

#### PA.025

Phoneme Matching

#### One Card Out

### **Objective**

The student will match initial phonemes in words.

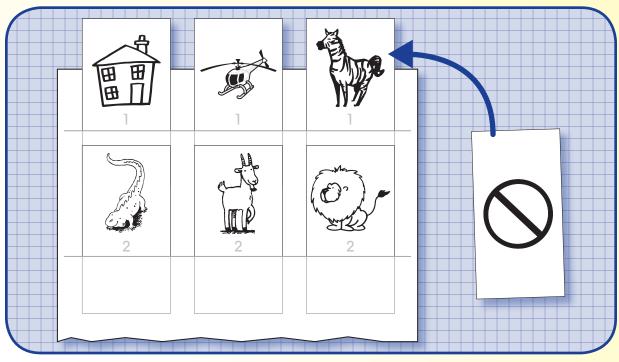
## Materials

- Initial sound picture cards (Activity Master PA.025.AM1a PA.025.AM1e)
  © card (Activity Master PA.025.AM2)
- Make two copies for a total of 12 cards.
  Pocket chart

### Activity

Students determine which words have the same initial sound and place a O card over the picture that does not.

- 1. Place initial sound picture cards with the same numbers in separate rows on the pocket chart. Place the  $\bigotimes$  cards face up in a stack.
- 2. Taking turns, students name the pictures in a given row and say each initial sound (e.g., "house /h/, helicopter /h/, zebra /z/").
- 3. Place the 🚫 card over the picture that does not have the same initial sound as the other two cards (i.e., zebra).
- 4. Continue until one picture on each row is covered by a  $\bigotimes$  card.
- 5. Peer evaluation

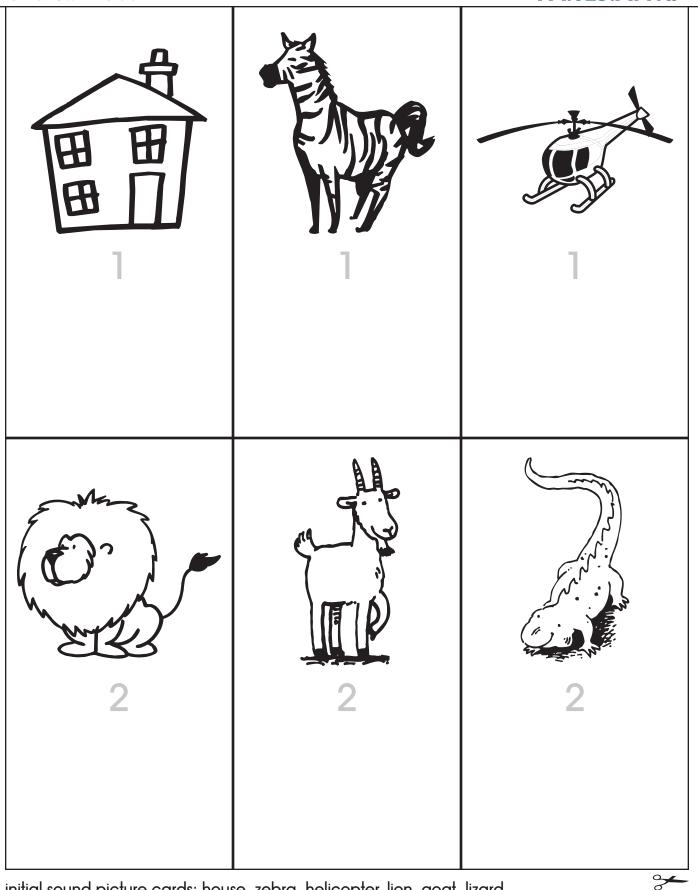


### Extensions and Adaptations

Use medial or final sounds (Activity Masters P.LSC-M.1 - P.LSC-M.13 or P.LSC-F.1 - P.LSC-F.16).

One Card Out

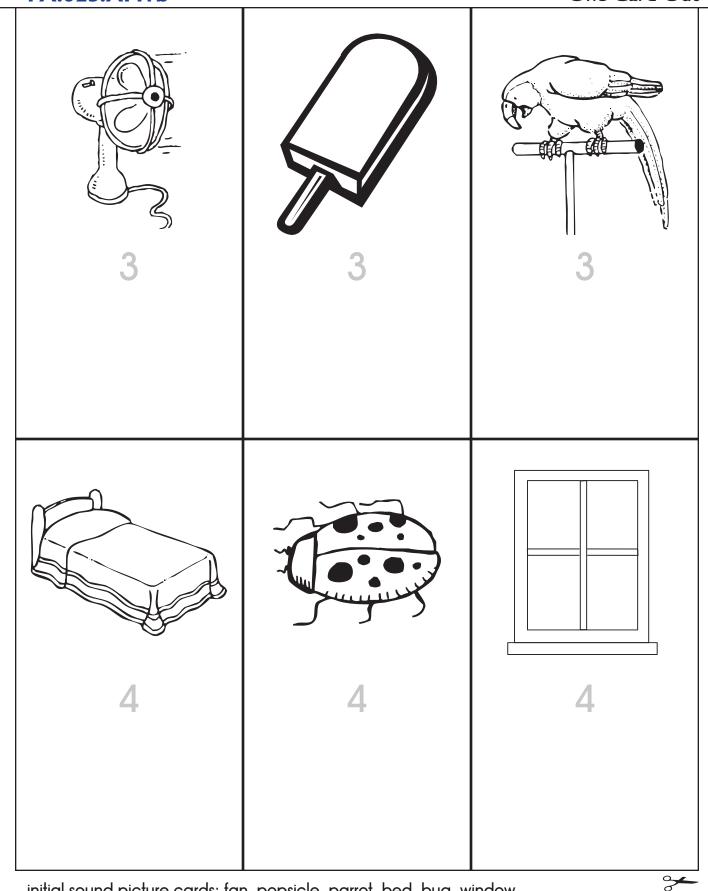
PA.025.AMIa



initial sound picture cards: house, zebra, helicopter, lion, goat, lizard

#### PA.025.AMIb

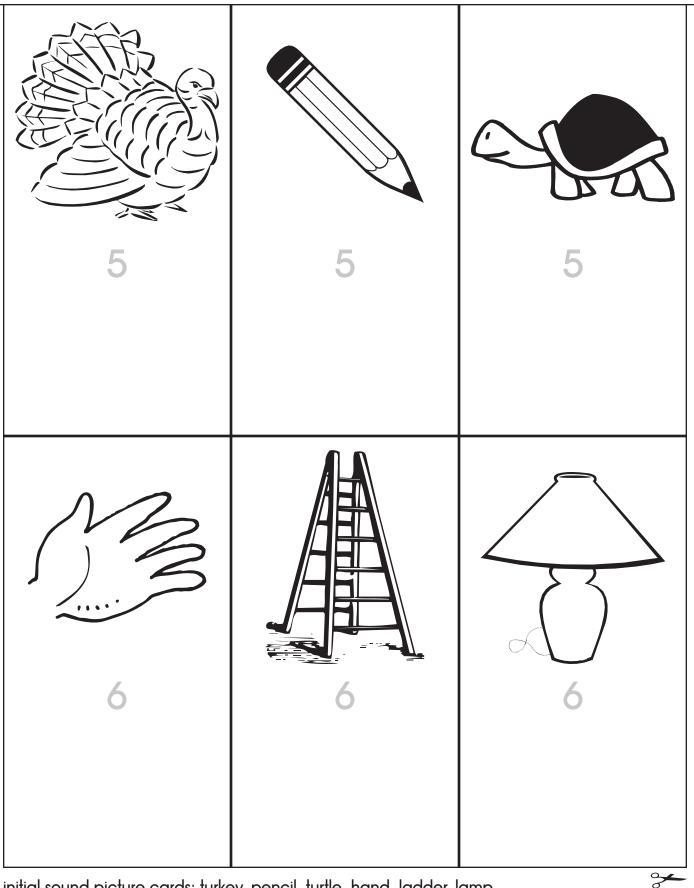
One Card Out



initial sound picture cards: fan, popsicle, parrot, bed, bug, window

One Card Out

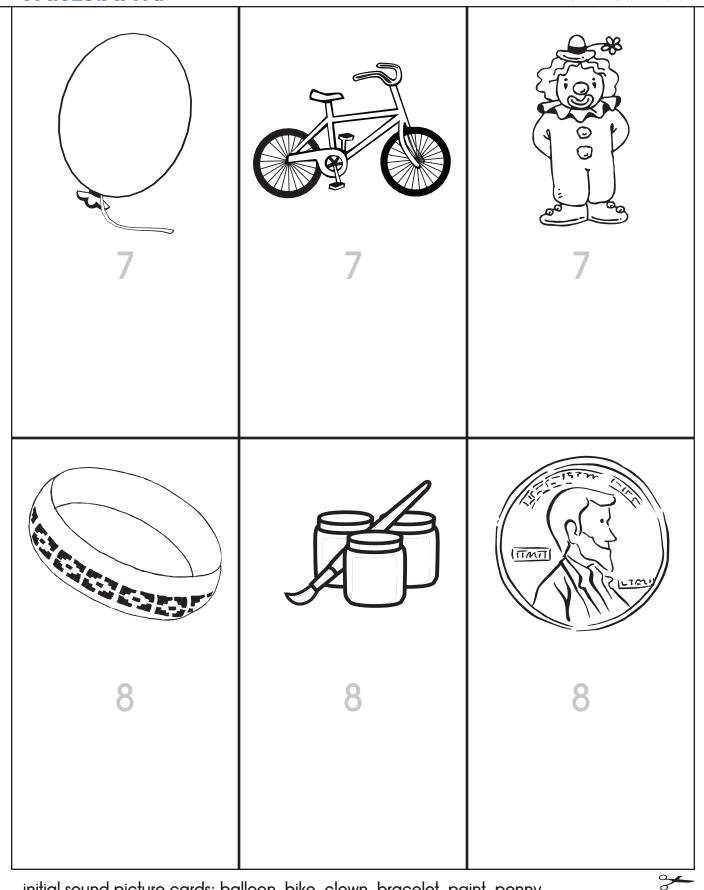
PA.025.AMIc



initial sound picture cards: turkey, pencil, turtle, hand, ladder, lamp

#### PA.025.AMId

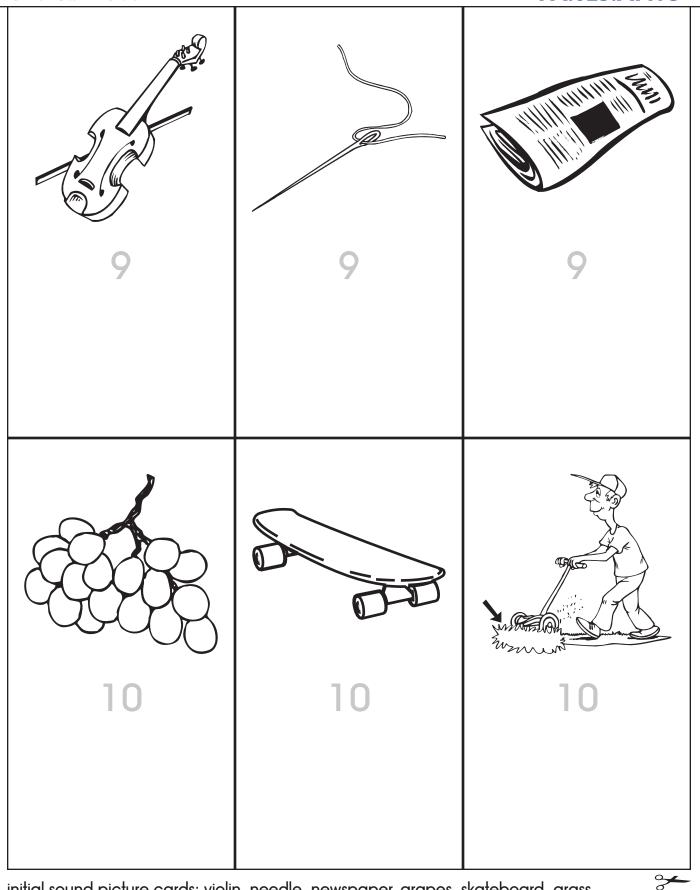
One Card Out



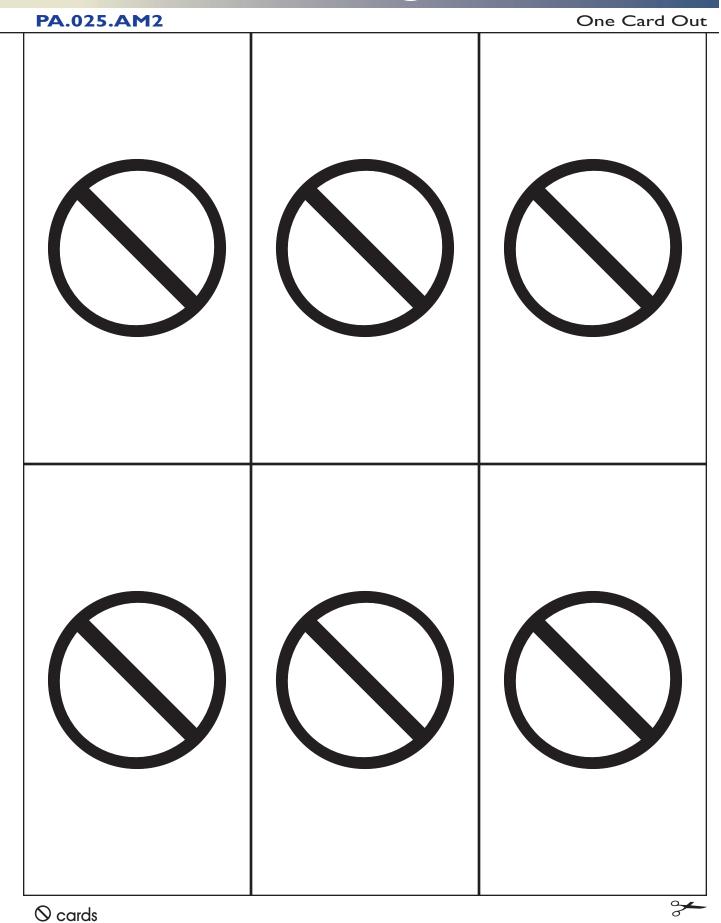
initial sound picture cards: balloon, bike, clown, bracelet, paint, penny

#### One Card Out

PA.025.AMIe



initial sound picture cards: violin, needle, newspaper, grapes, skateboard, grass



#### Phoneme Matching

Sound Snacker – Sound Smacker

### Objective

The student will match initial phonemes in words.

