

PA.032

Phoneme Matching

One Card Out



Objective

The student will match initial sounds in words.



Materials

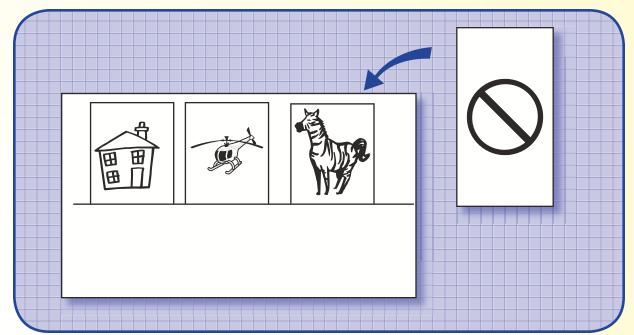
- ▶ Matching initial sound picture cards (Activity Master PA.032.AM1a PA.032.AM1e) Cut all cards apart.
- Card (Activity Master PA.032.AM2) Make two copies.
- Pocket chart
- Paper
- Crayons



Activity

Students place the O card over the picture that does not share the same initial sound.

- 1. Display picture cards on the pocket chart in groups of three. (Each row will have two pictures with matching initial sounds and one odd.)
- 2. The student states the names of the pictures in a given row and determines each initial sound.
- 3. Places the O card over the picture that does not have the same initial sound as the other two cards.
- 4. Illustrates five pairs of the matching initial sound pictures.
- 5. Teacher evaluation

