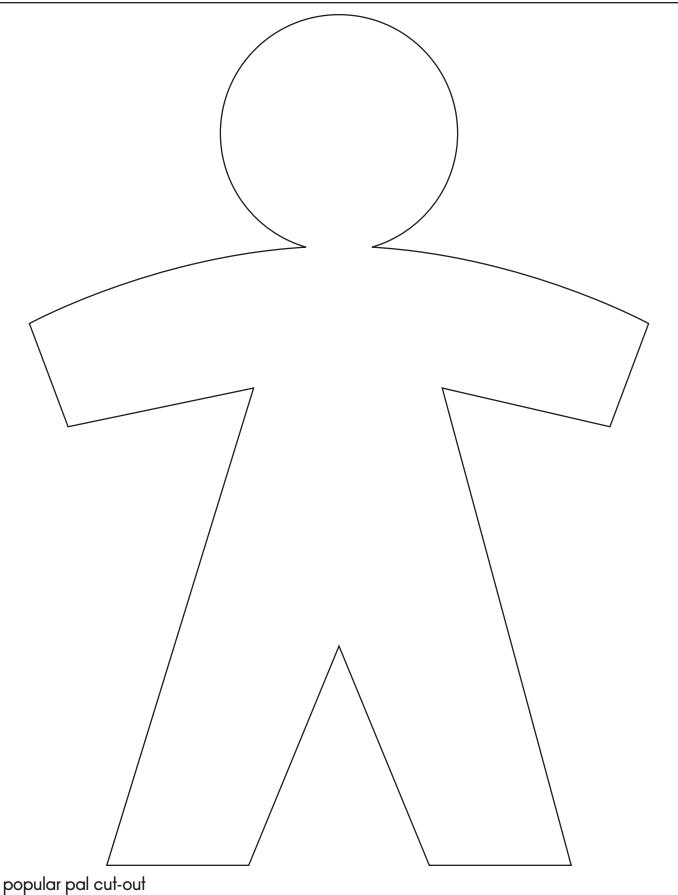




### Extensions and Adaptations

- Add other adjectives.
- Describe a friend.

PA.011.AMI Popular Pals





PA.012 **Alliteration** 

#### Silly Sentence Big Book



#### **Objective**

The student will produce alliterative phrases.



#### **Materials**

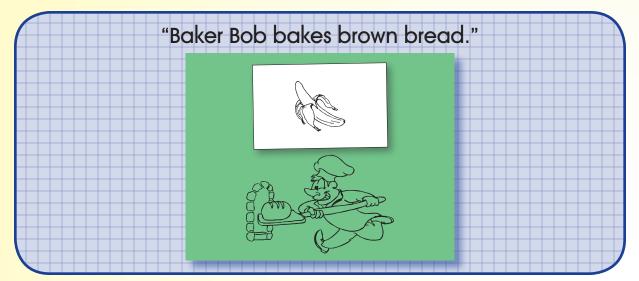
- ▶ 12" by 18" construction paper
- ▶ Alphabet picture cards (Activity Master PA.012.AM1a PA.012.AM1d) Glue each alphabet picture card on separate pieces of construction paper.
- Items for decorating (e.g., yarn for hair, wiggle eyes, buttons, etc.)
- Binder (e.g., plastic spirals or book rings) Create a Big Book using 28 pieces of 12" by 18" construction paper—one for the cover, one for the backing, and one for each letter that the student illustrates.
- Scissors
- Glue
- Crayons or markers



#### **Activity**

#### Students say and illustrate an alliterative phrase based on a target sound picture.

- 1. Provide the student with a piece of construction paper labeled with a target initial sound picture card, crayons or markers, items for decorating, scissors, and glue.
- 2. The student names picture and says initial sound (e.g., "banana, /b/").
- 3. Creates an alliterative sentence for the sound of the letter on her page.
- 4. Illustrates the sentence using decorative items. For example, if the student's target sound picture begins with /b/ she might make an illustration for the sentence, "Baker Bob bakes brown bread."
- 5. Teacher evaluation