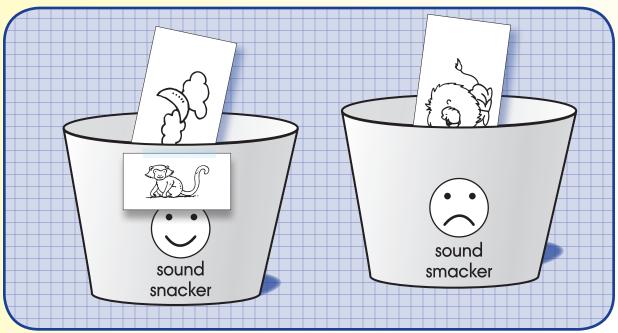
### Materials

- Construction paper Make two "faces" – one happy and one sad. Label the happy face "Sound Snacker" (target sound) and label the sad face "Sound Smacker."
- Two plastic containers, baskets, or trash cans with swinging lids *Attach a face to the front of each container.*
- Initial sound picture cards (Activity Master PA.026.AM1a PA.026.AM1b) Choose a target picture (e.g., monkey) and attach it to the "Sound Snacker" container.
- Non-target initial sound picture cards (Activity Master PA.026.AM2)

### Activity

#### Students sort objects by initial sounds into containers.

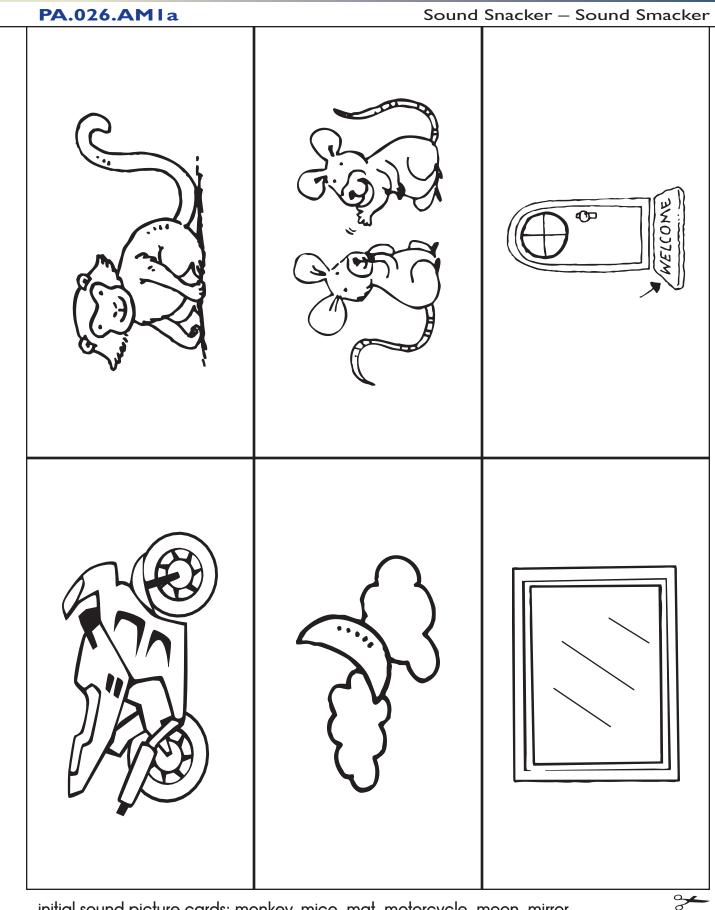
- 1. Place the sorting containers and picture cards face down in a stack at the center.
- 2. Taking turns, students selectthe top card, name it, and say its intial sound (e.g., "moon, /m/"). Determine if initial sound matches target sound (i.e., /m/).
- 3. If it matches, place picture card in Sound Snacker container. If it does not match, place in Sound Smacker container.
- 4. Continue until all picture cards are sorted.
- 5. Peer evaluation



### Extensions and Adaptations

- Use target and non-target initial sound objects.
- Use final and medial target and non-target sound objects.
- Sort objects that do and do not have the same rime.

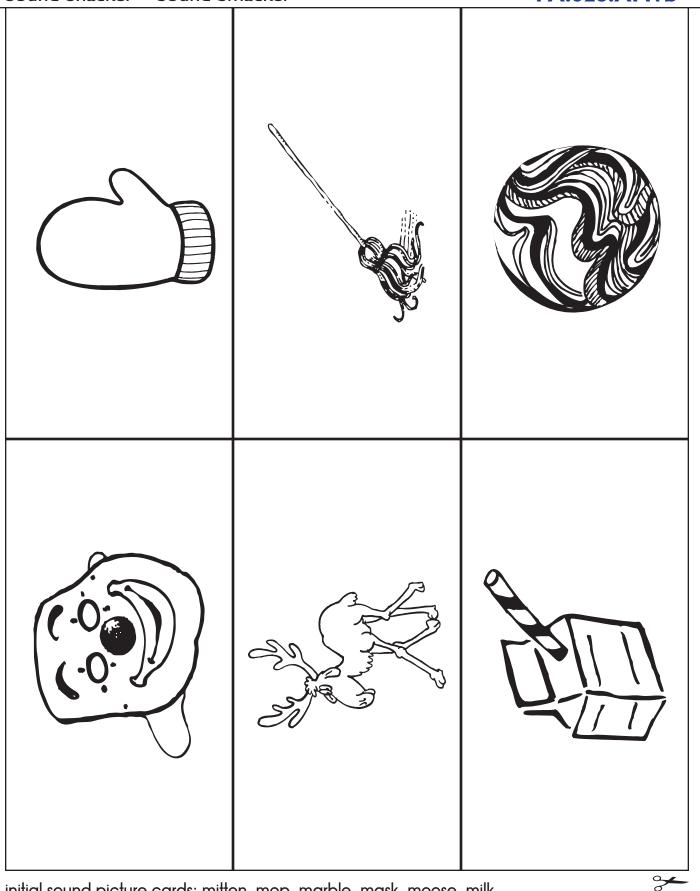
PA.026



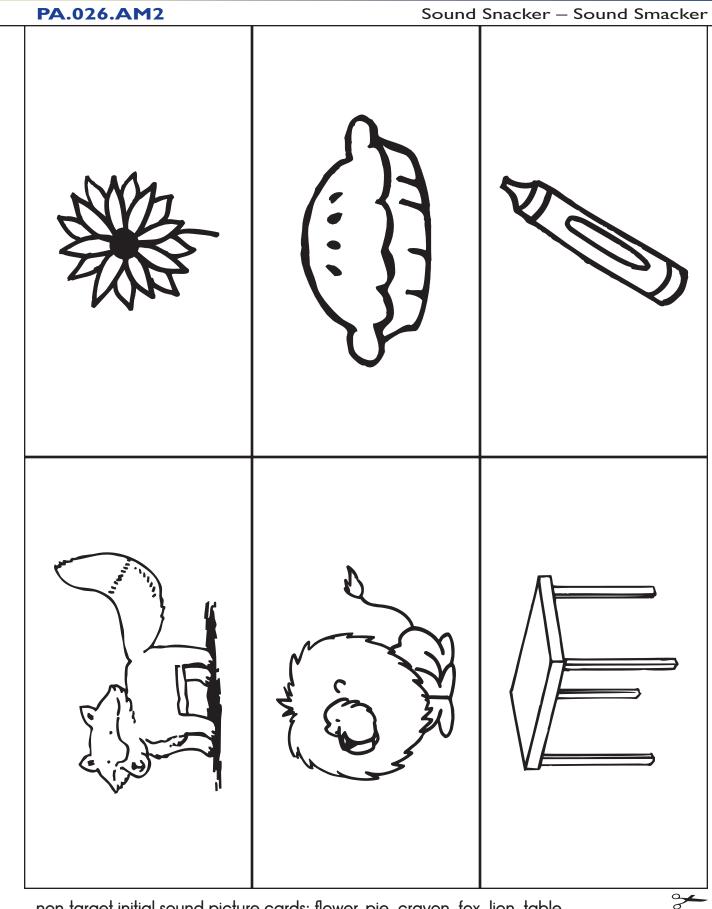
initial sound picture cards: monkey, mice, mat, motorcycle, moon, mirror

Sound Snacker – Sound Smacker

PA.026.AMIb



initial sound picture cards: mitten, mop, marble, mask, moose, milk



non-target initial sound picture cards: flower, pie, crayon, fox, lion, table

#### **Phoneme Matching**

#### Sound Train

### **Objective**

The student will match initial phonemes in words.

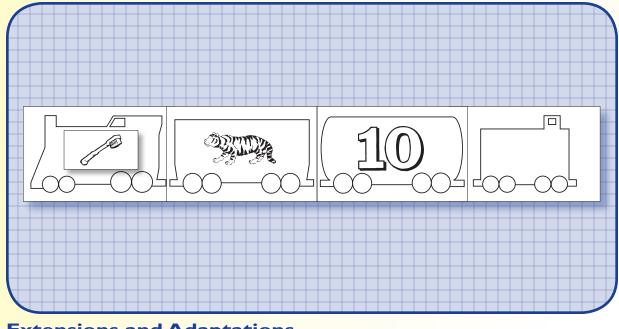
## Materials

- Sound Train engine and caboose (Activity Master PA.027.AM1)
- Sound Train cars (Activity Master PA.027.AM2) Copy five times.
- Construction paper *Use as the platform.*
- Initial sound objects or picture cards (Activity Master PA.027.AM3a PA.027.AM3b) Choose a target picture (e.g., toothbrush) and attach it to the train engine.
- Non-target initial sound objects or picture cards (Activity Master PA.027.AM4)

### Activity

#### Students sort objects by target initial sound on the sound train.

- 1. Place the engine, cars, and caboose in a line on a flat surface. Place the platform and objects at the center.
- 2. Taking turns, students select an object, name the object, and say the initial sound (e.g., "tiger, /t/"). Determine if initial sound matches target sound (i.e., /t/).
- 3. If it matches, place object on a train car. If it does not match, place on the platform.
- 4. Continue until all objects are sorted.
- 5. Peer evaluation



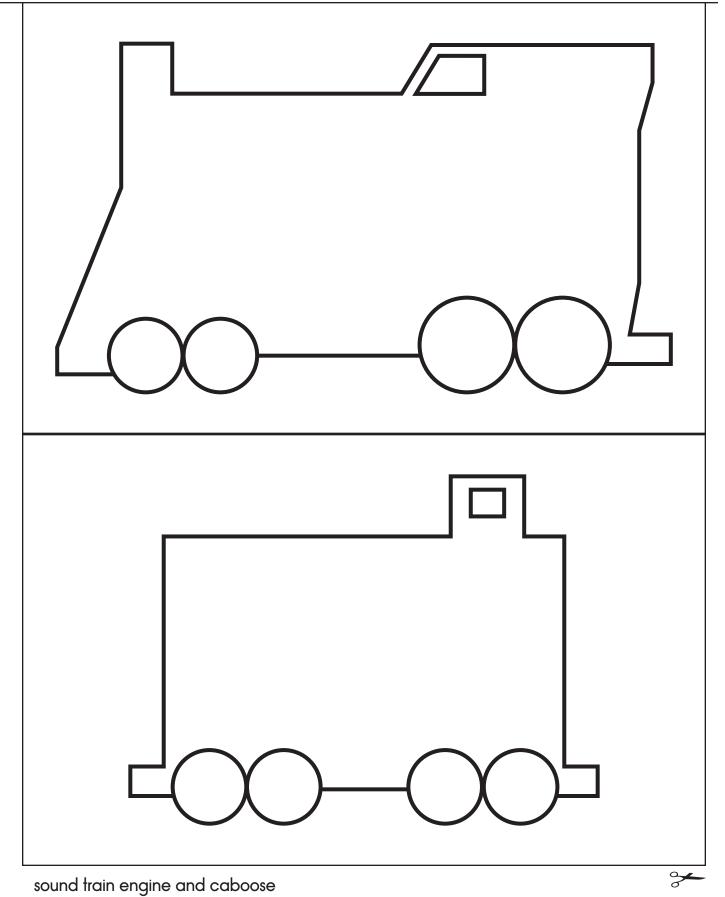
## Extensions and Adaptations

- Include objects with digraphs as initial sounds.
- Use final or medial target and non-target sound picture cards (Activity Master P.LSC-M.1 - P.LSC-M.13 or P.LSC-F.1 - P.LSC-F.16).