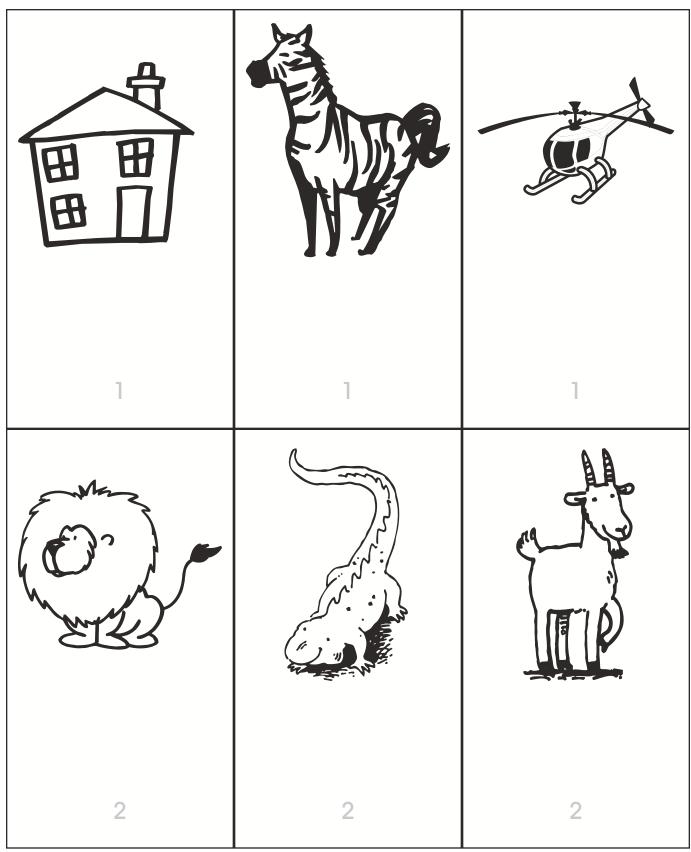




Extensions and Adaptations

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

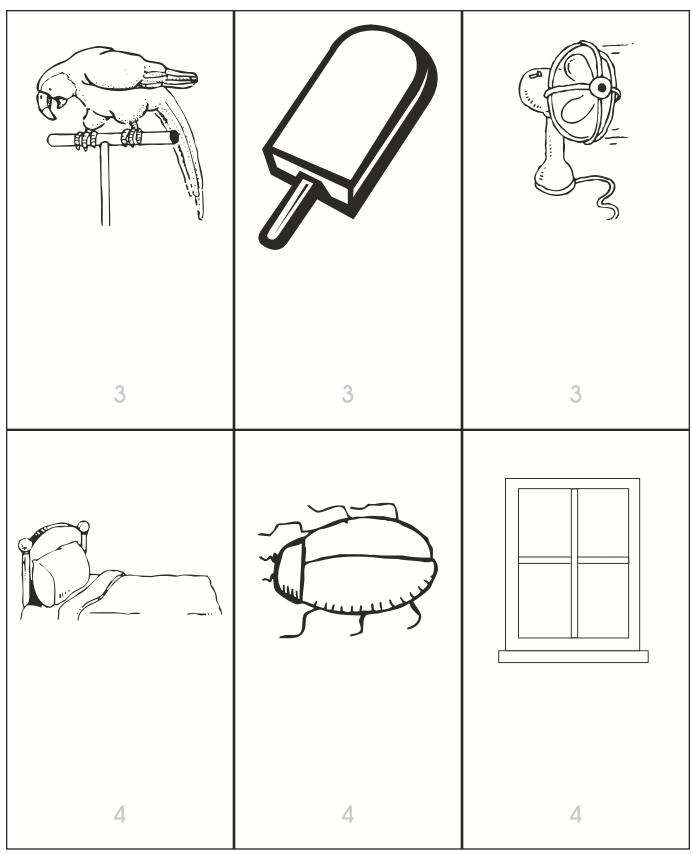
One Card Out PA.032.AMIa



house, zebra, helicopter, lion, lizard, goat

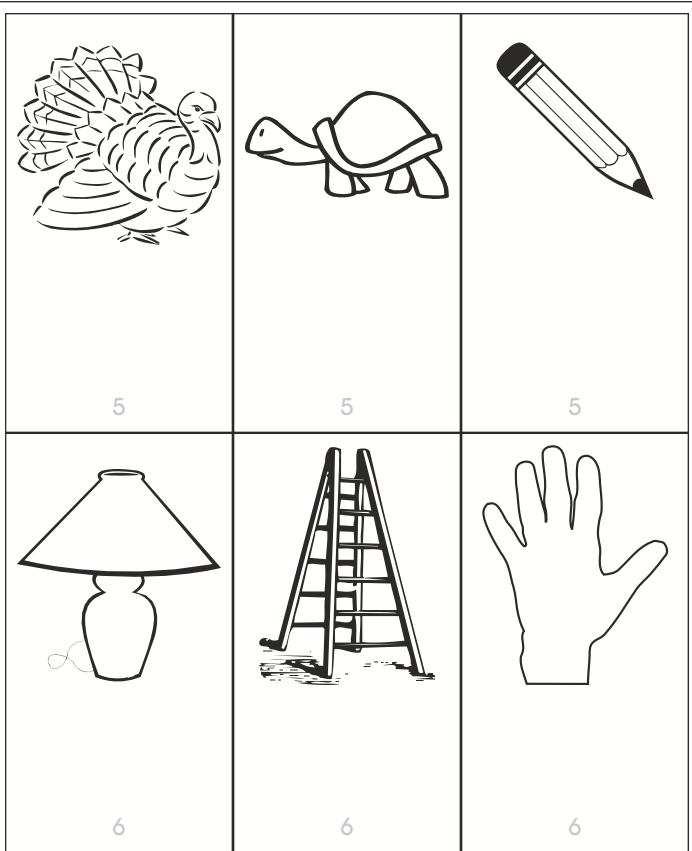


PA.032.AMIb One Card Out



parrot, popsicle, fan, bed, bug, window

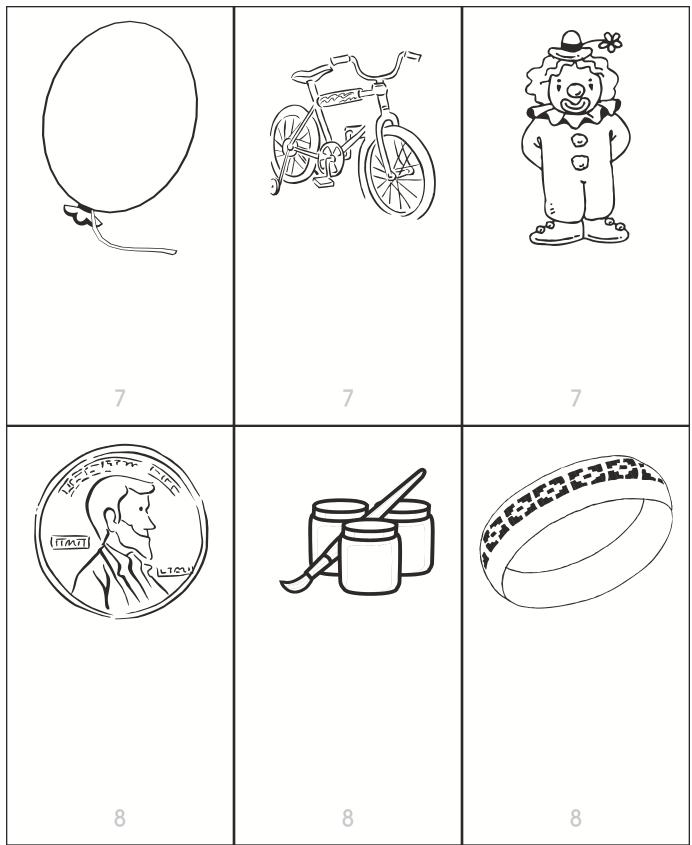
One Card Out PA.032.AMIc



turkey, turtle, pencil, lamp, ladder, hand



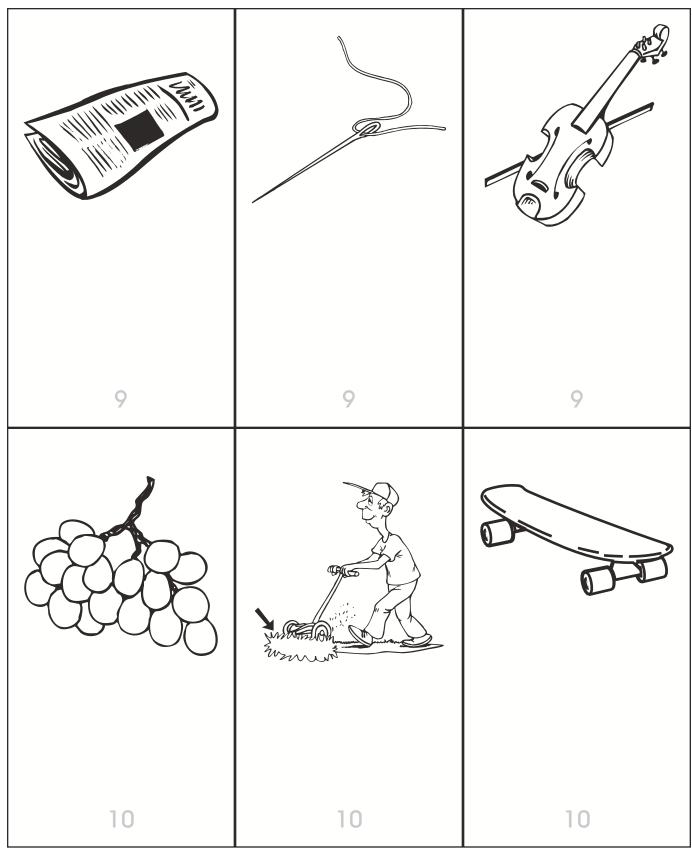
PA.032.AMId One Card Out



balloon, bicycle, clown, penny, paint, bracelet



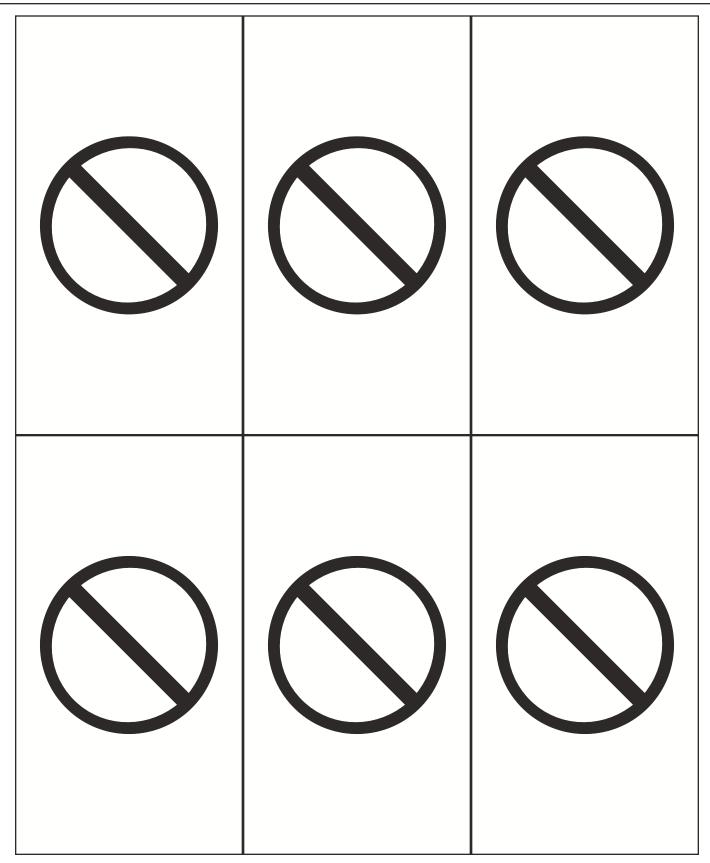
One Card Out PA.032.AMIe



newspaper, needle, violin, grapes, grass, skateboard



PA.032.AM2 One Card Out





Phoneme Matching

PA.033

Sound Snacker - Sound Smacker



Objective

The student will match initial sounds in words.



Materials

Construction paper

Make two "funny 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 funny face to the front of each container.
- Sound objects or pictures (Activity Master PA.033.AM1a PA.033.AM1c)
- Choose a target picture for the "sound snacker."
- Basket

Place objects or pictures in the basket.

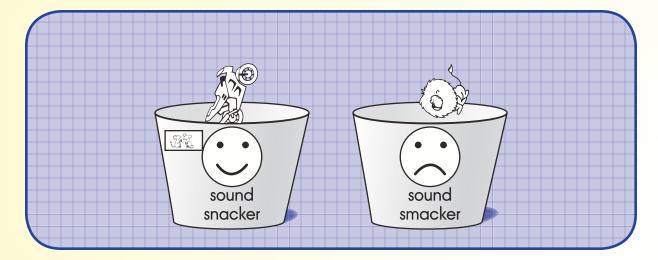
- Crayons, colored pencils, or markers



Activity

Students sort objects by initial sounds into containers.

- 1. Place the sorting containers and basket of objects at the center.
- 2. Working in pairs, students take turns selecting objects from the basket.
- 3. Sort target sound objects into the "Sound Snacker" and non-target sounds into the "Sound Smacker."
- 4. Continue until all the objects in the basket are sorted.
- 5. Illustrate the target sound objects.
- 6. Teacher evaluation



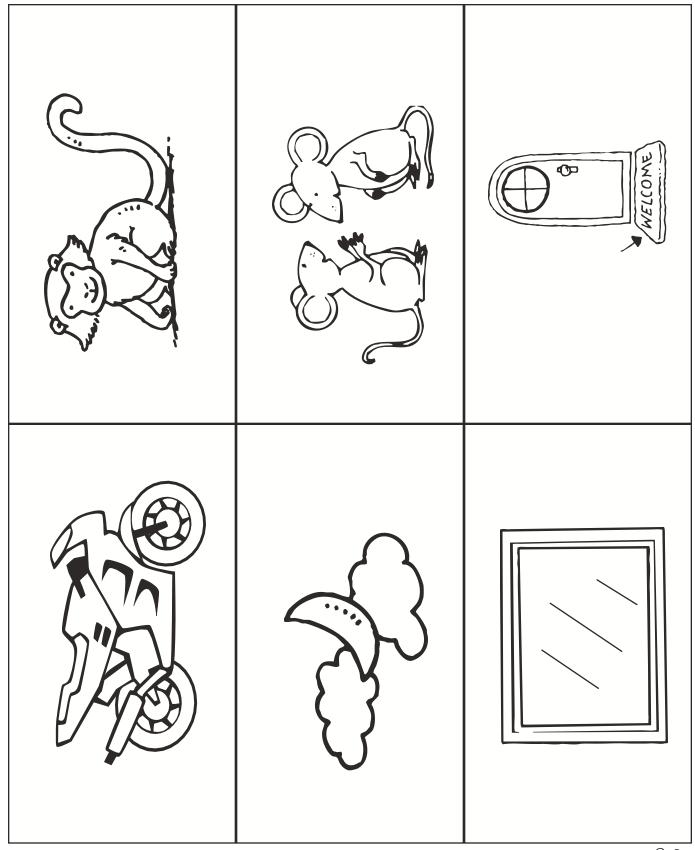


Extensions and Adaptations

- Use other target sound objects.
- Sort objects that do and do not rhyme.
- Sort words by number of letters.
- Sort words and sentences.

PA.033.AMIa

Sound Snacker - Sound Smacker

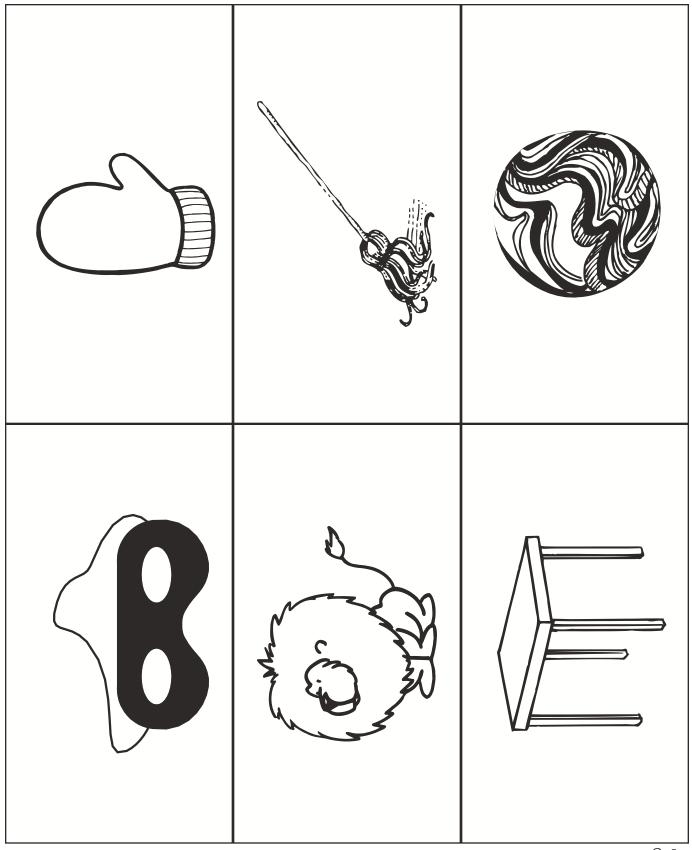


monkey, mice, mat, motorcycle, moon, mirror



Sound Snacker - Sound Smacker

PA.033.AMIb

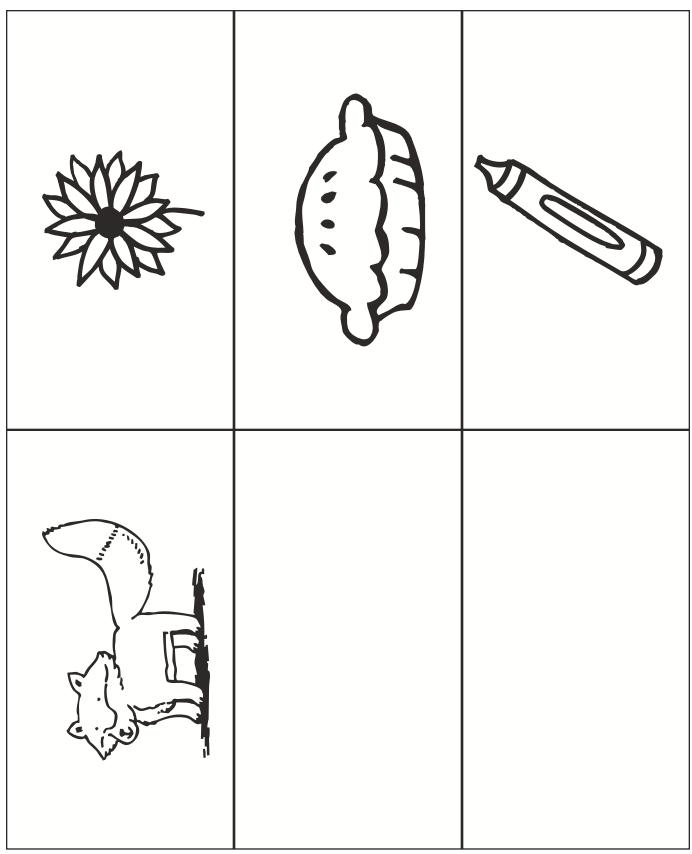


mitten, mop, marble, mask, lion, table



PA.033.AMIc

Sound Snacker - Sound Smacker



flower, pie, crayon, fox





Phoneme Matching

PA.034

Hoop It!