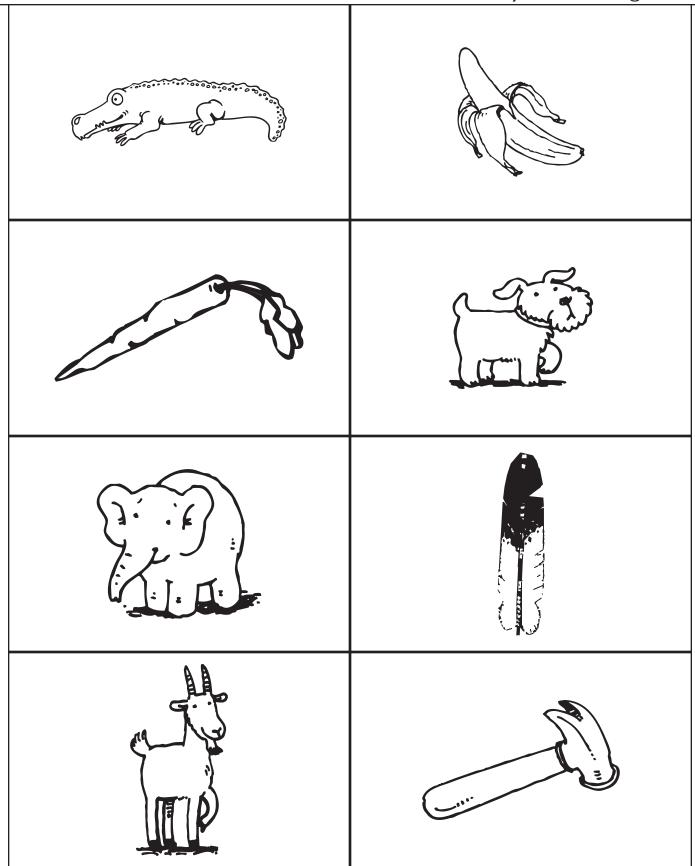


#### Extensions and Adaptations

Extend the alliterative descriptions to include words using other target sounds (e.g., /sh/, /ch/).

PA.012.AMIa

Silly Sentence Big Book

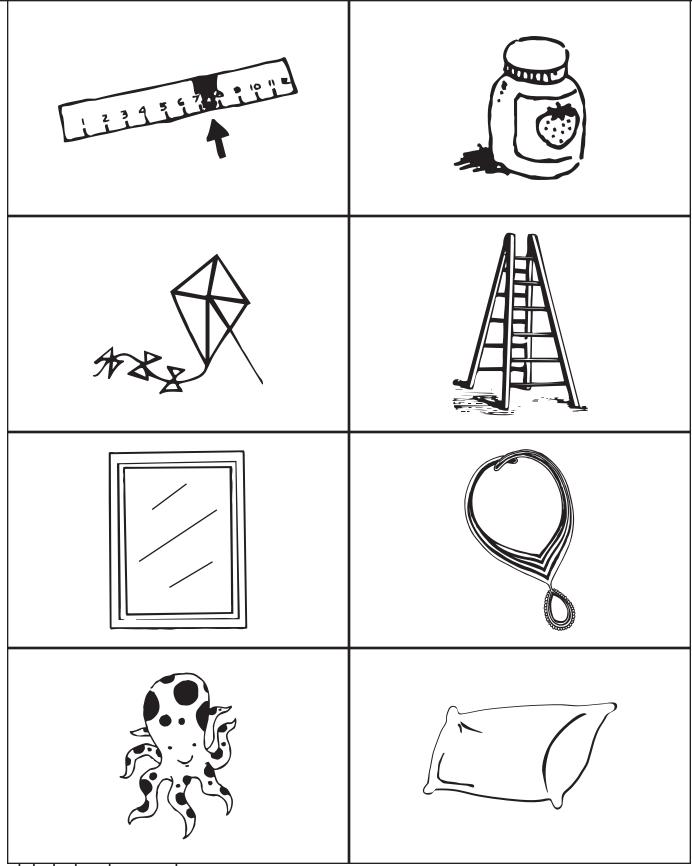


alphabet picture cards:

alligator, banana, carrot, dog, elephant, feather, goat, hammer
K-I Student Center Activities: Phonological Awareness
©2005 The Florida C