PA.027

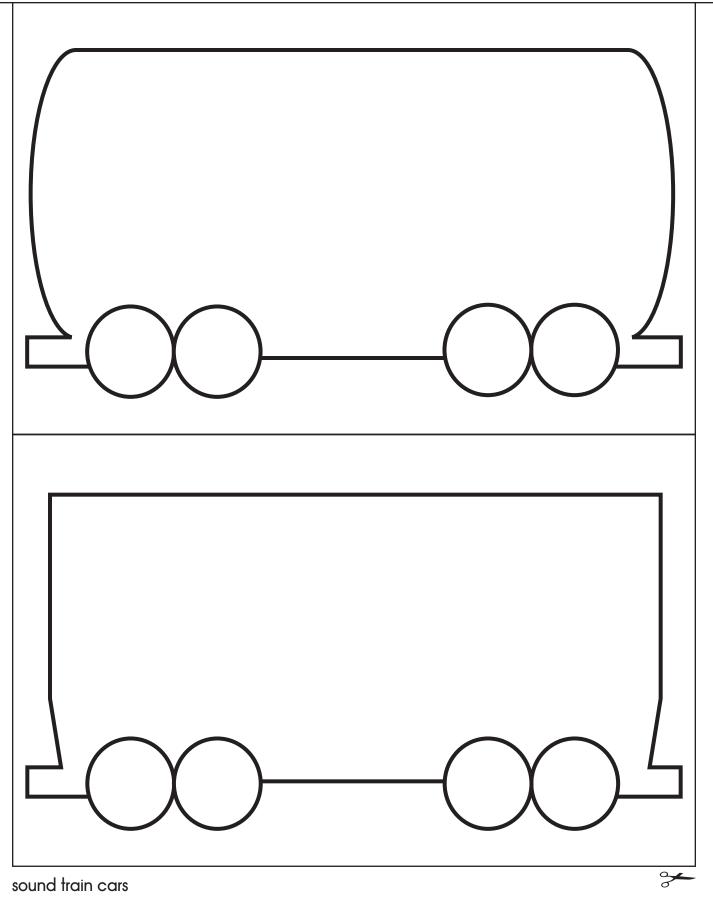
#### PA.027.AMI

Sound Train



#### Sound Train

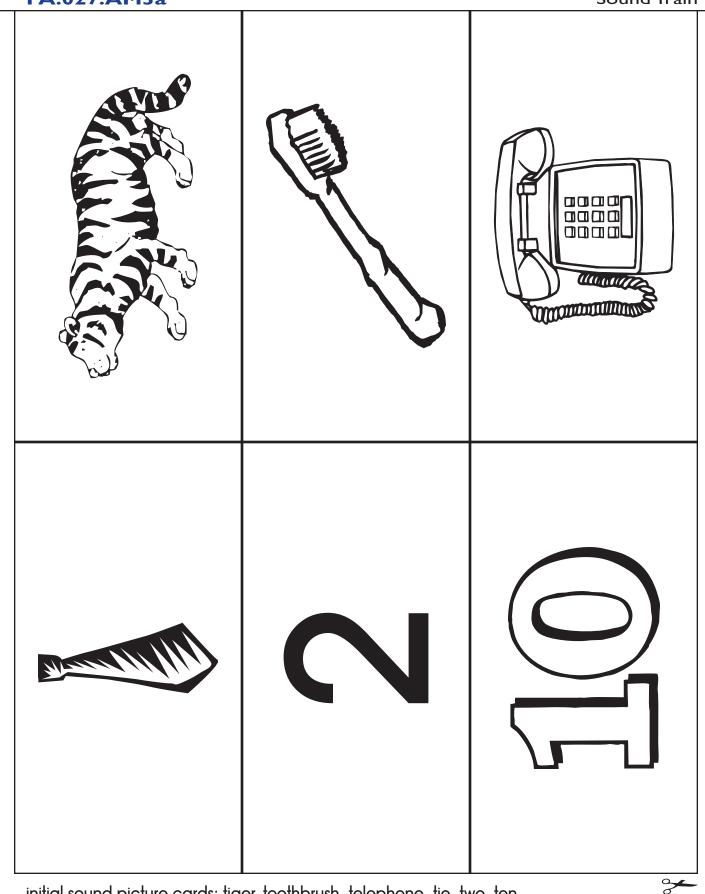
PA.027.AM2



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#### PA.027.AM3a

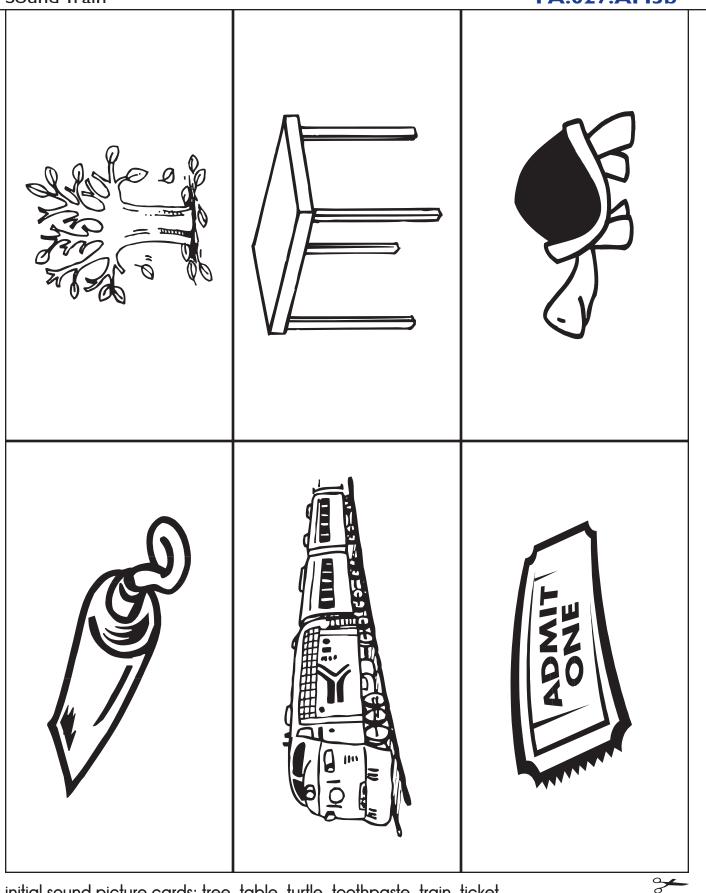
Sound Train



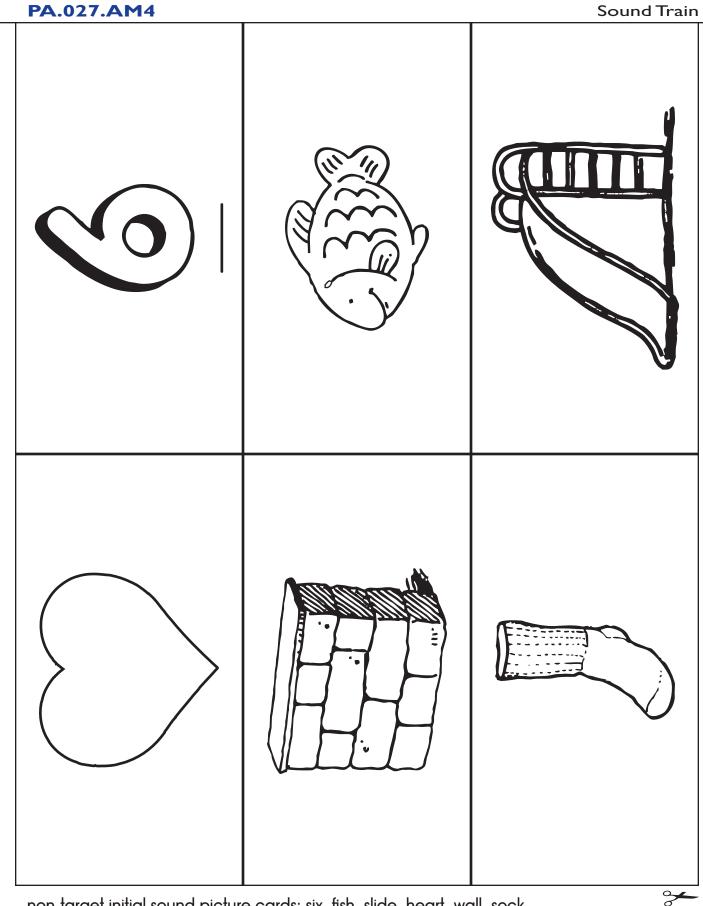
initial sound picture cards: tiger, toothbrush, telephone, tie, two, ten

#### Sound Train

PA.027.AM3b



initial sound picture cards: tree, table, turtle, toothpaste, train, ticket



non-target initial sound picture cards: six, fish, slide, heart, wall, sock

#### **Phoneme Matching**

Pack – A – Backpack

#### **Objective**

The student will match initial phonemes in words.

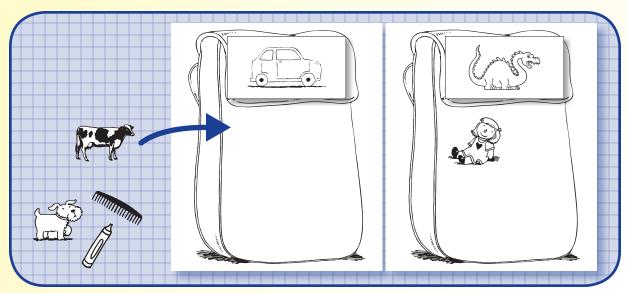
## Materials

- Backpack (Activity Master PA.028.AM1) Make two copies on card stock and laminate.
- Initial sound objects or picture cards (Activity Master PA.028.AM2a PA.028.AM2c) Choose one picture for each target sound and attach it to the top flap of the backpack (e.g., car, dragon).
- Student sheet (Activity Master PA.028.SS)
- Crayons or markers

### Activity

#### Students sort objects by initial sound on the backpacks.

- 1. Place backpacks, initial sound objects, and crayons at the center. Provide each student with a student sheet.
- 2. Taking turns, students select an object, name the object, and say the initial sound (e.g., "cow, /k/").
- 3. Determine which target sound picture (i.e., /k/ or /d/) matches the selected object. Place object on the corresponding backpack.
- 4. Continue until all objects are sorted.
- 5. Choose one target sound and illustrate corresponding objects on student sheet.
- 6. Teacher evaluation



### Extensions and Adaptations

- Add non-target sound pictures or objects.
- Use other target sound picture cards (Activity Master P.LSC-I.1 P.LSC-I.22, P.LSC-M.1 - P.LSC-M.13, and P.LSC-F.1 - P.LSC-F.16)

**PA.028** 

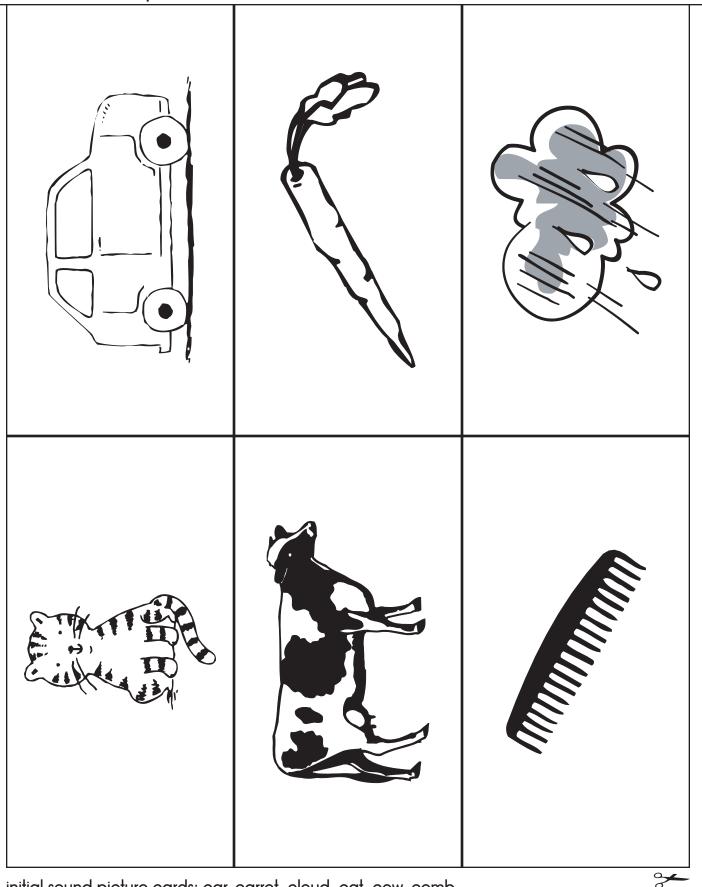
#### PA.028.AMI

Pack - A - Backpack

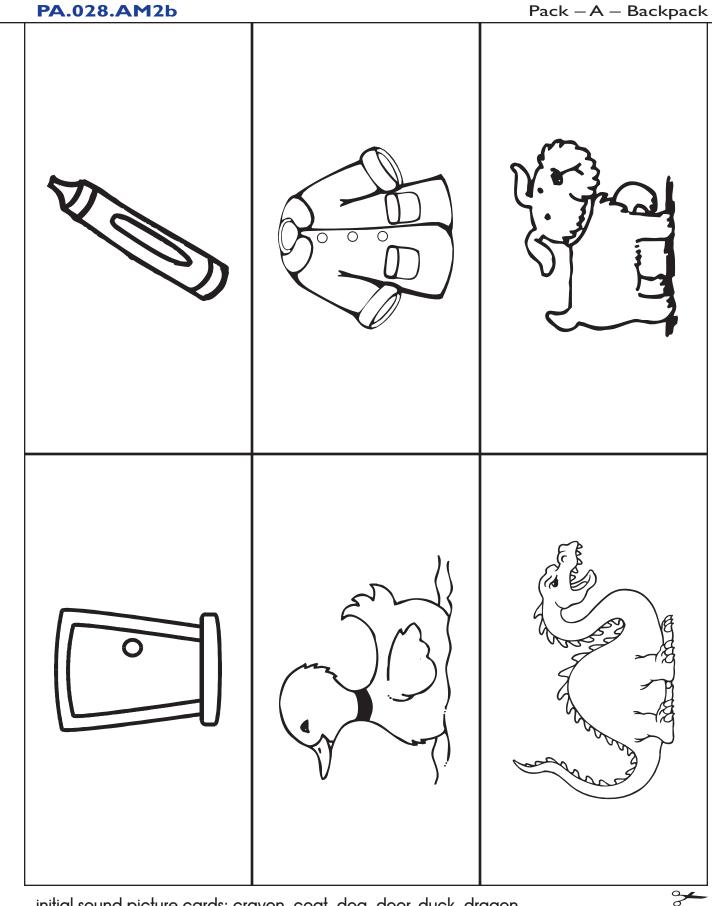


Pack - A - Backpack

PA.028.AM2a



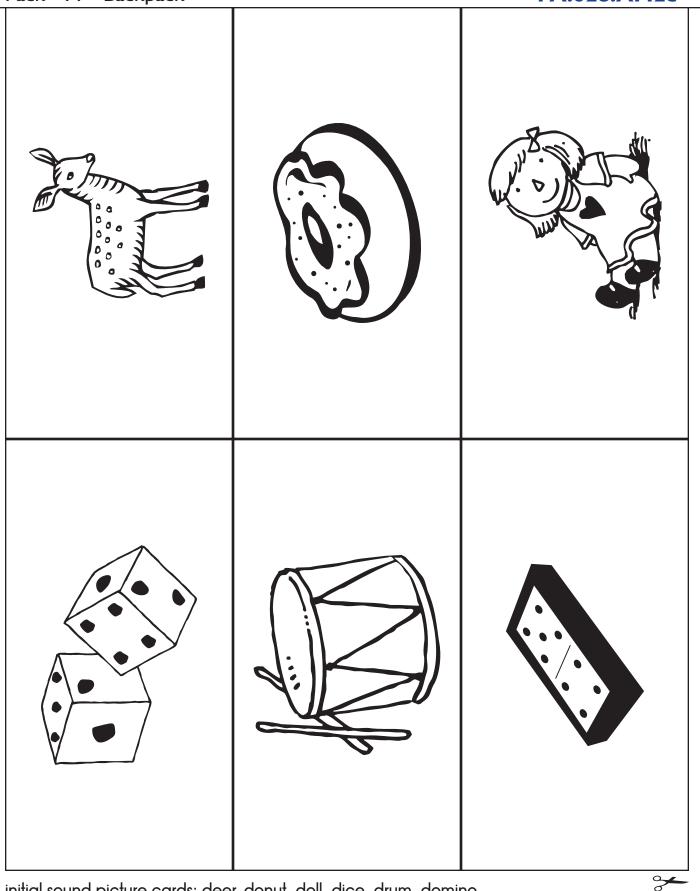
initial sound picture cards: car, carrot, cloud, cat, cow, comb