Objective

The student will match initial sounds in words.



Materials

Small basketball hoops

Place on suction cups or use paper plates with center cut out and mesh vegetable bags attached. Make two. Label one hoop with a picture that represents the target sound, and the other hoop with a \mathbb{O} (not the same as the target sound).

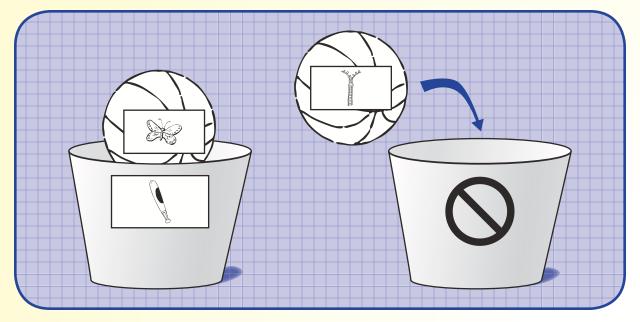
- Baskets
- ▶ Paper basketballs (Activity Master PA.034.AM1) Copy the Activity Master on orange construction paper and cut out.
- Initial sound pictures (Activity Master PA.034.AM2a PA.034.AM2c) Choose a target /b/ picture for one of the basketball hoops. Cut and glue pictures to the paper basketballs.
- Card (Activity Master PA.034.AM3)



Activity

Students sort labeled paper basketballs by initial sounds into hoops.

- 1. Attach the two basketball hoops side by side to a door or bulletin board and place a small basket under each hoop.
- 2. Taking turns, students sort the pictures by initial sounds into the labeled hoops.
- 3. Continue until all the pictures are sorted.
- 4. Peer evaluation

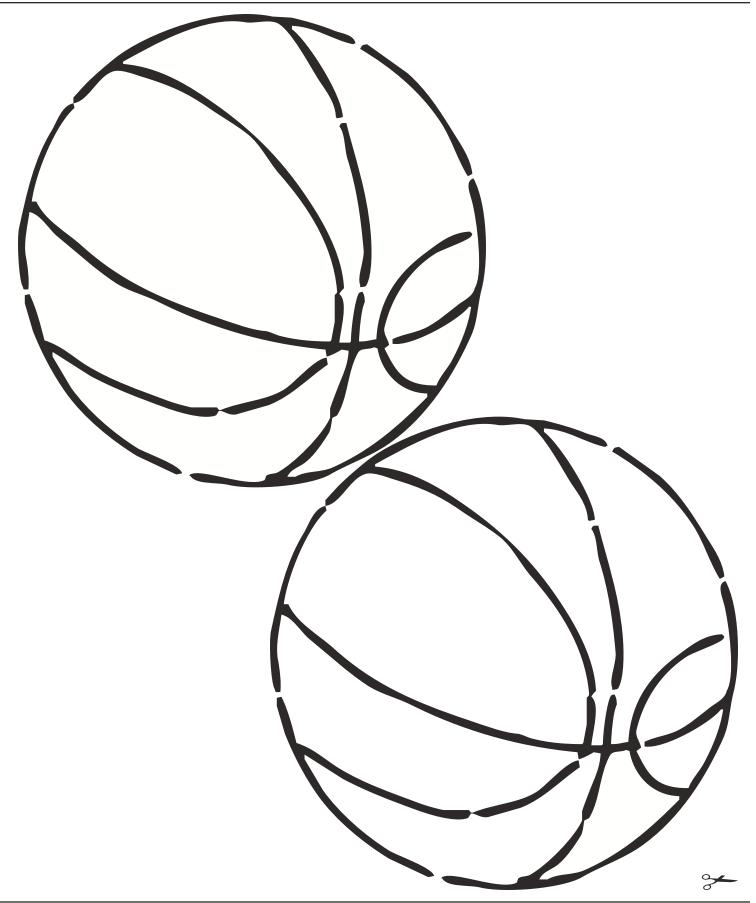




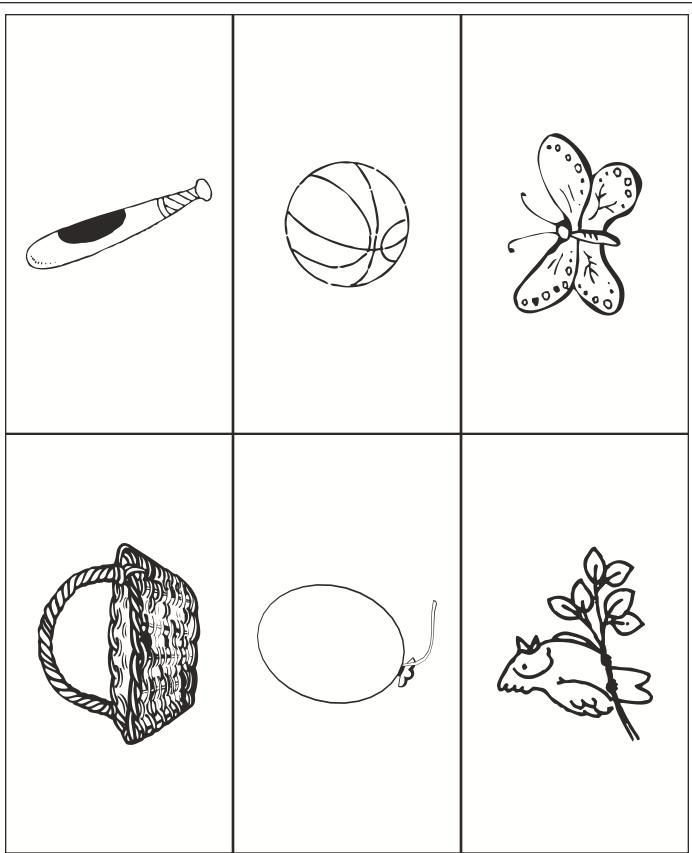
Extensions and Adaptations

- ▶ Use other target sound picture cards (Activity Master P.LSC-I.1 P.LSC-I.22).
- Sort medial and final target sound pictures (Activity Master P.LSC-M.1 P.LSC-M.13 and P.LSC-F.1 - P.LSC-F.16).

PA.034.AMI Hoop It!



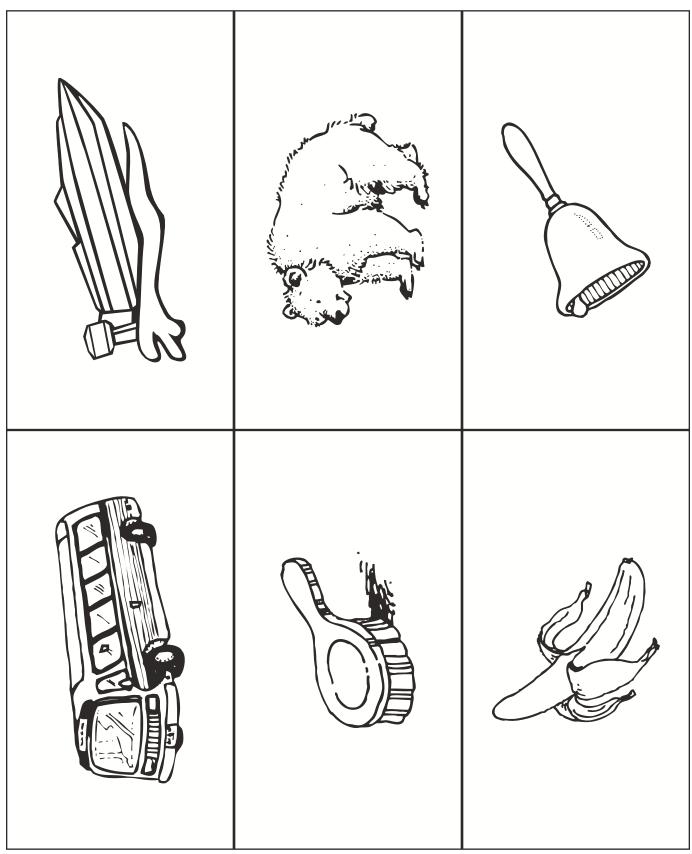
Hoop It! PA.034.AM2a



bat, ball, butterfly, basket, balloon, bird



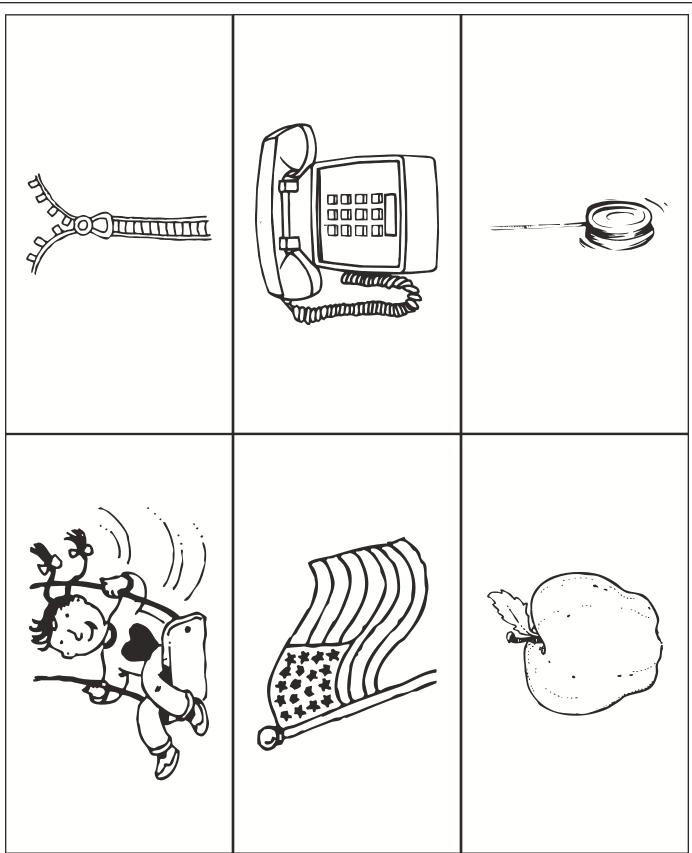
PA.034.AM2b Hoop It!



boat, bear, bell, bus, brush, banana



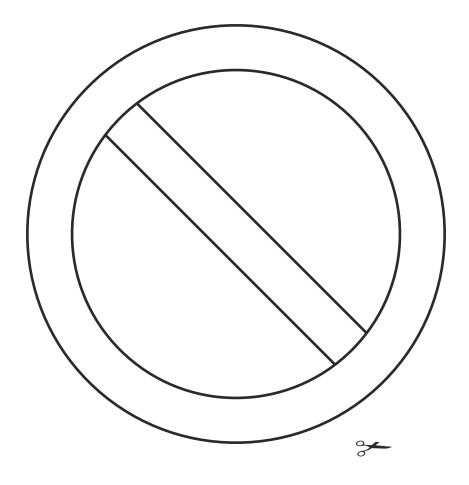
Hoop It! PA.034.AM2c



zipper, telephone, yo-yo, swing, flag, apple



PA.034.AM3 Hoop It!