Silly Sentence Big Book

**PA.012.AM1b** 

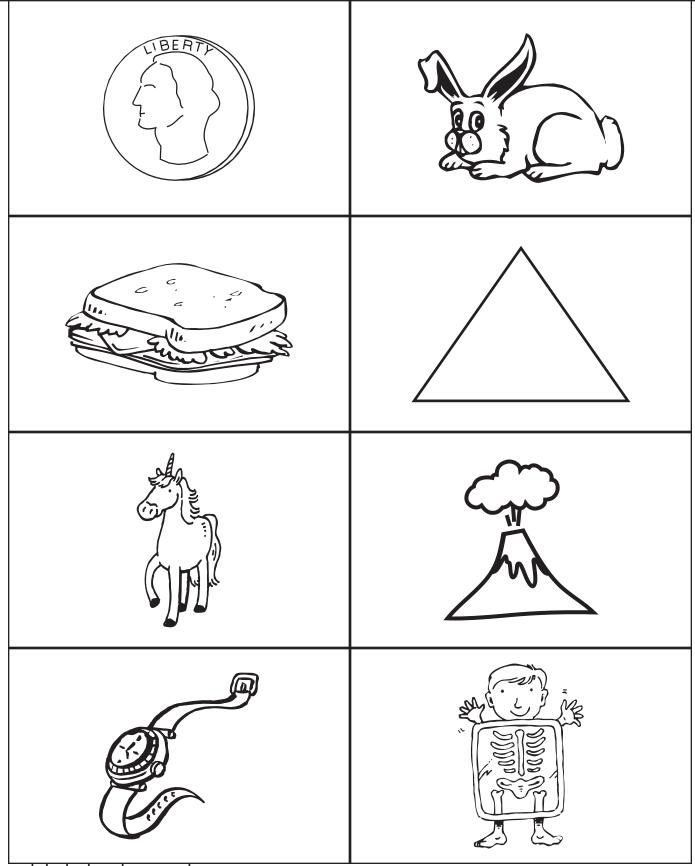


alphabet picture cards: inch, jam, kite, ladder, mirror, necklace, octopus, pillow

3

PA.012.AMIc

Silly Sentence Big Book

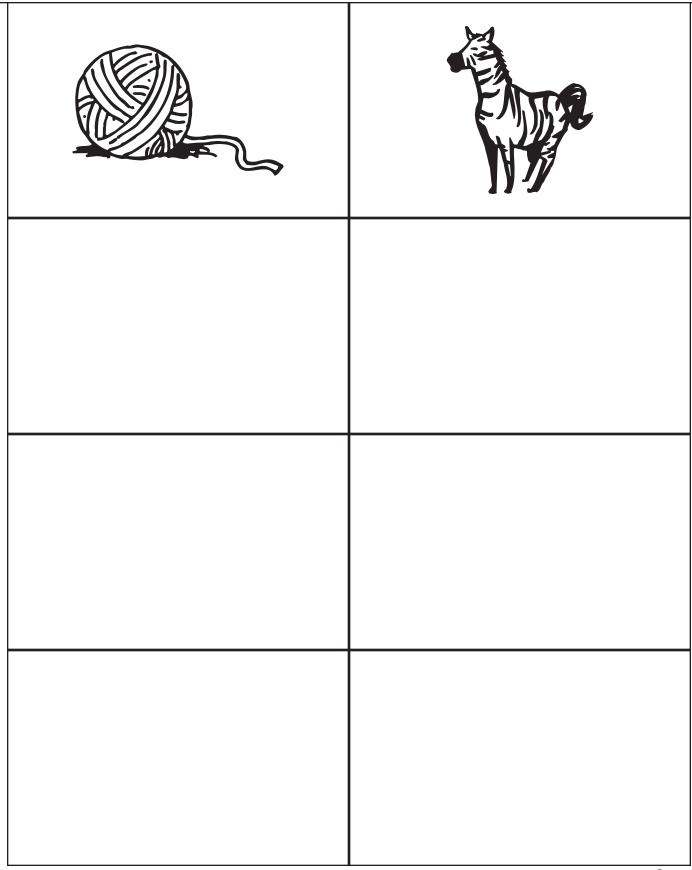


alphabet picture cards:

<u>quarter, rabbit, sandwich, triangle, unicorn, volcano, watch, x-ray</u>

Silly Sentence Big Book

PA.012.AMId



alphabet picture cards: yarn, zebra