initial sound picture cards: crayon, coat, dog, door, duck, dragon

Pack - A - Backpack

PA.028.AM2c

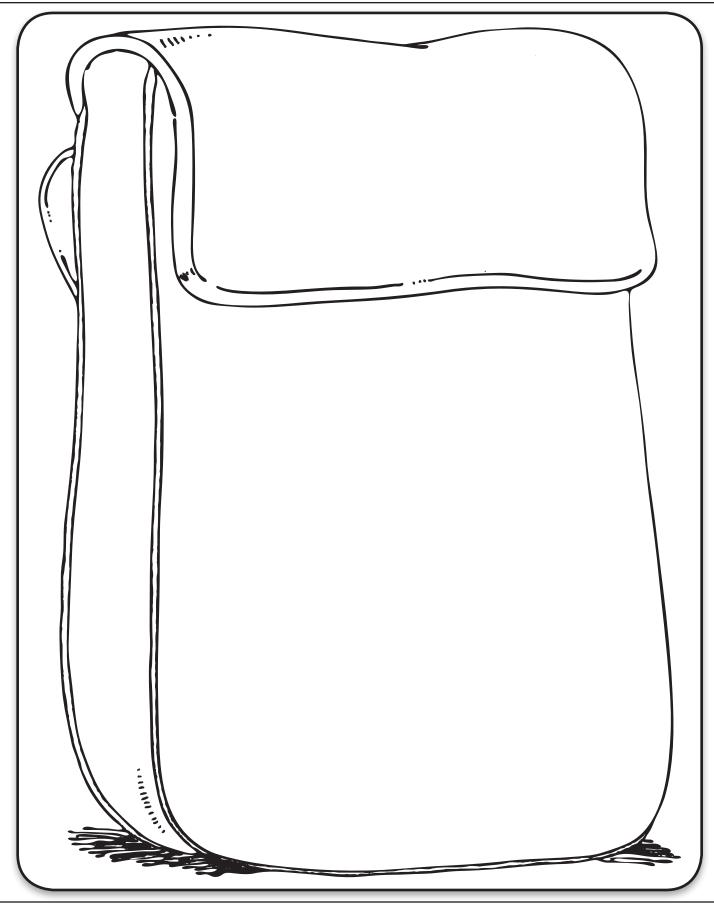


initial sound picture cards: deer, donut, doll, dice, drum, domino

## Name

#### PA.028.SS

Pack - A - Backpack



#### **Phoneme Matching**

#### Phoneme Go Fish



The student will match initial phonemes in words.

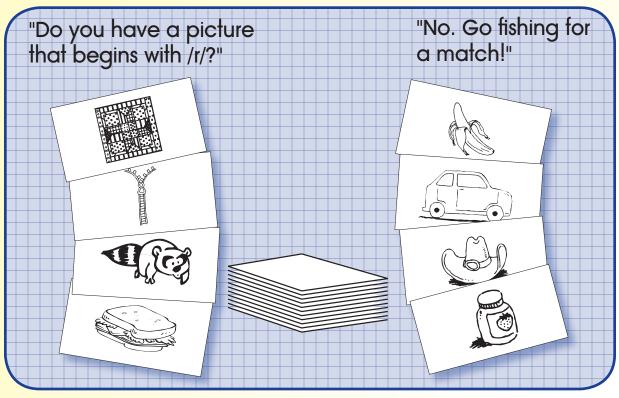
### Materials

Initial sound picture cards (Activity Master PA.029.AM1a - PA.029.AM1f).

### Activity

#### Students group initial sound pictures while playing a Go Fish game.

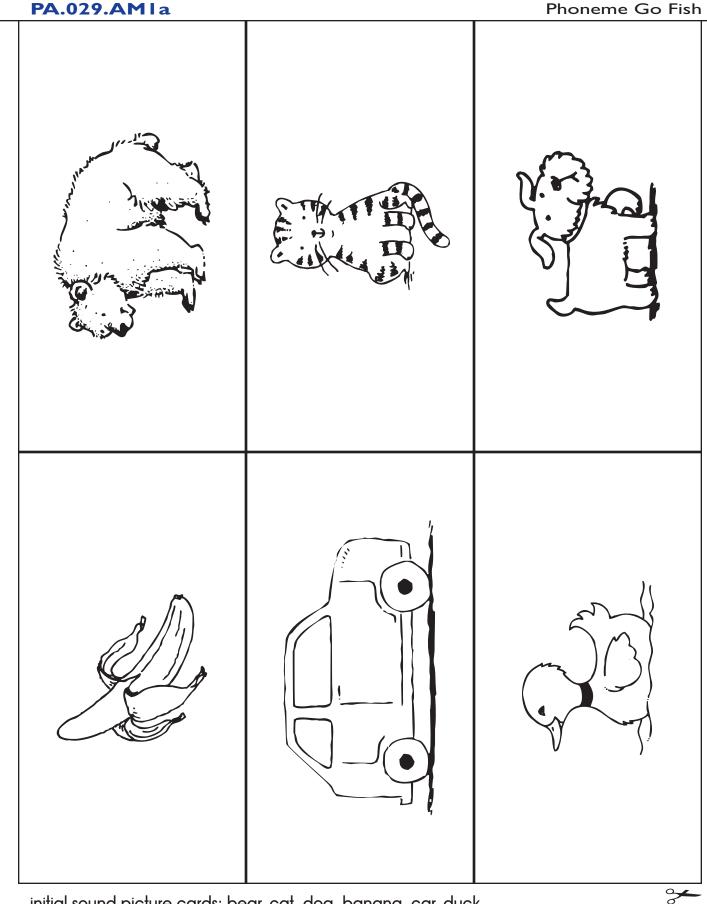
- 1. Mix picture cards into three separate and equal stacks. Each student gets one stack and the remaining stack is the "pond."
- 2. Working in pairs, students name their cards, pair by initial sound, and put aside the matching sets.
- 3. Student one looks at his remaining cards and asks for a picture card that begins with a certain letter-sound (e.g., "Do you have a picture that begins with /r/?").
- 4. If yes, student one takes the card, names the card, and says the initial sound of both pictures, places match aside, and takes another turn. If no, student two says, "Go fishing for a match!"
- 5. Student one then selects a card from the "pond."
- 6. Continue until all cards are matched.
- 7. Peer evaluation



### Extensions and Adaptations

- Play with other intial sound picture cards (Activity Master P.LSC-I.1 P.LSC-I.22).
- Play with final or medial sound picture cards (Activity Master P.LSC-F.1 P.LSC-F.16 or Activity Master P.LSC-M.1 P.LSC-M.13).

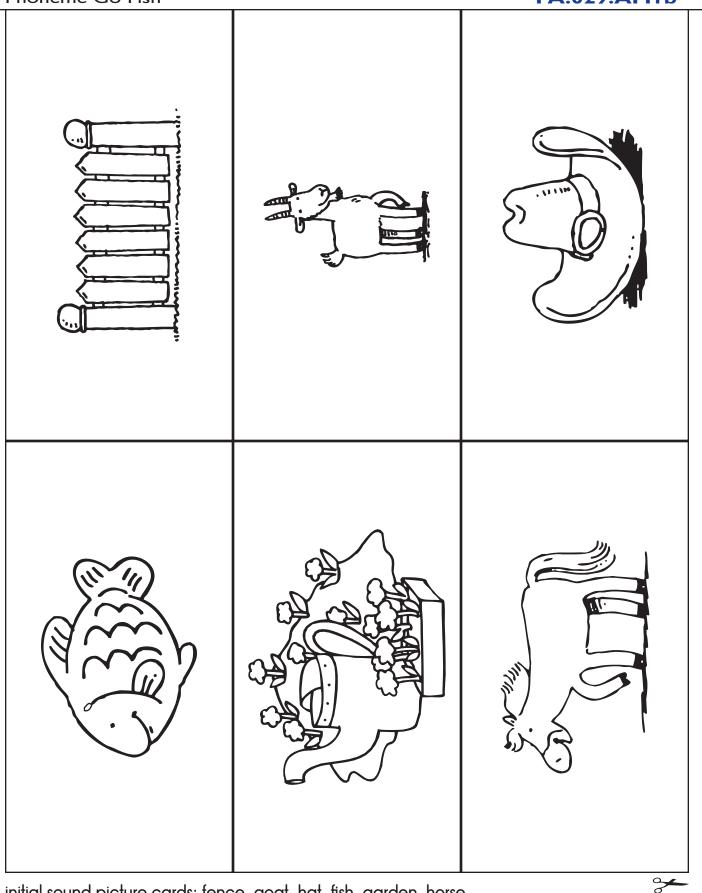
PA.029



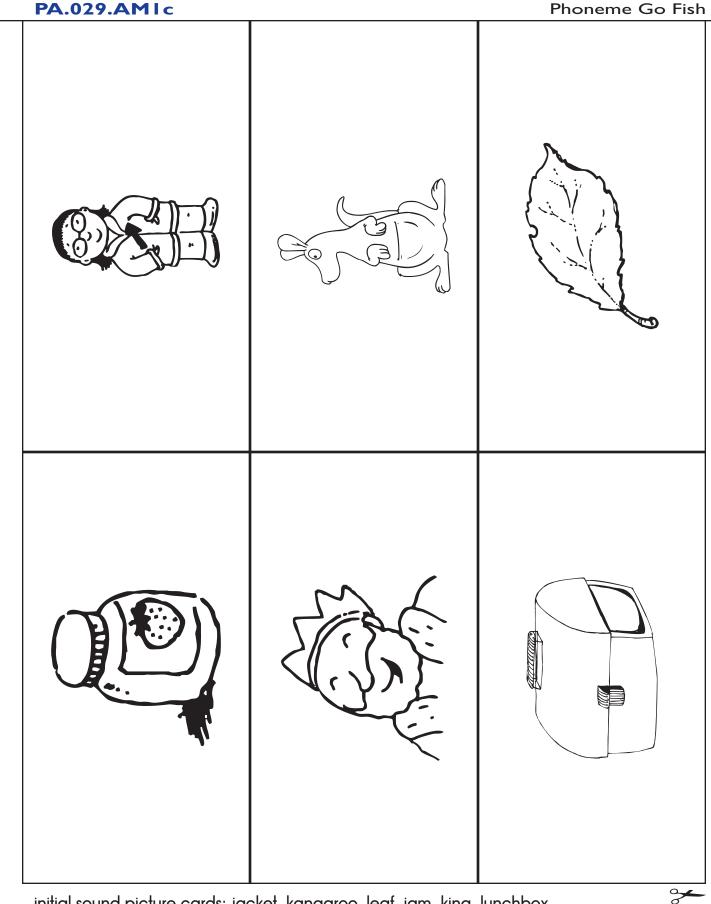
initial sound picture cards: bear, cat, dog, banana, car, duck

#### Phoneme Go Fish

PA.029.AMIb



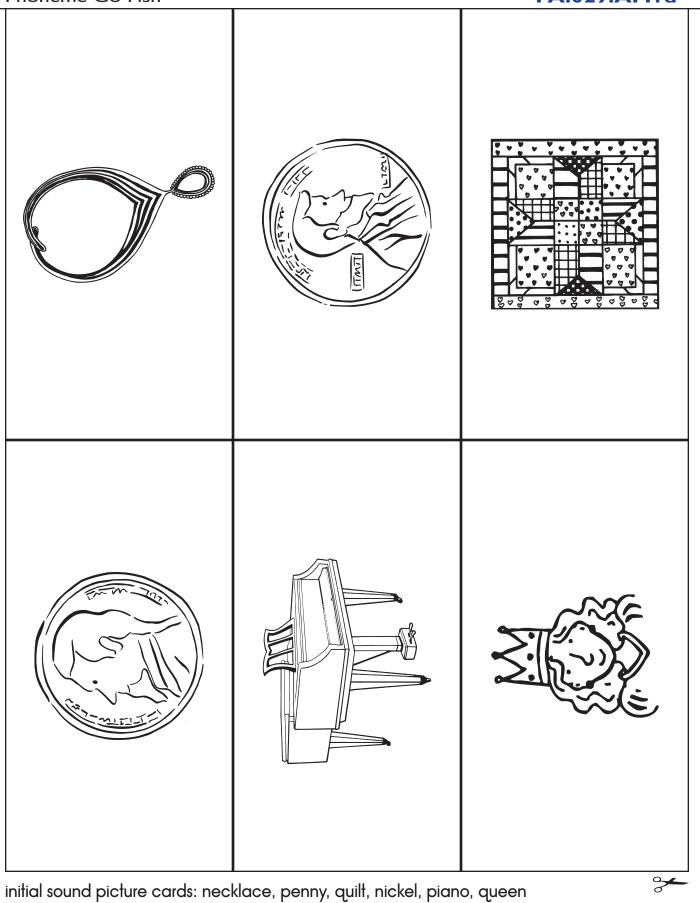
initial sound picture cards: fence, goat, hat, fish, garden, horse