Phoneme Matching

PA.035

Sound Train



Objective

The student will match initial sounds in words.



Materials

- Target and non-target sound objects or picture cards (Activity Master PA.035.AM1a - PA.035.AM1c) Choose a /t/ target sound for the train engine.
- Basket

Place all objects in the basket.

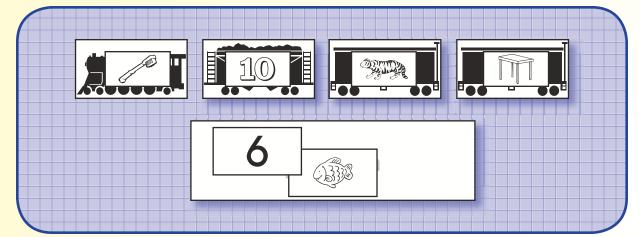
- Sound Train engine and caboose (Activity Master PA.035.AM2a)
- Sound Train cars (Activity Master PA.035.AM2b) Copy five times.
- Construction paper Use as the platform.
- Paper
- Crayons or markers



Activity

Students match initial sounds of objects to target sound picture on the sound train.

- 1. Place the train and basket of objects on a flat surface. Place the target sound picture on the train engine.
- 2. Students say the initial sound of the target picture.
- 3. Taking turns, students choose objects from the basket.
- 4. Place each object that begins with the target sound on a car.
- 5. Place objects that do not begin with the target sound on the platform.
- 6. Illustrate objects placed on the sound train.
- 7. Peer evaluation

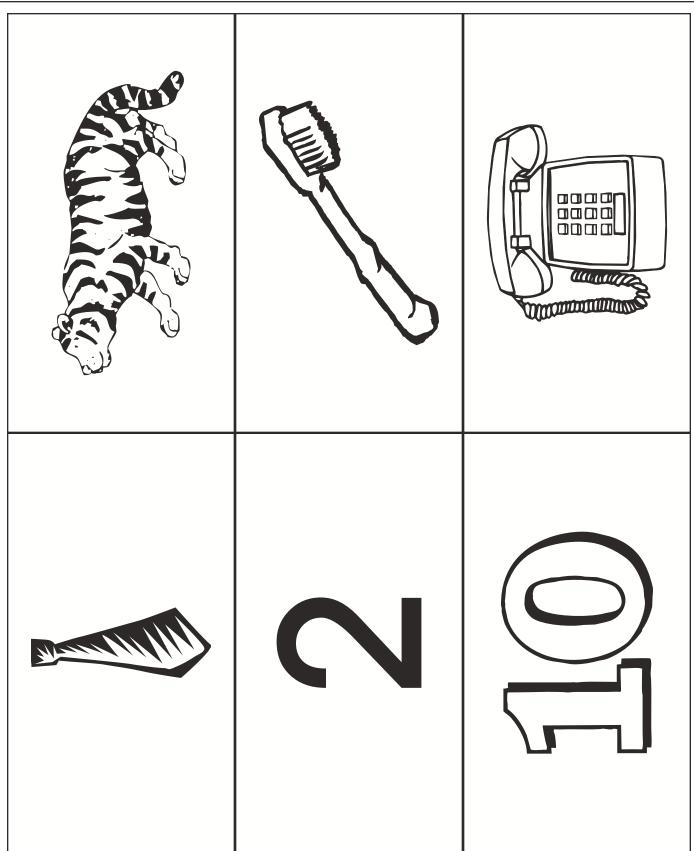




Extensions and Adaptations

- Use blends or digraphs for target sounds.
- Use final or medial picture cards (Activity Master PLSC-M.1 PLSC-M.13 and P.LSC-F.1 - P.LSC-F.16).

