

Phonological Awareness Activities

Word Level Activities

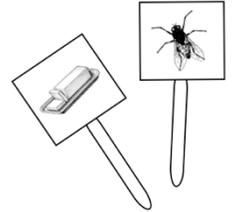
Hopping Words: Children hop once for each word in a sentence.

Counting Words: Using bead strings or tally marks on a page, children count the words in a sentence.

Silly Sentence Switching: Teacher says a sentence, first student changes one word in the sentence, second student switches a different word.

Adding Attributes: Using a picture or toy as the stimulus, each child adds a one-word attribute to the description.

Matchsticks: Each child is provided with a picture card that represents one word of a compound word. Child finds another child to combine words with to form a compound.



Syllable Level Activities

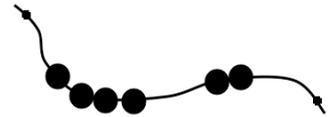
Clapping Syllables: Children clap once for each “word part” in a multi-syllable word.

Counting Syllables: Using bead strings or tally marks on a page, children count the syllables in a word.

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.

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

Junk Box Rock: Child chooses a toy from the “Junk Box” and then rocks hips back and forth while saying the name of the object one syllable at a time.



Onset-Rime Level Activities

Word Bird: Child says a word and tosses a beanbag to a classmate, who must generate a rhyming word.

CLUMPI! Each child is provided a picture card. When the teacher says “Clump!” the children walk around the room looking for classmates who have words that rhyme with theirs. They “clump” with these classmates.

Rime Graphing: Using the cards from the “Clump!” activity, children place their card in a pocket chart next to the phonogram for their word. The teacher can guide the children in determining which rimes are most important to know based on how many words it appears in.

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.

Alphabet Sponging: With wet sponges cut into alphabet shapes, children make lists of words in the same word family on construction paper.

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.

Croak: Children draw cards with words or pictures from a container. They must generate a rhyming word or put the card back in the container. Mixed in with the other words are some “Croak” cards. When a child draws a “croak” card, he or she must put all cards back in the container.



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

Phoneme Level Activities

Sound Detective: Given a target phoneme, children listen for which word in a list contains that sound. Start this activity by providing words that begin with the target sound. Add words that contain the word in the medial or final position.

Sound Play: Children practice inserting or deleting individual sounds to words to form new words. (Inserting—“Say cat. Now add a /s/ to the end of cat. Deleting—“Say Mike. Now say Mike without saying /k/.”)

Counting Sounds: Children use bead strings to count individual phonemes within a given 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.

Sound Board Games: Child draws a picture card and moves the number of spots indicated by the number of phonemes in the word represented.

Robbie the Robot: Children converse with a “robot”—the catch is that the robot can only say words and can only understand words when they are said one sound at a time.