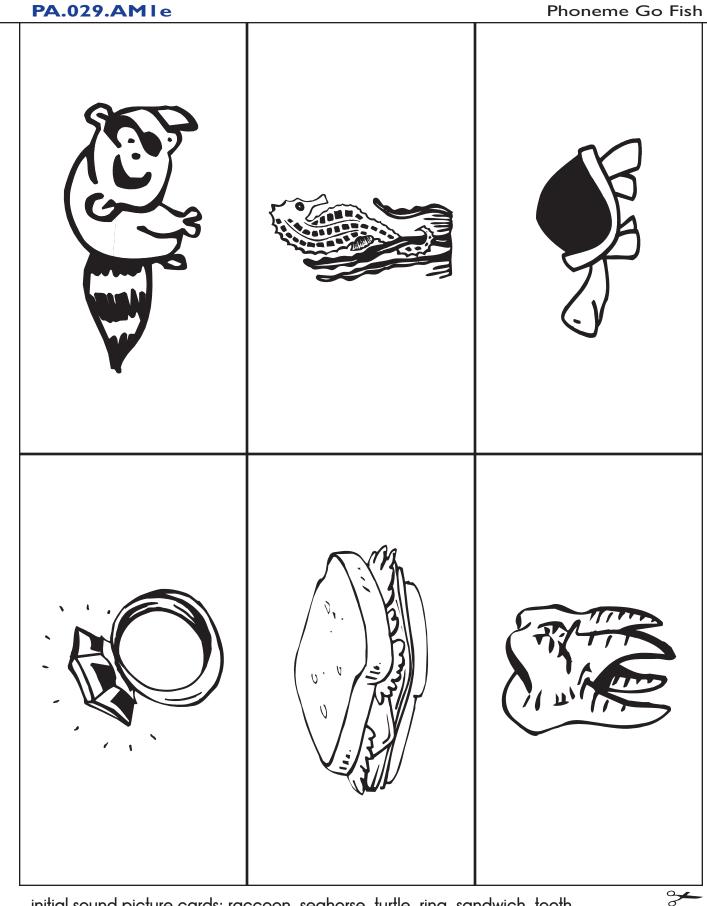


initial sound picture cards: jacket, kangaroo, leaf, jam, king, lunchbox

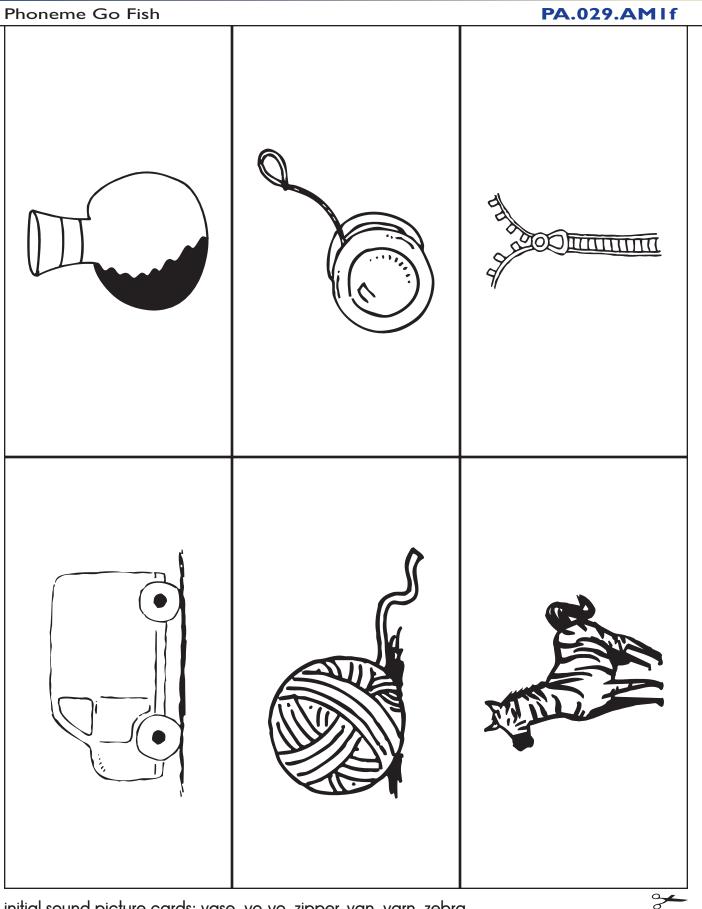
#### Phoneme Go Fish

#### PA.029.AMId





initial sound picture cards: raccoon, seahorse, turtle, ring, sandwich, tooth



initial sound picture cards: vase, yo-yo, zipper, van, yarn, zebra



#### Phoneme Matching

Phoneme Dominoes

## **Objective**

The student will match initial phonemes in words.

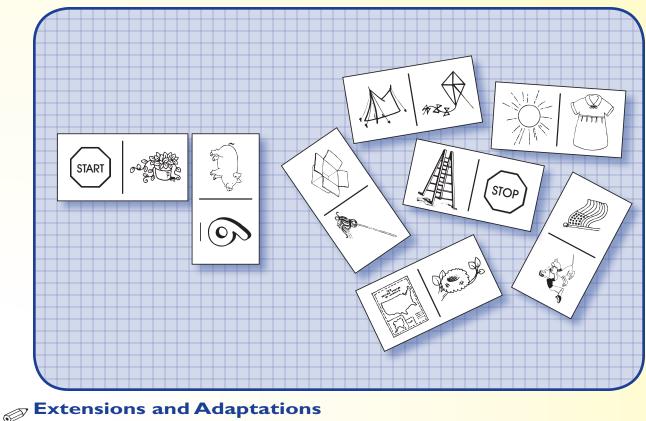
### **Materials**

Domino picture cards (Activity Master PA.030.AM1a - PA.030.AM1c) Copy on card stock, cut, and laminate.

### Activity

#### Students match pictures with the same initial sound while playing a domino game.

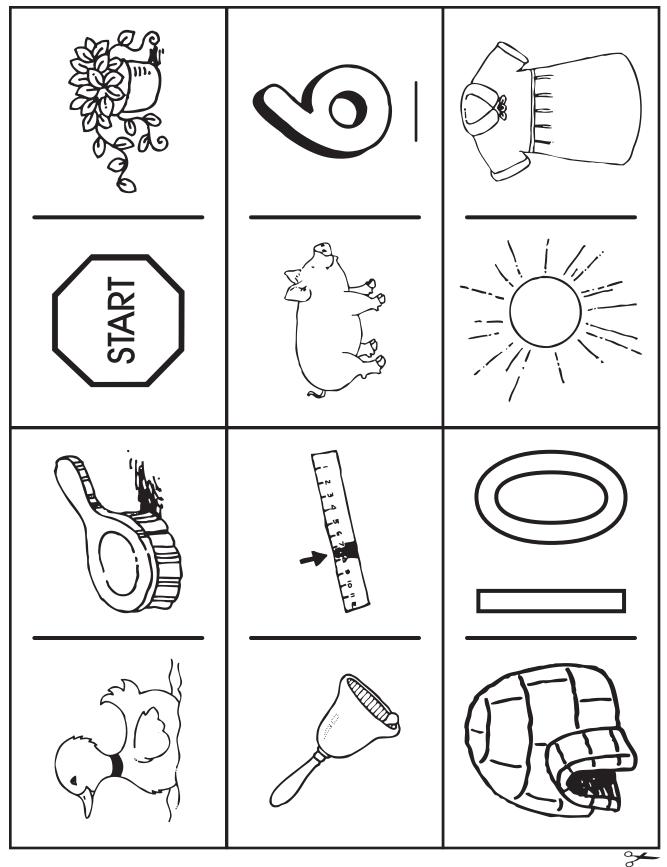
- 1. Scatter domino picture cards face up on a flat surface.
- 2. Taking turns, student one places the START domino on the table, names the picture on the other side of the domino and says its initial sound (i.e., "plant, /p/").
- 3. Looks for a domino with a picture that has the same initial sound, names it, and says its initial sound (i.e., "pig, /p/"). Connects the two dominoes.
- 4. Student two names the picture on the other side of the domino (i.e., "six"), says its initial sound (i.e., "/s/"), and finds the domino with the matching sound. Names the picture and says its initial sound (i.e., "sun, /s/"). Connects it to the domino.
- 5. Continue until all dominoes are connected.
- 6. Peer evaluation



#### Make and use medial sound dominoes (Activity Master PA.030.AM2).

#### Phoneme Dominoes

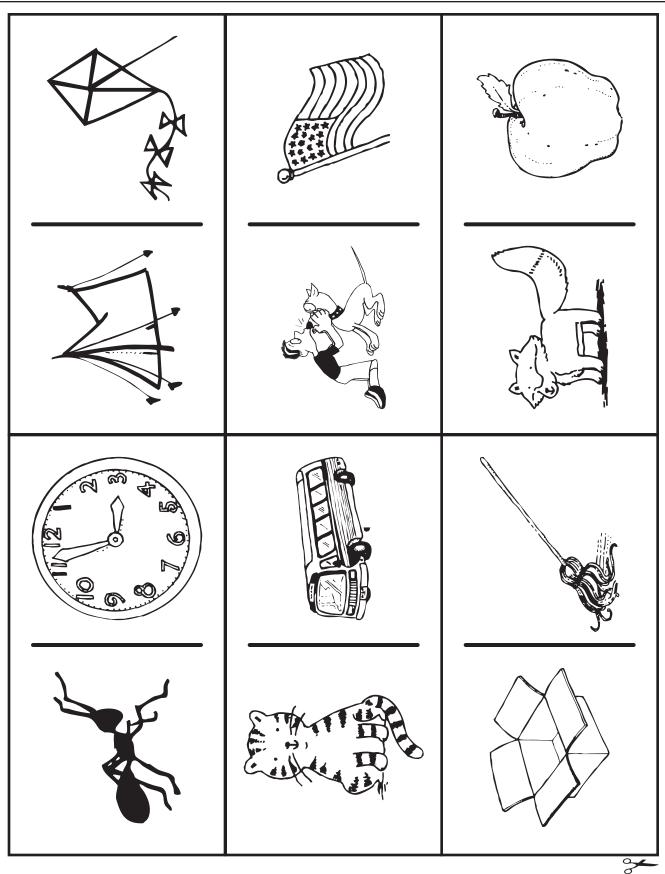
#### PA.030.AMIa



domino picture cards: START/plant, pig/six, sun/dress, duck/brush, bell/inch, igloo/ten

#### PA.030.AMIb

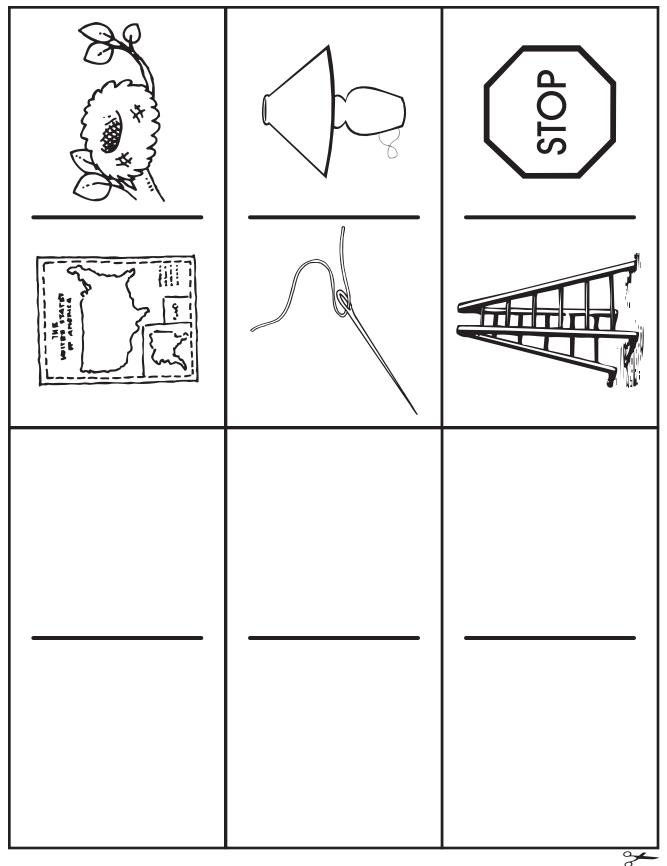
**Phoneme Dominoes** 



domino picture cards: tent/kite, kiss/flag, fox/apple, ant/clock, cat/bus, box/mop

#### **Phoneme Dominoes**

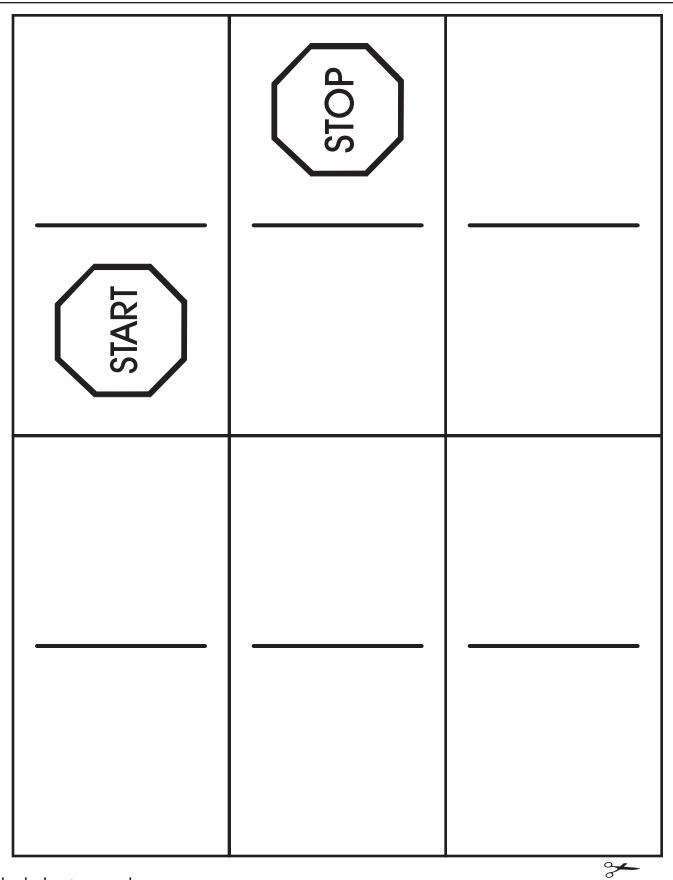
#### PA.030.AMIc



### domino picture cards: map/nest, needle/lamp, ladder/STOP

#### PA.030.AM2

Phoneme Dominoes



blank domino cards

#### **Phoneme Matching**

Sound It – Bag It

### **Objective**

The student will match initial phonemes in words.