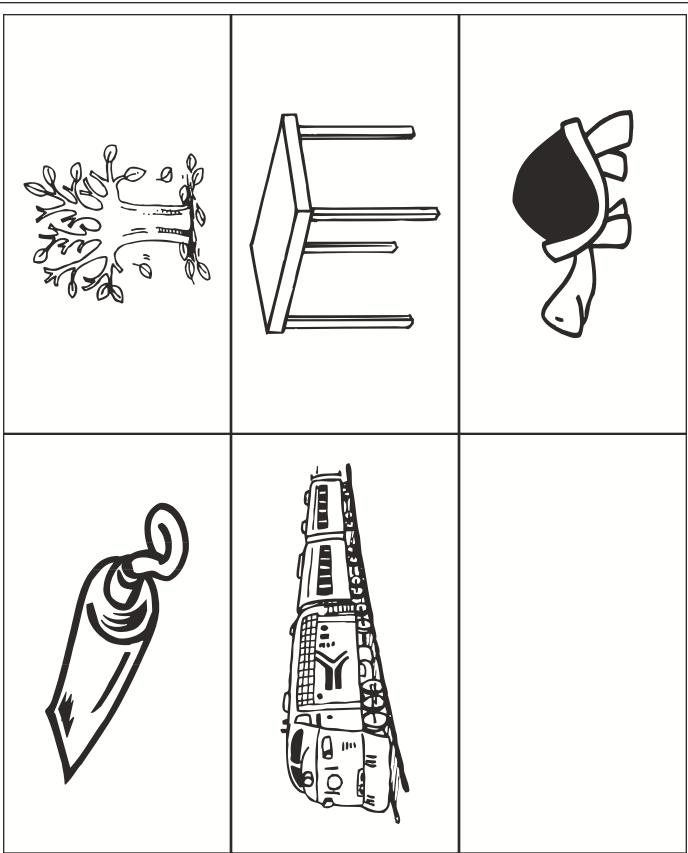
PA.035.AMIa Sound Train



tiger, toothbrush, telephone, tie, two, ten



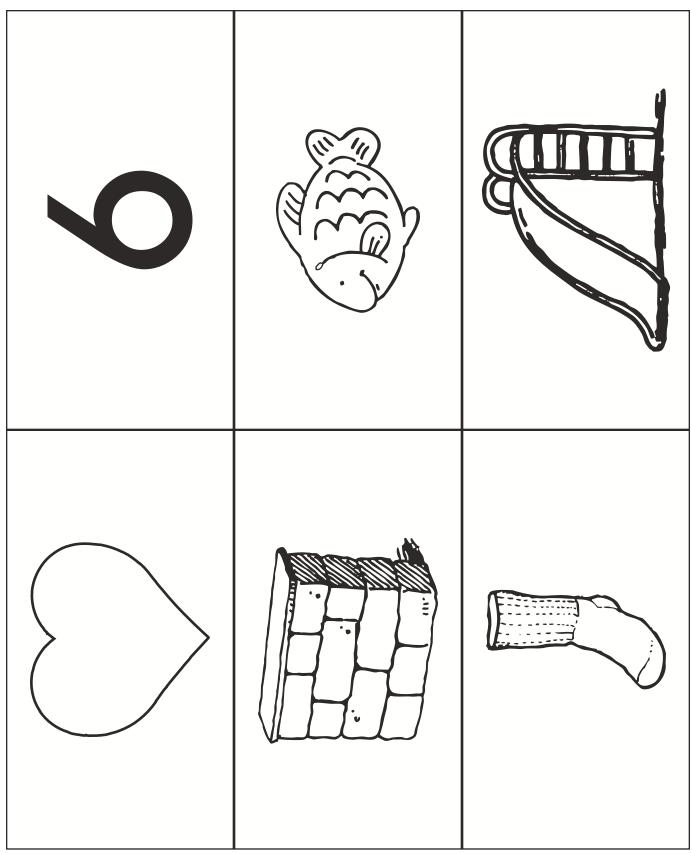
Sound Train PA.035.AMIb



tree, table, turtle, toothpaste, train

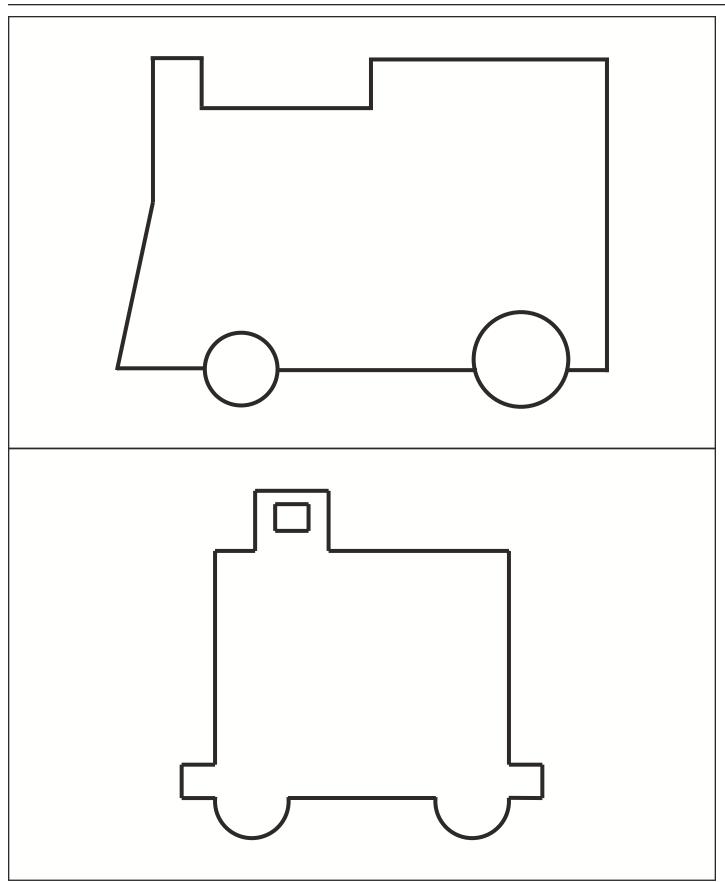


PA.035.AMIc Sound Train

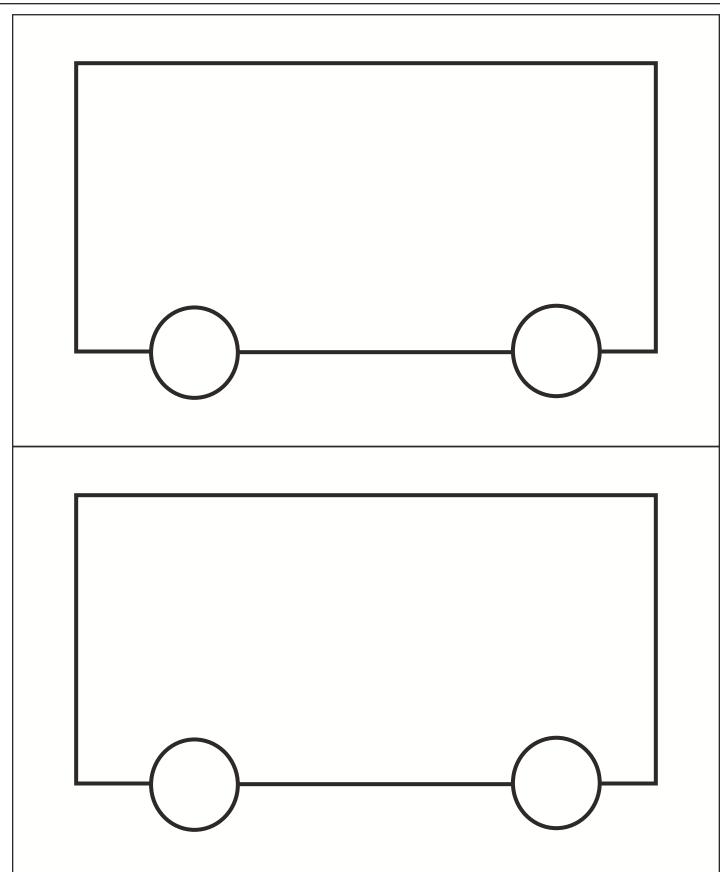


six, fish, slide, heart, wall, sock

Sound Train PA.035.AM2a



PA.035.AM2b Sound Train





Phoneme Matching

PA.036

Sound Discovery



Objective

The student will match initial sounds in words.



Materials

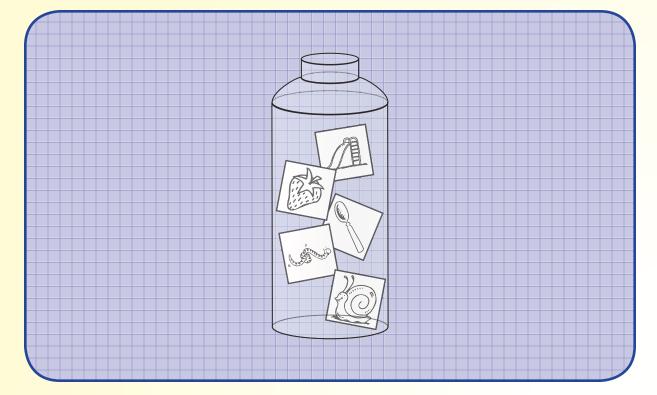
- Clear plastic "discovery" bottle Attach the target /s/ picture card.
- ▶ Small initial sound picture cards (Activity Master PA.036.AM1) Copy, glue, and cut the picture cards. Place inside the bottle and glue the bottle cap closed.
- Paper
- Crayons, markers, or pencils



Activity

Students examine a "discovery" bottle and illustrate target sound pictures.

- 1. Place the bottle, paper, and crayons on a flat surface.
- 2. Student examines the bottle contents, turning the bottle to identify target sound pictures.
- 3. Draws a picture of five or more of the target sound items.
- 4. Teacher evaluation



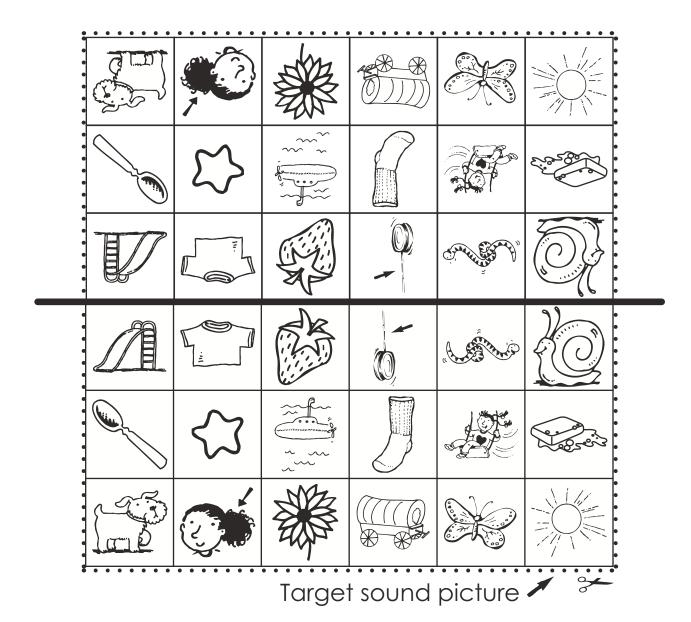


Extensions and Adaptations

- ▶ Make a final sound bottle (Activity Master PA.036.AM2).
- Make a variety of sound bottles using other target sounds.
- Use small objects.

PA.036.AMI

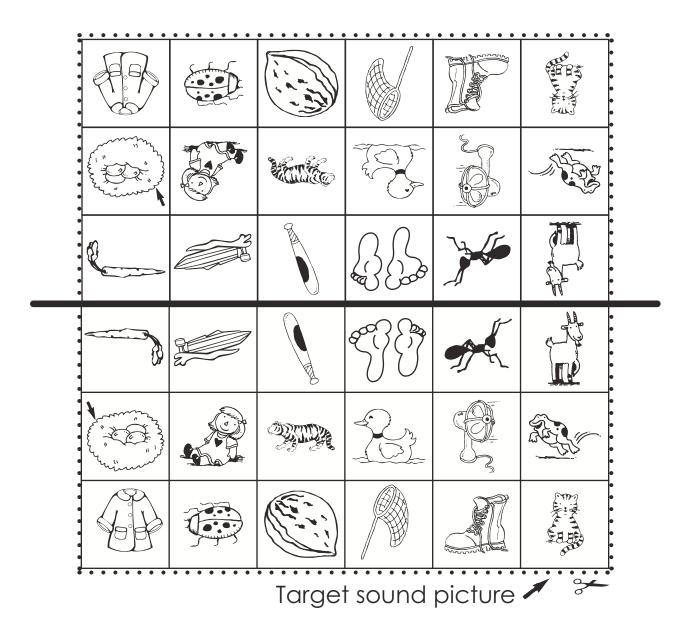
Sound Discovery



- 1. Copy the Activity Master.
- 2. Cut out the picture grid on the dotted line.
- 3. Fold the two sets of pictures on the bold line.
- 4. Glue pages back to back.
- 5. Cut the squares apart.
- 6. Place in the bottle.

Sound Discovery

PA.036.AM2



- 1. Copy the Activity Master.
- 2. Cut out the picture grid on the dotted line.
- 3. Fold the two sets of pictures on the bold line.
- 4. Glue pages back to back.
- 5. Cut the squares apart.
- 6. Place in the bottle.



PA.037

Phoneme Matching

Pack – A – Backpack



Objective

The student will match initial sounds in words.



Materials

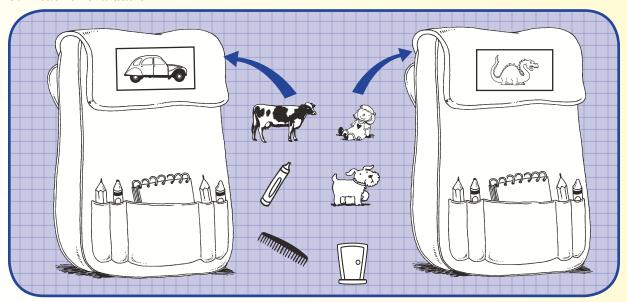
- ▶ Backpack (Activity Master PA.037.AM1) Make two copies on card stock and laminate.
- ▶ Target sound objects or picture cards (Activity Master PA.037.AM2a PA.037.AM2c) If using objects copy Activity Masters for target sounds.
- Backpack student sheet (Activity Master PA.037.SS)
- Basket
 - Place objects or cards in the basket.
- Crayons or markers



Activity

Students match initial sounds of objects to target pictures on the backpacks.

- 1. Place a target sound picture card on each backpack (/k/ and /d/). Place backpacks and basket of initial sound objects at the center. Provide each student with a student sheet.
- 2. Taking turns, students select one item in the basket, identify it, say the initial sound (e.g., car, /k/).
- 3. Place item on the backpack with the picture that has the corresponding initial sound.
- 4. Continue until all items are placed.
- 5. Illustrate the target sound objects on the student sheet.
- 6. Teacher evaluation



