

Phonemic Activities

Phoneme Level Activities

Sound Detective: Given a chosen phoneme, children listen for which word in a list contains that sound. Start by providing words that begin with the target sound. Once students become more confident, mix it up by add words that contain the phoneme in the middle or end of the word.

Sound Bingo: Teacher calls out a sound, children find pictures on their cards that represent a word with the same beginning sound.

I Spy!: Teacher finds an item in the classroom that begins with a target sound and says, "I spy something that begins with _____" Children guess which item the teacher spied.



Sound Hound: Played much like "Old Maid" but with picture cards with matching pairs of words that begin with the same sound and a "Sound Hound" card.

Sound Off!: Played like "War!"—two players, each with 20 picture cards. Each player turns over a card and counts the phonemes in the word pictured. The player with the most phonemes takes the pair. If the players have a picture with the same number of phonemes, they have a *SOUND OFF*. Each player places two cards face down, and a third face up. The players compare phonemes and the player with the word with the most phonemes takes all the cards. The game ends when one player ends up with all of the cards.

Syllable Level Activities

Chopping Syllables: Children use their hand as an axe and chop each "word part" in a multi-syllable word.

Counting Syllables: Students put dots underneath each syllable in a word. They then read the word out loud putting their finger on the dot as they pronounce it.



Highlighting Syllables: After reading a book to children, the teacher takes the children back through the book looking for words with a given number of syllables. Each word found is highlighted with highlight tape. This could be done with various number of syllables with various colours of tape.

Syllable Sorts: Children match picture cards to the number of syllables in the word represented.

Word Level Activities

Tapping Words: Children tap their foot once for each word in a sentence.

Silly Sentence Switching: Teacher reads a common passage to the students.

The teacher will substitute words or nonsensical sounds while reading and the students must identify each time this is done.

CLUMP!: Each child is provided a picture card that is half of a compound word. When the teacher says "Clump!" the children walk around the room looking for classmates who have words that will complete the compound word. They "clump" with these classmates.

Adding Attributes: A student draws a "mystery object" from a bag. S/he must then provide FIVE attributes describing the object.



Compound Concentration: Picture cards are placed face down on the table. Children take turns flipping one pair at a time, trying to match the compound words.

Sorting Game: Students are provided with a number of cards with pictures on them. They sort the cards according to the classification the teacher provides: rhyming words, same initial consonant, same number of syllables, completion of compound word.

Rhyming Activities

Word Toss: Child says a word and tosses a beanbag to a classmate. The classmate must create a rhyming word as the beanbag is caught.

Rhyming Pairs: Using a poem chart, teacher covers the second word in a rhyming pair and asks children to generate possible words to go in the blank.

Rhyming Memory: Picture cards are placed face down on the table. Children take turns flipping one pair at a time, trying to match the rhyming words.

Mix and Match: Students have two cards – initial consonant and end phoneme. They must find other students in the class that they can "mix and match" their cards with to produce a word. Each word is written on a chart to see how many words can be produced.

Rhyming Bingo: Children use bingo cards with pictures or words, teacher calls out words, children find words on their cards that rhyme.

Zany Rhyming Pairs: Students create crazy outrageous sentences using rhyming pairs. The object is to see who can come up with the craziest combination. ("The fat bat fell from because he could no longer fly in the sky.