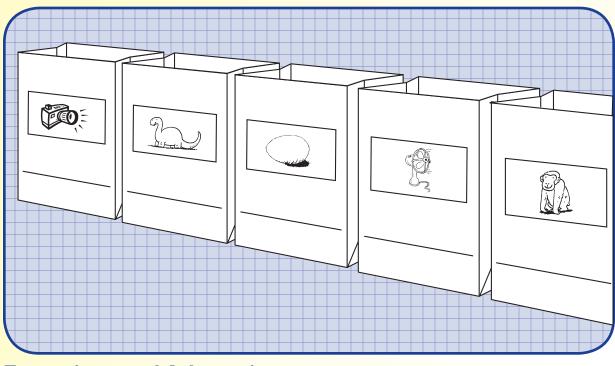
## Materials

- Alphabet sound picture cards (Activity Master PA.031.AM1a PA.031.AM1c)
- 26 Small brown paper bags
  *Glue a sound picture card to each bag.*
- Print resources (e.g., magazines and catalogs)
- Scissors

### Activity

#### Students identify and sort pictures by initial sounds into labeled bags.

- 1. Alphabetize the paper bags in a line on a flat surface. Place print resources and scissors at center.
- 2. Students cut out magazine pictures that match the target initial sounds on the bags.
- 3. Taking turns, students name each cut-out picture and say its inital sound (e.g., "duck, /d/").
- 4. Find the corresponding bag, name the picture, say its initial sound (i.e., "dinosaur, /d/"), and place picture in bag.
- 5. Continue until cut-out pictures are sorted.
- 6. Teacher evaluation



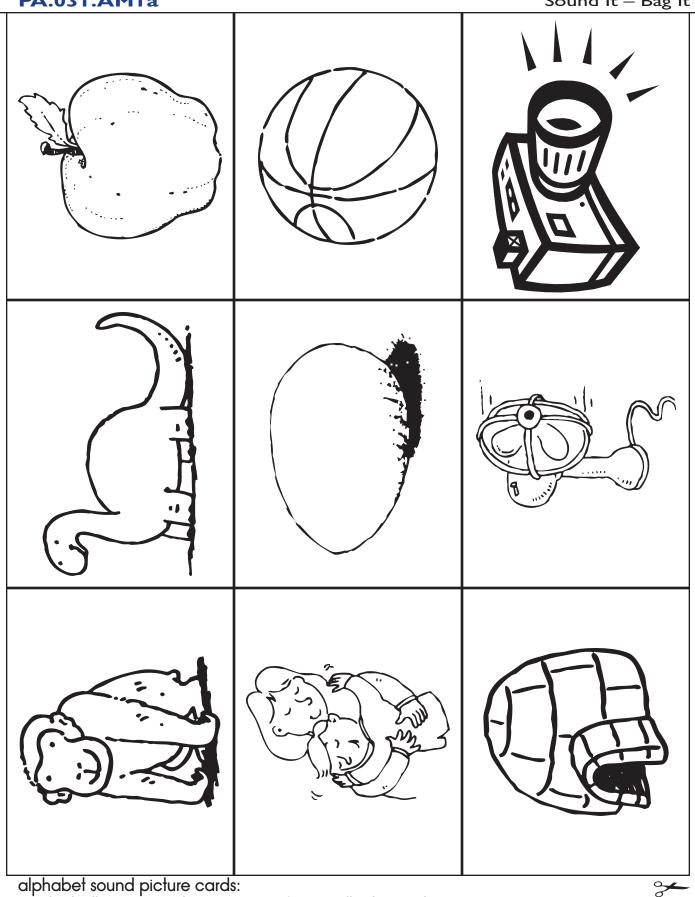
## Extensions and Adaptations

- Check pictures in bags during whole group activity.
- Use pictures to make class sound book.
- Sort pictures by final sounds.

PA.03

### PA.031.AMIa

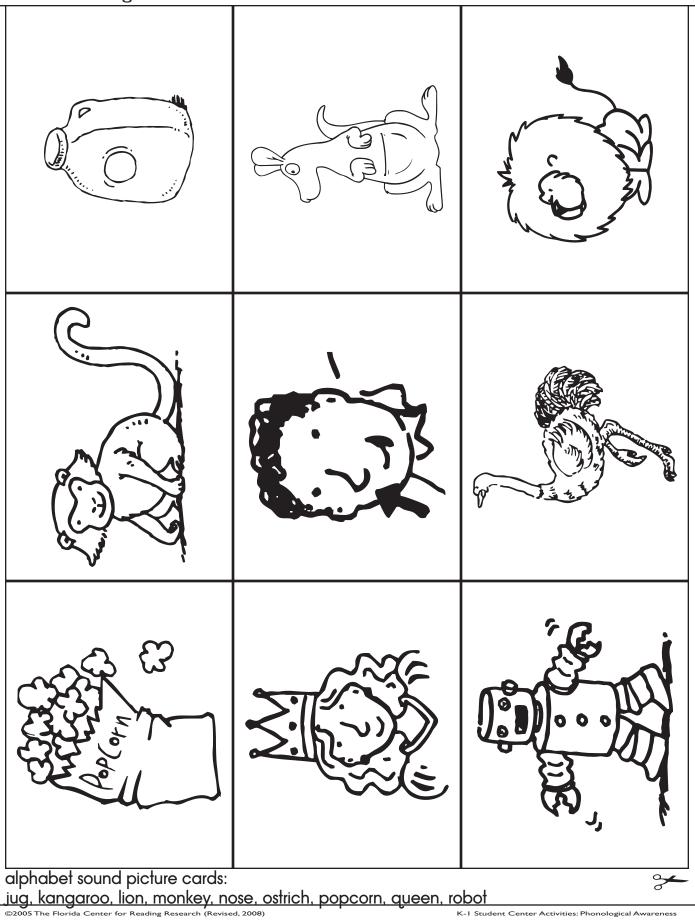
Sound It – Bag It



apple, ball, camera, dinosaur, egg, fan, gorilla, hug, igloo

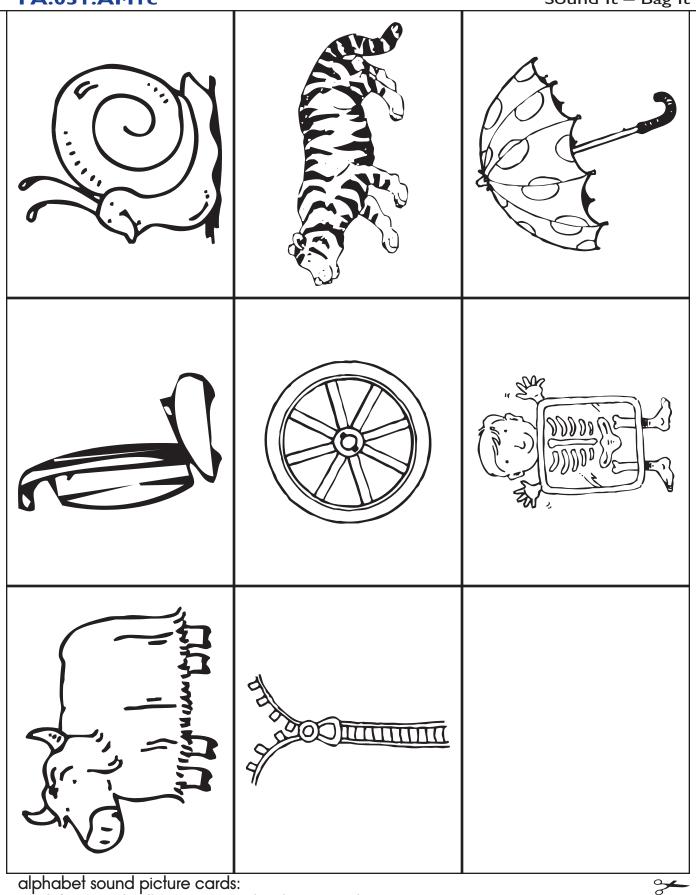
Sound It – Bag It

PA.031.AMIb



### PA.031.AMIc

Sound It – Bag It



snail, tiger, umbrella, vacuum, wheel, x-ray, yak, zipper K-I Student Center Activities: Phonological Awareness

### **Phoneme Matching**

### Final Sound Match-Up



The student will match final phonemes in words.

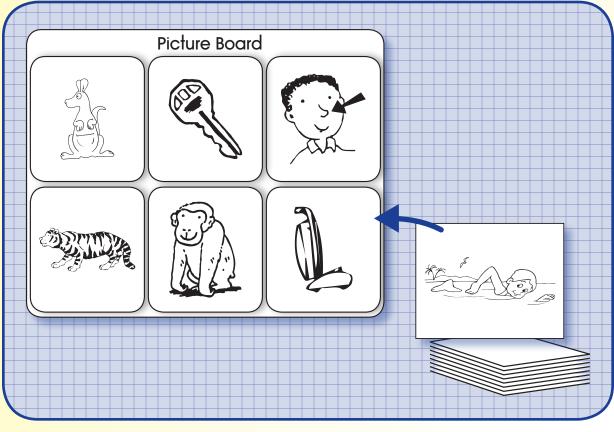
## Materials

- Final sound picture boards (Activity Master PA.032.AM1a PA.032.AM1d)
- Final sound picture cards (Activity Master PA.032.AM2a PA.032.AM2b)

### Activity

### Students match final sounds of picture cards to a picture board.

- 1. Place final sound picture cards face down in a stack on a flat surface. Provide each student with a different picture board.
- 2. Taking turns, students select the top card, name it, and say its final sound (e.g., "swim, /m/").
- 3. Find the picture on the board with the same final sound and name it (i.e., "vacuum, /m/"). Place the card on that picture.
- 4. Continue until all pictures are matched.
- 5. Peer evaluation



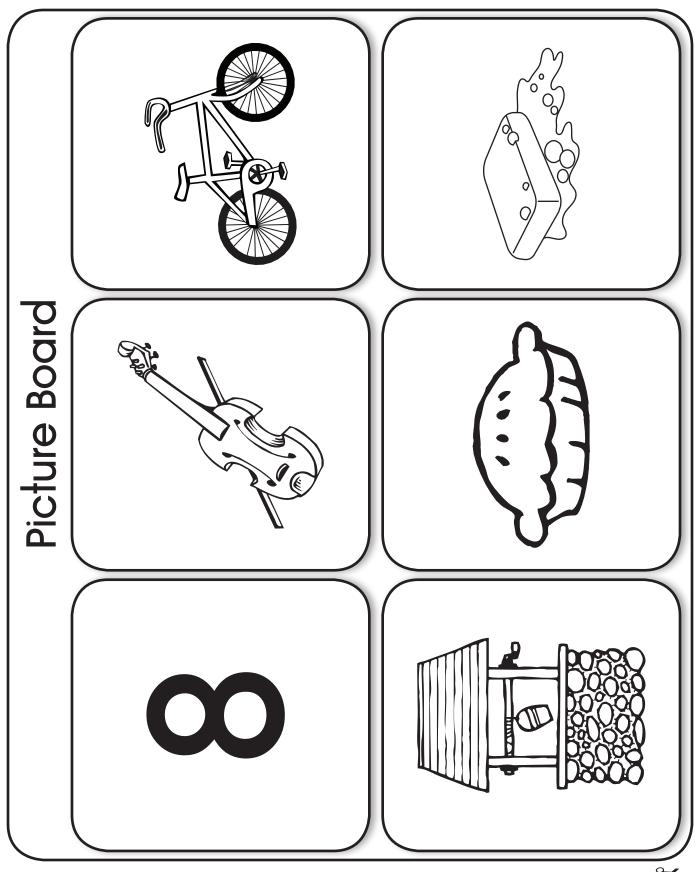
## Extensions and Adaptations

- Exchange picture boards and repeat activity.
- Make and use other target picture boards (Activity Master PA.032.AM3).
- Use objects with corresponding final sounds to match to pictures on boards.