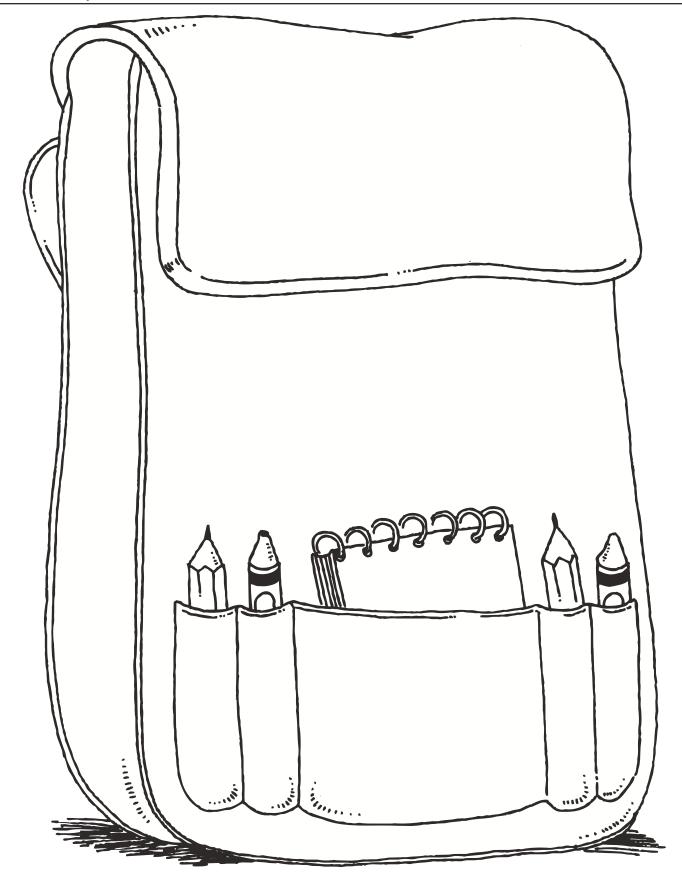


Extensions and Adaptations

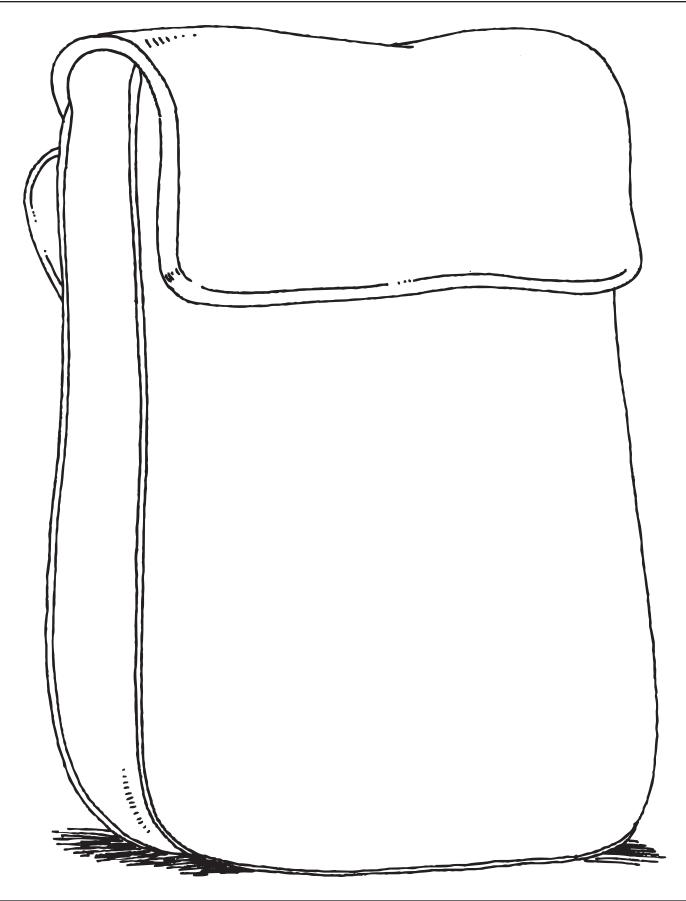
- Use real backpack.
- Label the pictures.
- Add non-target sound pictures or objects.
- Use other target sound picture cards (Activity Master P.LSC-I.1 P.LSC-I.22, P.LSC-M.1 - P.LSC-M.13, and P.LSC-F.1 - P.LSC-F.16)

Pack - A - Backpack

PA.037.AMI

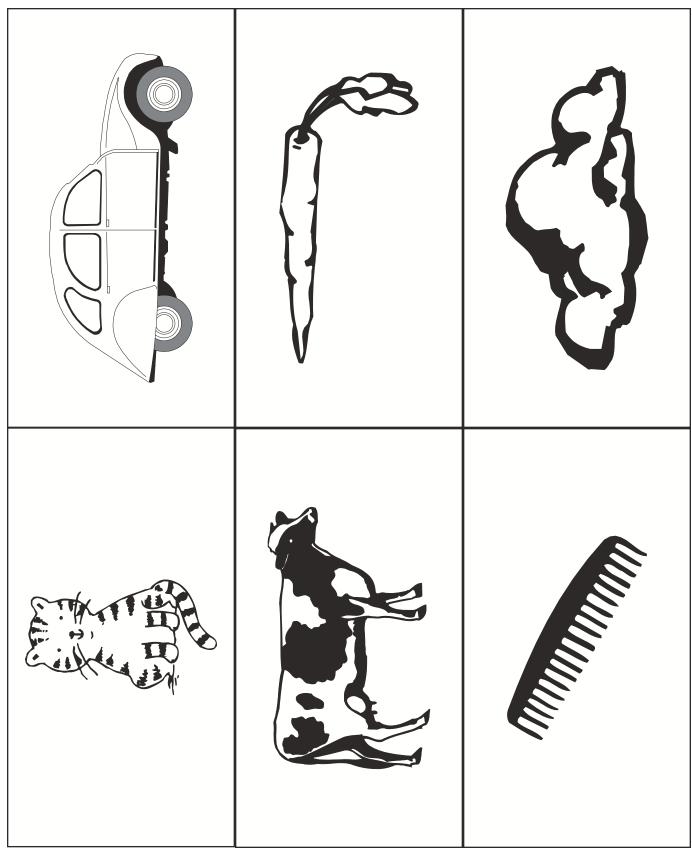


PA.037.SS



Pack - A - Backpack

PA.037.AM2a

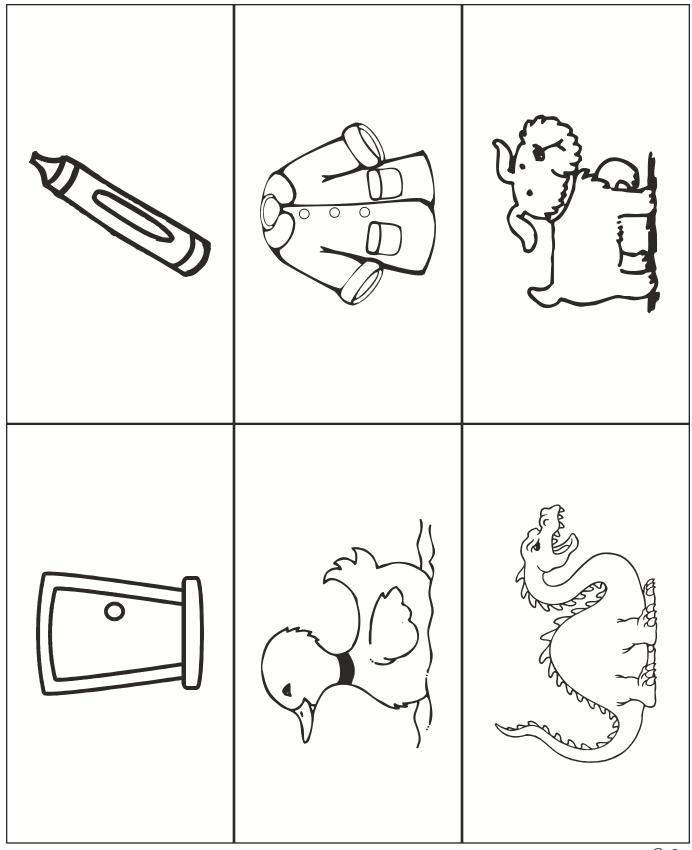


car, carrot, cloud, cat, cow, comb



PA.037.AM2b

Pack – A – Backpack

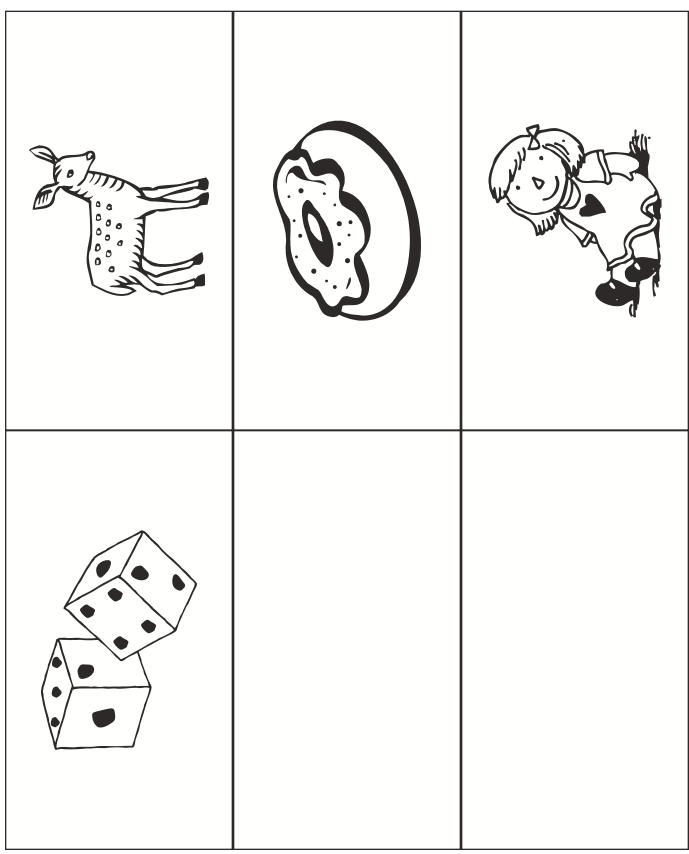


crayon, coat, dog, door, duck, dragon



Pack - A - Backpack

PA.037.AM2c



deer, donut, doll, dice





PA.038

Phoneme Matching

Sound Pictures and Picture Puzzles



Objective

The student will match initial sounds in words.



Materials

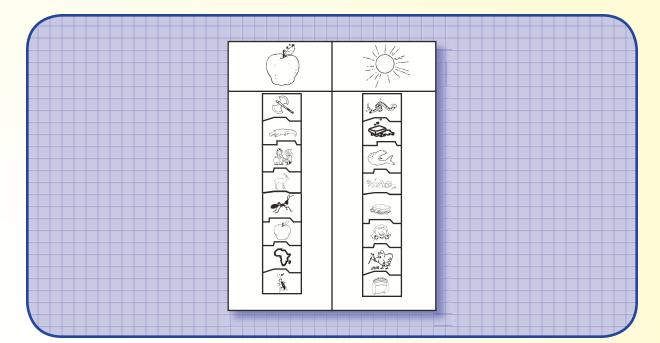
- ▶ Target initial sound pictures (Activity Master PA.038.AM1) Headings for T-chart
- Sound puzzles (Activity Master PA.038.AM2a PA.038.AM2b) Copy on card stock and cut into individual pictures.
- ▶ T-chart Make on large poster board.
- ▶ Student sheet (Activity Master PA.038.SS)



Activity

Students sort and assemble picture sound puzzles.