PA.032

### PA.032.AMIa

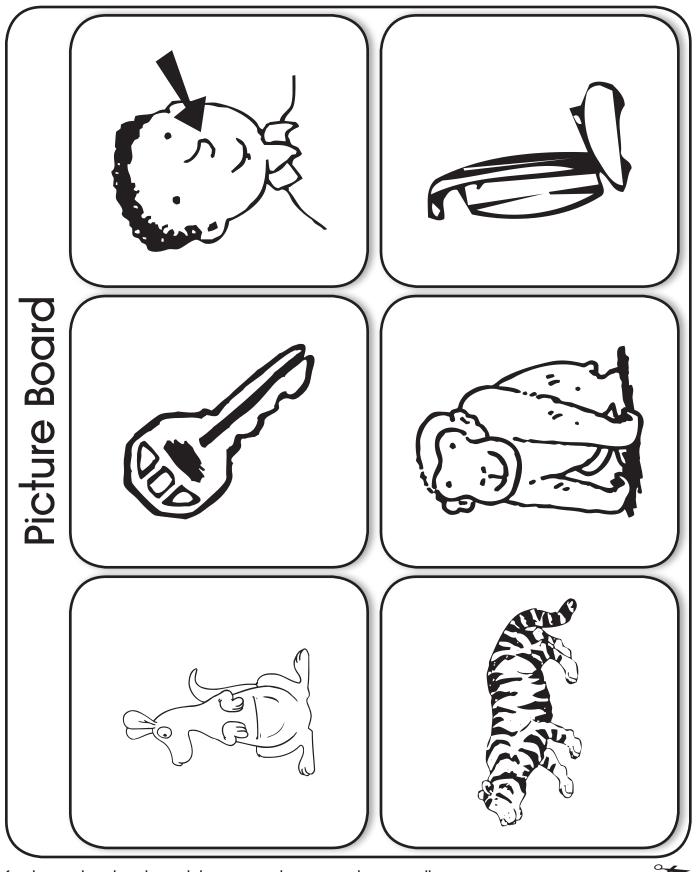
Final Sound Match-Up



final sound picture board: eight, violin, bike, well, pie, soap

### Final Sound Match-Up

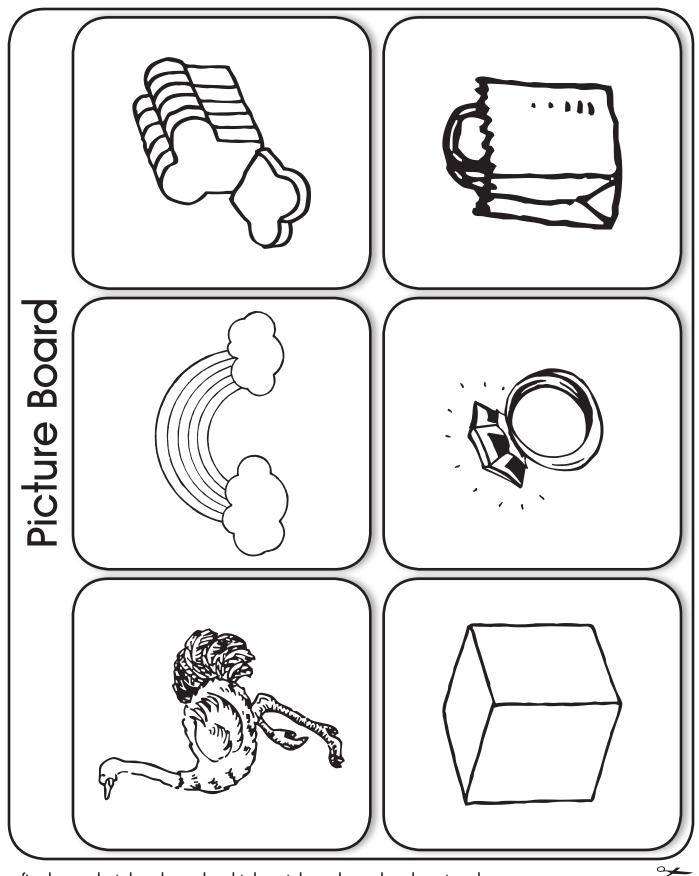
### PA.032.AMIb



final sound picture board: kangaroo, key, nose, tiger, gorilla, vacuum

### PA.032.AMIc

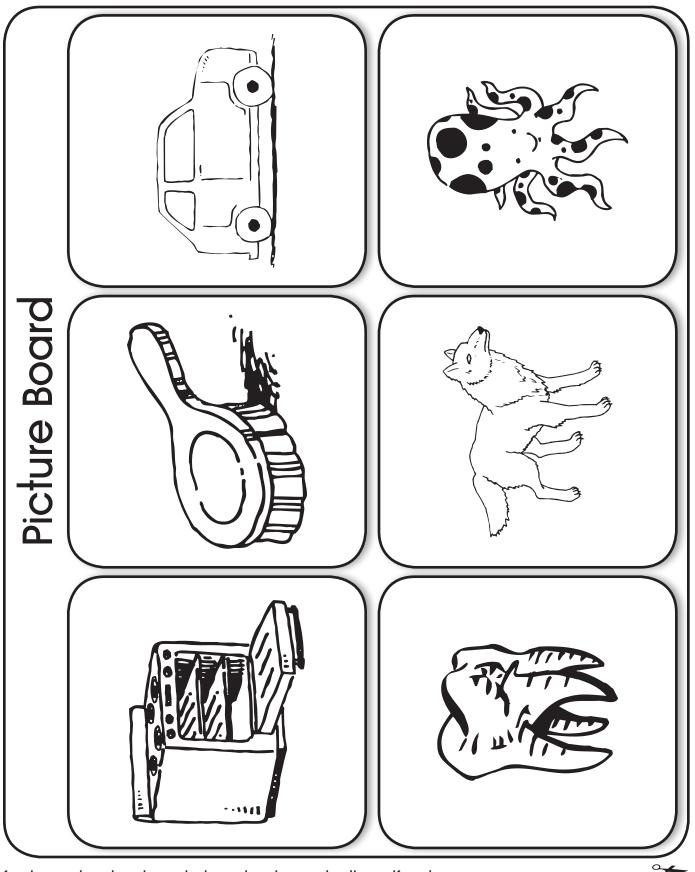
Final Sound Match-Up



final sound picture board: ostrich, rainbow, bread, cube, ring, bag

### Final Sound Match-Up

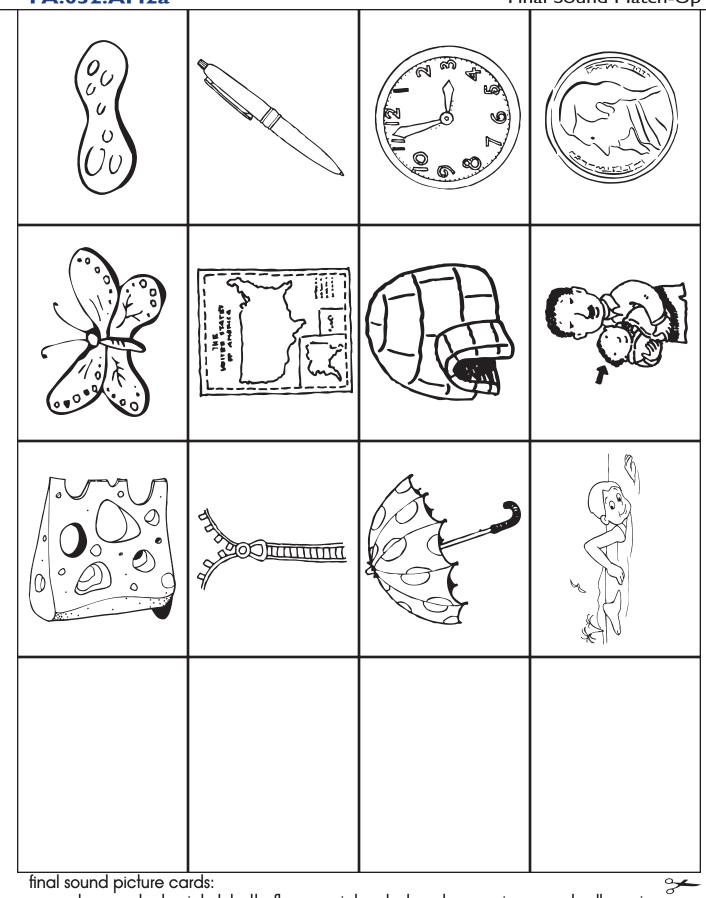
PA.032.AMId



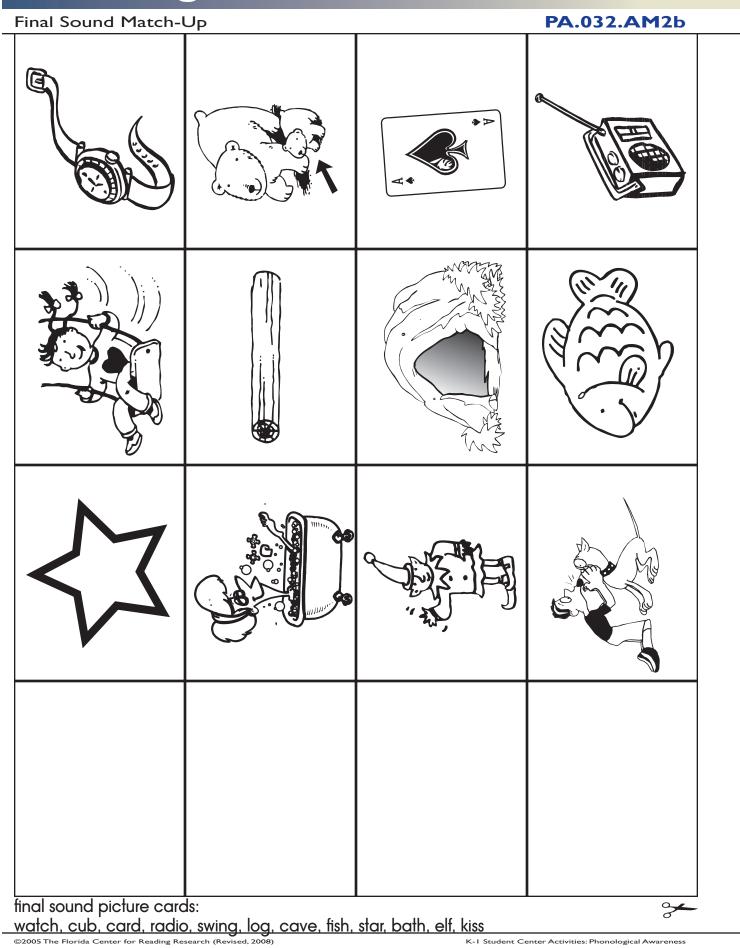
final sound picture board: stove, brush, car, tooth, wolf, octopus

#### PA.032.AM2a

Final Sound Match-Up



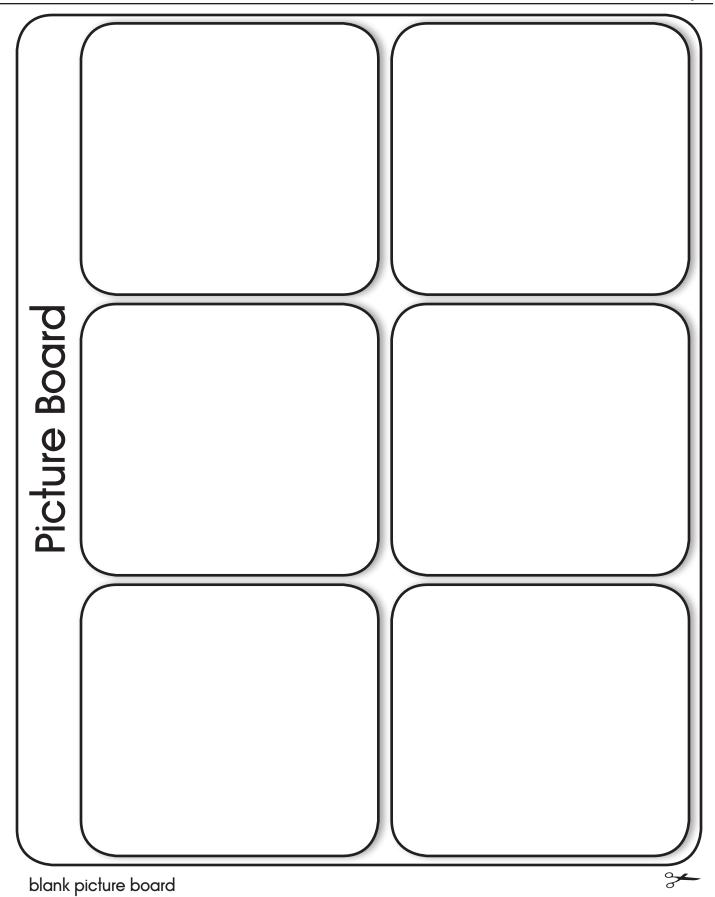
peanut, pen, clock, nickel, butterfly, map, igloo, baby, cheese, zipper, umbrella, swim K-I Student Center Activities: Phonological Awareness ©2005 The Florida Center for Reading Research (Revised, 2008)





PA.032.AM3

Final Sound Match-Up



### **Phoneme Matching**

### Sound Pie

The student will match final phonemes in words.