- 1. Place the T-chart on the table with the initial sound pictures at the top. Scatter the pieces of the initial sound puzzles around the chart.
- 2. Students sort the initial sound puzzle pictures on the T-chart (e.g., the /a/ on the left and the /s/ on the right).
- 3. Assemble each puzzle and place under the corresponding target sound picture.
- 4. Illustrate five /a/ and five /s/ initial sound pictures on the student sheet.
- 5. Teacher evaluation



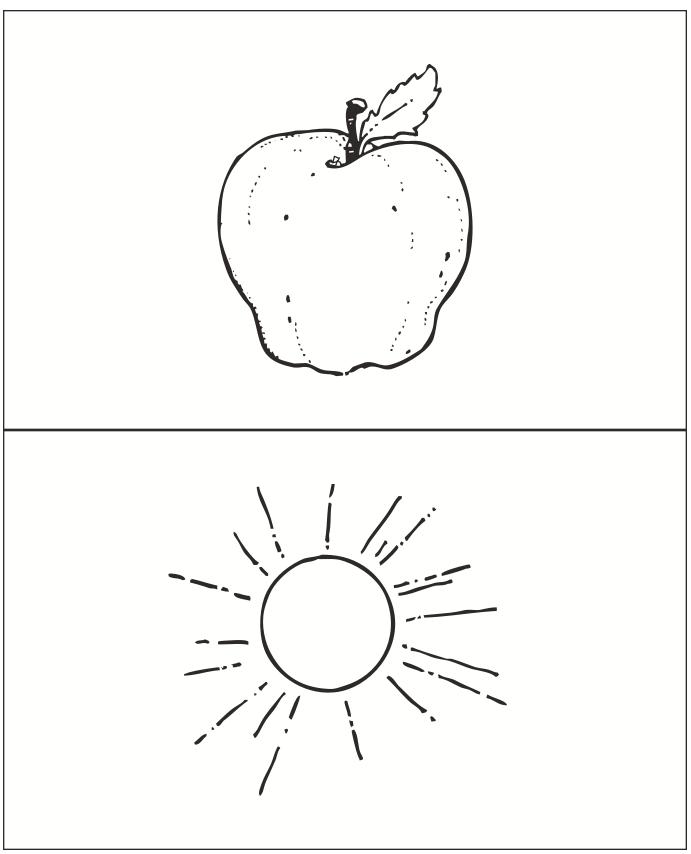


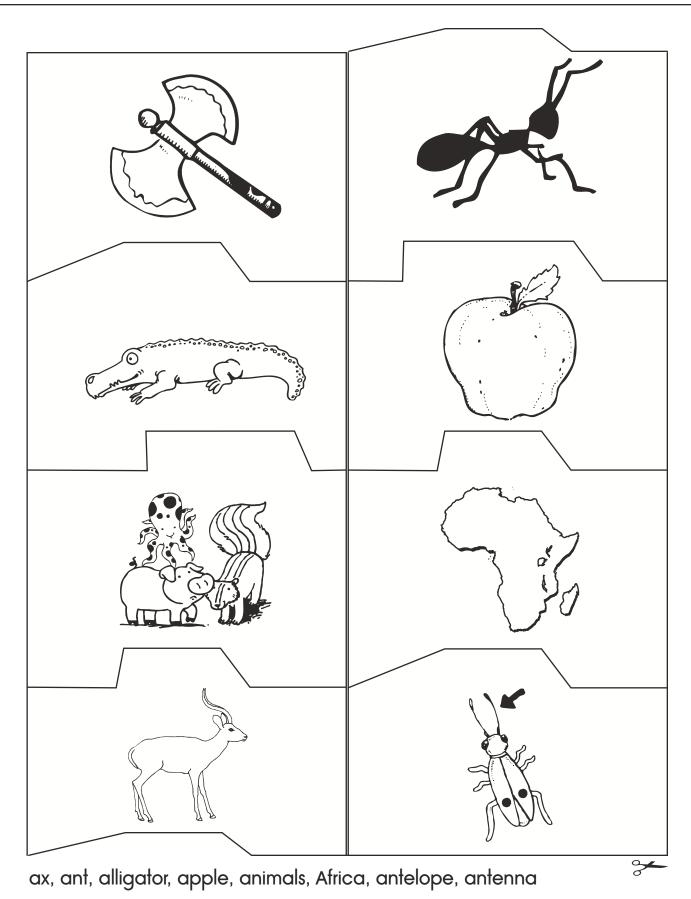
Extensions and Adaptations

- Draw additional pictures to match each target sound.
- Make other target sound pictures and puzzles to match.

Sound Pictures and Picture Puzzles

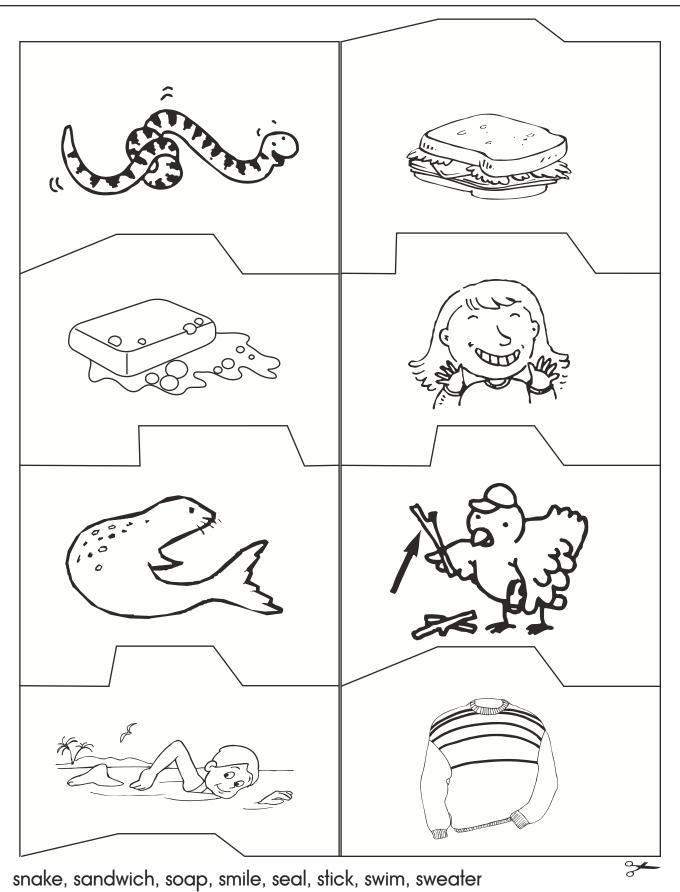
PA.038.AMI





Sound Pictures and Picture Puzzles

PA.038.AM2b



_	PA.038.SS	Sound Pictures and Picture Puzzles



Phoneme Matching

PA.039

Sound Bags



Objective

The student will match initial sounds in words.



Materials

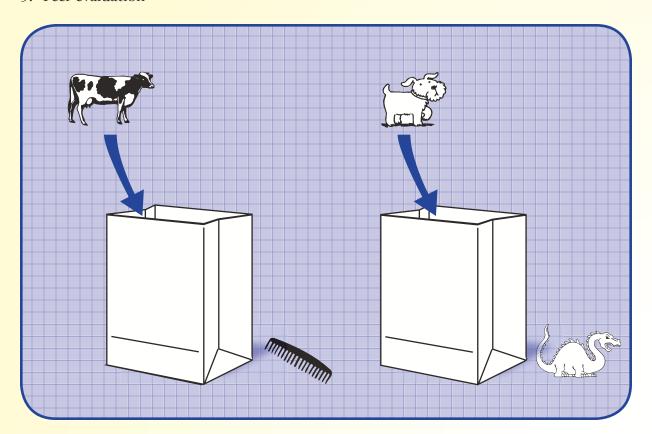
- Pairs of objects with the same initial sounds
- Small paper bags



Activity

Students place objects with the same initial sound in bags.

- 1. Place one bag for each pair of objects at the center. Put one object from each pair in a bag. Place remaining objects at the center.
- 2. Taking turns, student one pulls out an object, names it, and determines the initial sound.
- 3. Student two then finds the object on the table that has the matching initial sound and places them together in the bag.
- 4. When all the objects are paired in the bags, the students may walk the room as partners to find other objects for their bags (like a scavenger hunt).
- 5. Peer evaluation





Extensions and Adaptations

- Play using medial or final sounds.
- Match objects to letters on the bags by initial sounds.



PA.040

Phoneme Matching

Object-Initial Sound Matching



Objective

The student will match initial sounds in words.



Materials

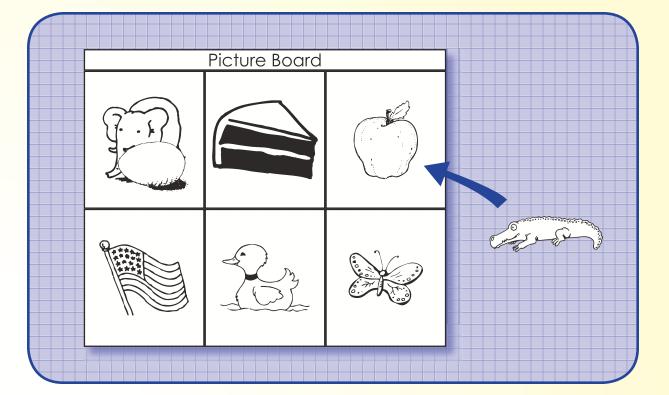
- Picture boards (Activity Master PA.040.AM1a PA.040.AM1e)
- Initial sound objects (A-Z) or picture cards (Activity Master PA.040.AM2a PA.040.AM2b) Place objects or picture cards in a basket.
- Dry-erase board or paper
- Dry-erase markers or markers



Activity

Students match the initial sound of objects to a picture board.

- 1. Place initial sound picture boards and basket of objects on a flat surface.
- 2. Taking turns, students choose objects from the basket.
- 3. Place the object on corresponding initial sound picture.
- 4. Continue until all the pictures are matched with an object.
- 5. Illustrate initial sound matches on marker board.
- 6. Teacher evaluation



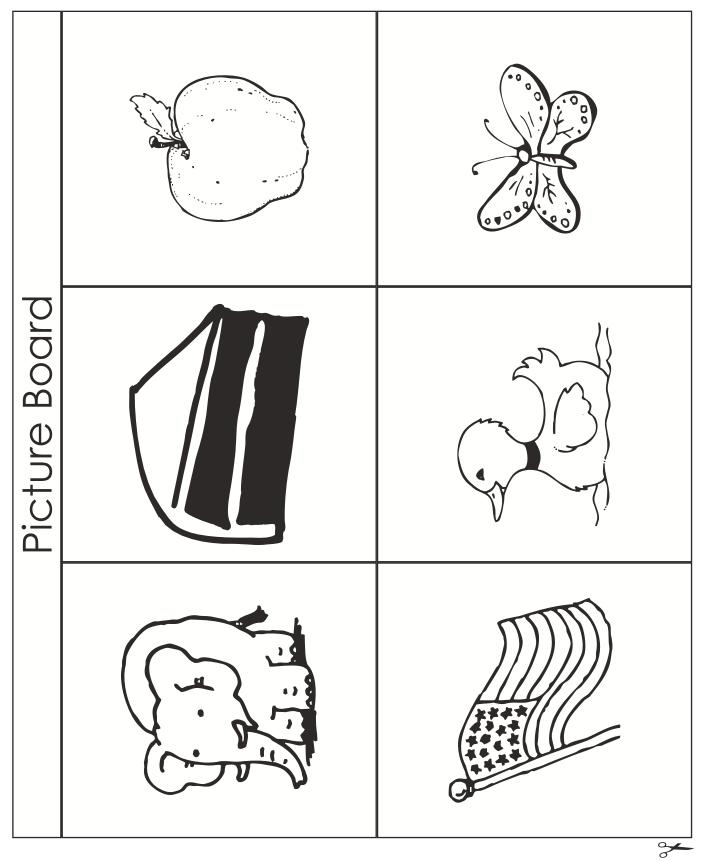


Extensions and Adaptations

- Label the objects.
- Match foam or plastic letters to pictures.