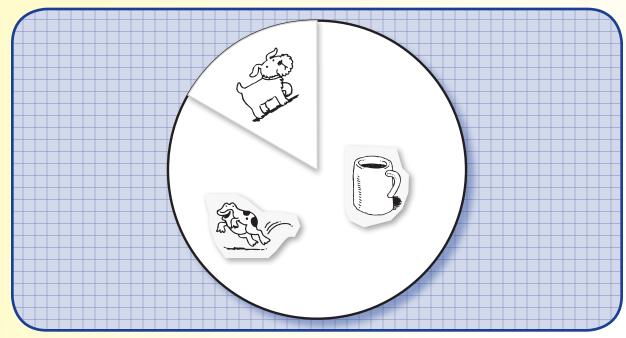
## Materials

- Final sound picture cards (Activity Master PA.033.AM1) Cut out picture wedges to use as target sounds.
- Construction paper circles or paper plates
- Print resources (e.g., magazines and catalogs)
- Scissors
- Glue

### Activity

#### Students group pictures containing the same final sound creating a collage.

- 1. Provide the student with one target sound picture and paper circle. Place print resources, scissors, and glue at the center.
- 2. The student glues the target sound picture on the paper circle. Names the picture and says its final sound (e.g., "dog, /g/").
- 3. Finds and cuts out pictures from print resources that have the same final sound as the target picture. Names the picture and says its final sound (e.g., "mug, /g/").
- 4. Glues pictures to paper circles.
- 5. Continues until at least six pictures are glued on the circles.
- 6. Teacher evaluation



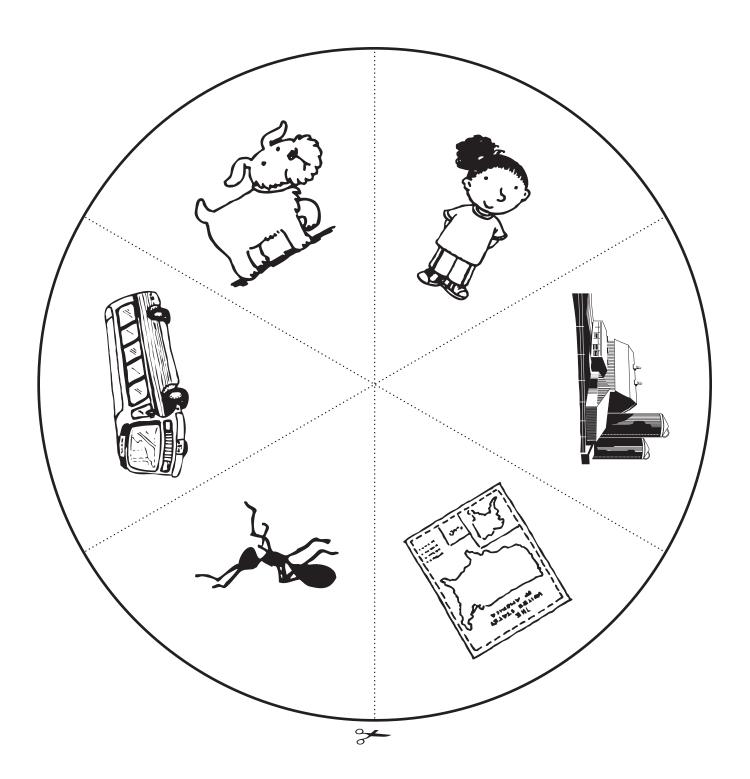
### Extensions and Adaptations

- Use a different final sound picture card.
- Use target initial and medial sounds.

**PA.033** 

### PA.033.AMI

Sound Pie



final sound picture cards: dog, girl, farm, map, ant, bus

### **Phoneme Matching**

#### Sound Bags

### **Objective**

The student will match medial phonemes in words.

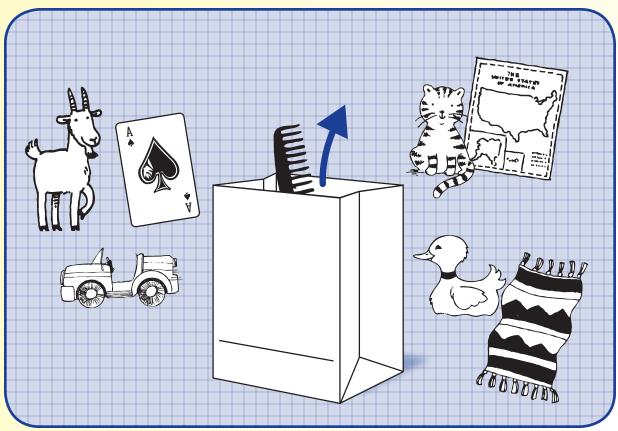


- Paper bag
- Pairs of objects with the same medial sounds Place one object from each pair in the bag.

### **Activity**

#### Students match objects with the same medial sound.

- 1. Place the bag and the objects at the center.
- 2. Taking turns, student one pulls out an object, names it, and says the medial sound (e.g., "comb, /o/").
- 3. Student two finds the object that has the matching medial sound, names it, and says the medial sound (i.e., "goat, /ō/"). Puts the matching pair aside.
- 4. Continue until all objects are paired.
- 5. Peer evaluation



## Extensions and Adaptations

- Use initial or final sound objects.
- Use medial sounds of a pair of objects as clues and partner identifies objects.

PA.034



### PA.035

### Phoneme Matching

### Sound Pictures and Picture Puzzles

### **Objective**

The student will match medial phonemes in words.

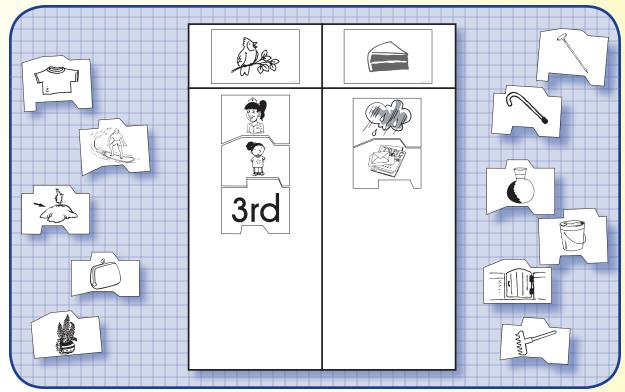


- Poster board
  - Draw a T-chart.
- Medial sound header cards (Activity Master PA.035.AM1) Place at the top of the T-chart.
- Medial sound picture puzzles (Activity Master PA.035.AM2a PA.035.AM2b) Copy on card stock and cut.

## Activity

#### Students sort medial sound pictures and assemble to create puzzles.

- 1. Place the T-chart on a flat surface. Scatter the pieces of the medial sound picture puzzles around the chart.
- 2. Taking turns, students select a puzzle picture, name the picture, and say its medial sound (e.g., "mail, /ā/"). Place in column under corresponding header card (i.e., cake).
- 3. Continue until all pieces are placed under corresponding header card. Assemble each puzzle.
- 4. Peer evaluation



### Extensions and Adaptations

- Illustrate other pictures with the same medial sounds as those on the student T-chart (Activity Master PA.035.SS).
- Make other target sound picture puzzles to match (Activity Master PA.035.AM3).

Sound Pictures and Picture Puzzles

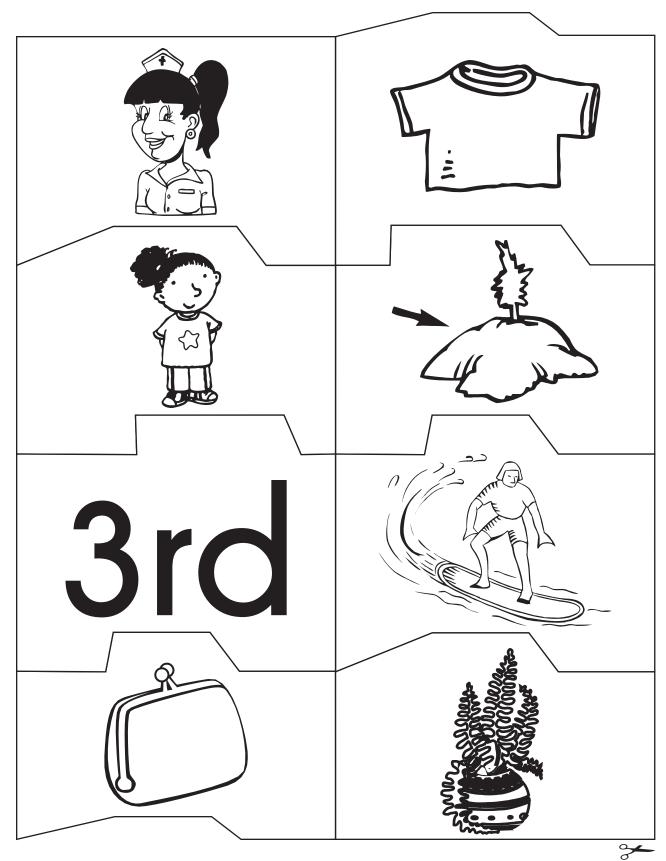
PA.035.AMI



### medial sound header cards: bird, cake

PA.035.AM2a

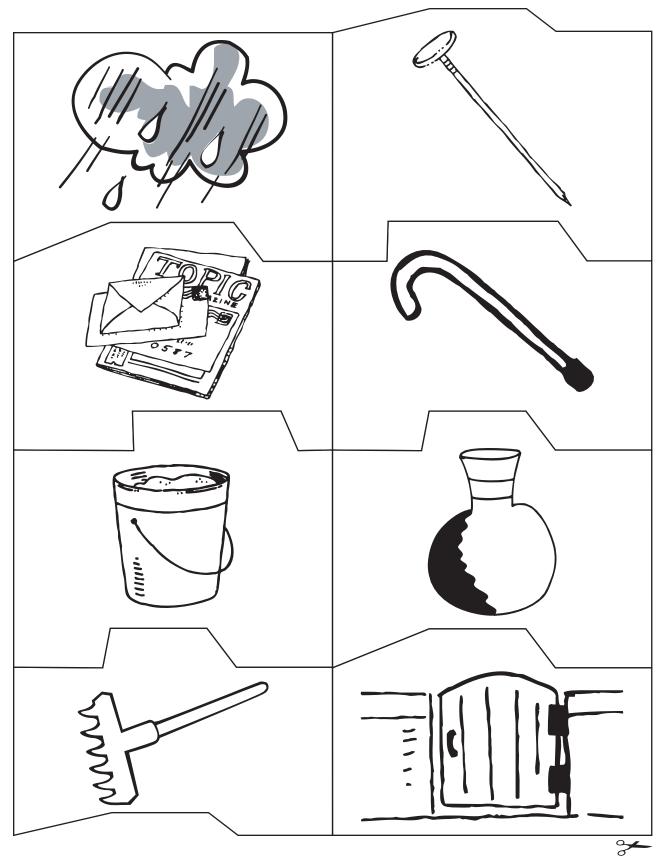
Sound Pictures and Picture Puzzles



medial sound picture cards: nurse, shirt, girl, dirt, third, surf, purse, fern

Sound Pictures and Picture Puzzles

PA.035.AM2b

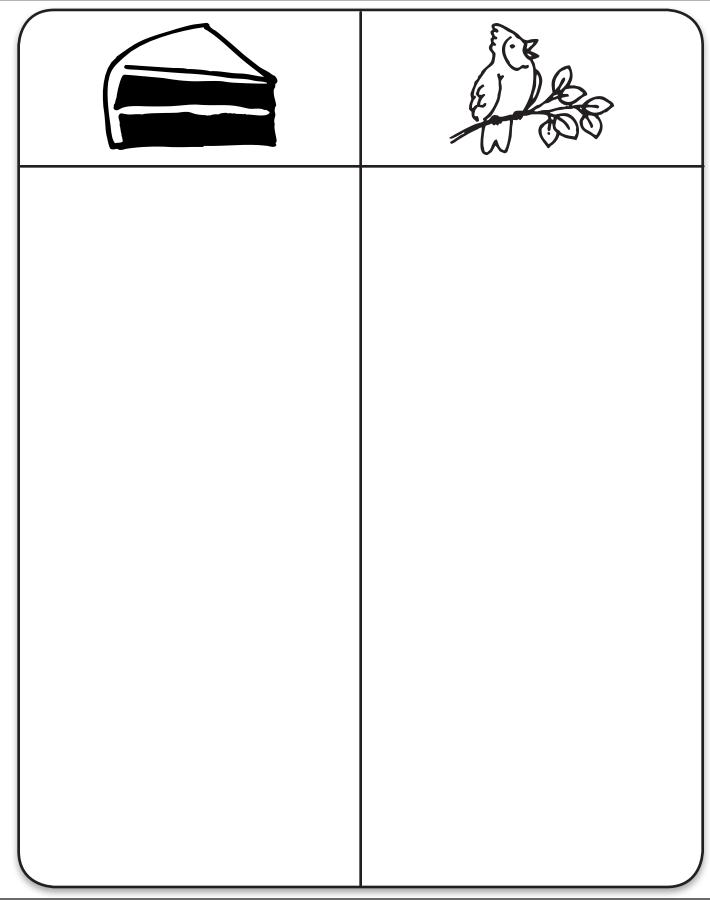


medial sound picture cards: rain, nail, mail, cane, pail, vase, rake, gate

## Name

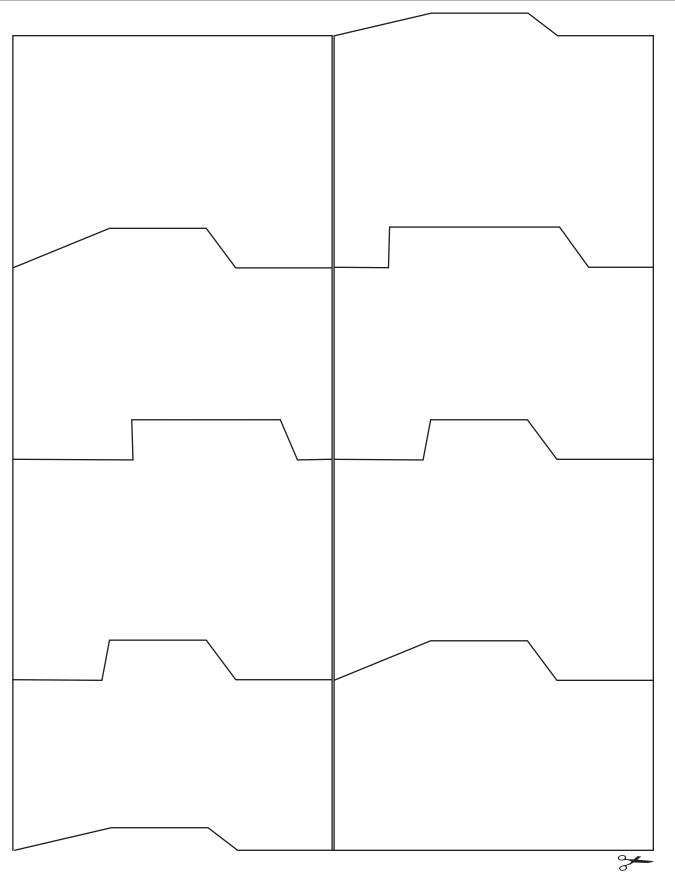
### PA.035.SS

### Sound Pictures and Picture Puzzles



### Sound Pictures and Picture Puzzles

PA.035.AM3



### blank puzzle pieces