Object - Initial Sound Matching

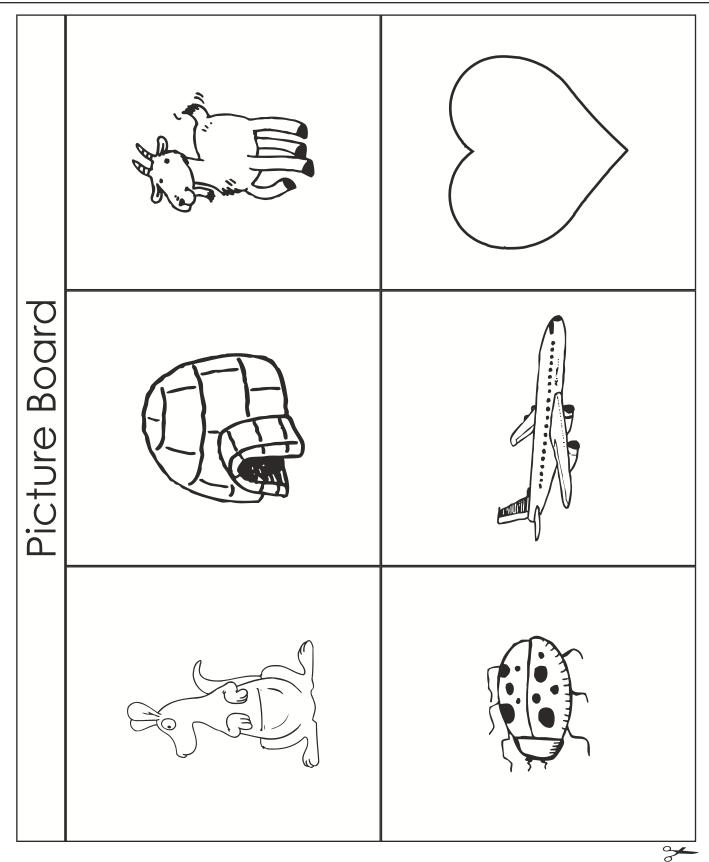
PA.040.AMIa



apple, butterfly, cake, duck, elephant, flag

PA.040.AMIb

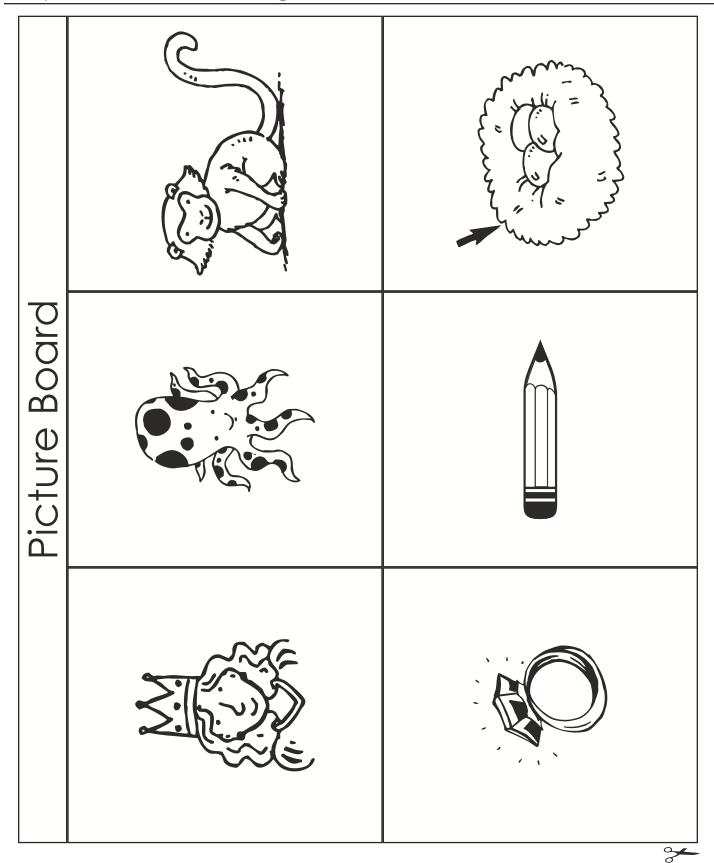
Object - Initial Sound Matching



goat, heart, igloo, jet, kangaroo, ladybug

Object - Initial Sound Matching

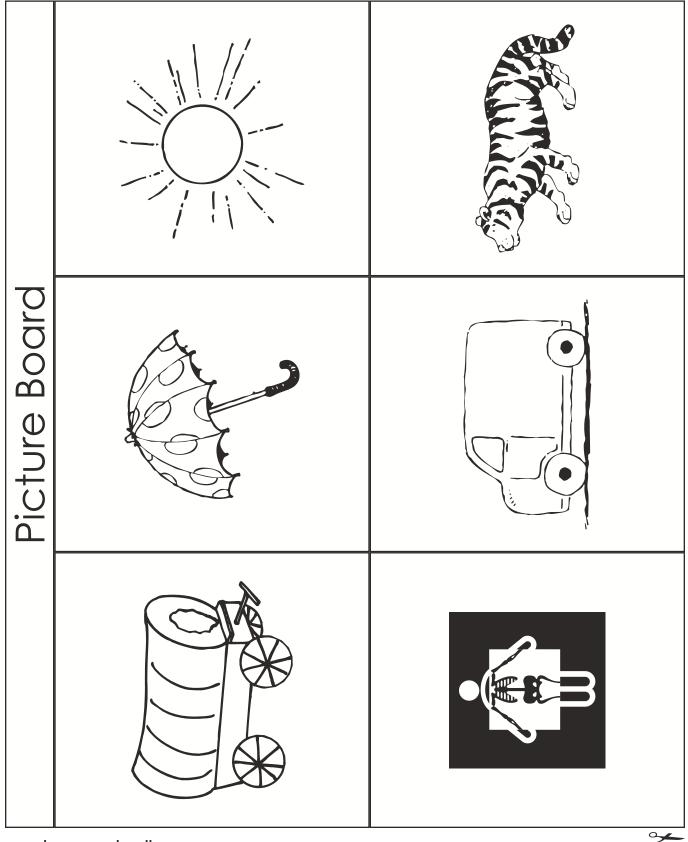
PA.040.AMIc



monkey, nest, octopus, pencil, queen, ring

PA.040.AMId

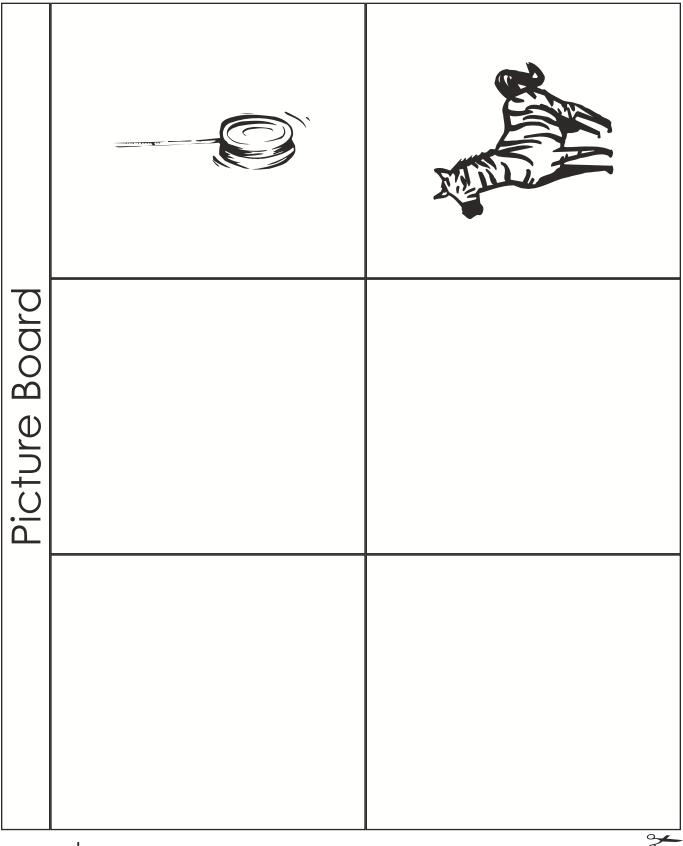
Object - Initial Sound Matching



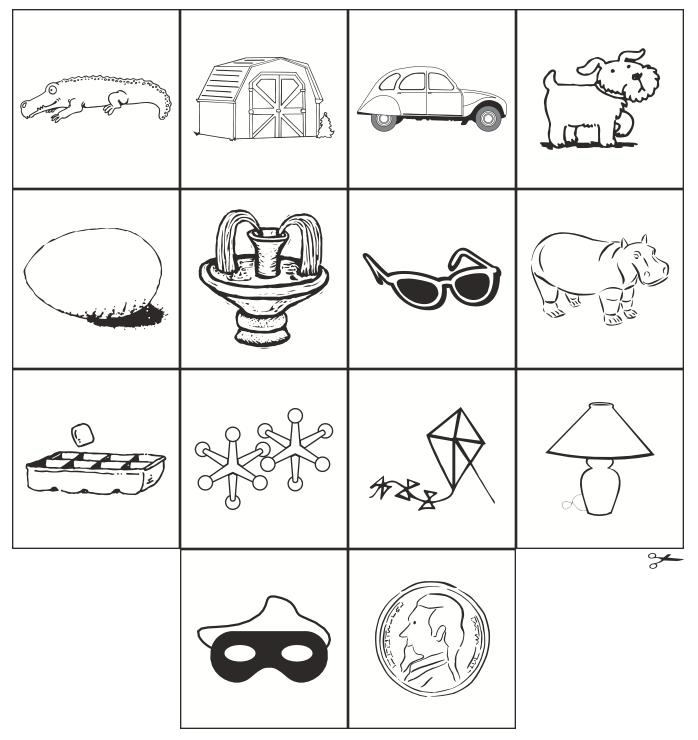
sun, tiger, umbrella, van, wagon, x-ray

Object - Initial Sound Matching

PA.040.AMIe

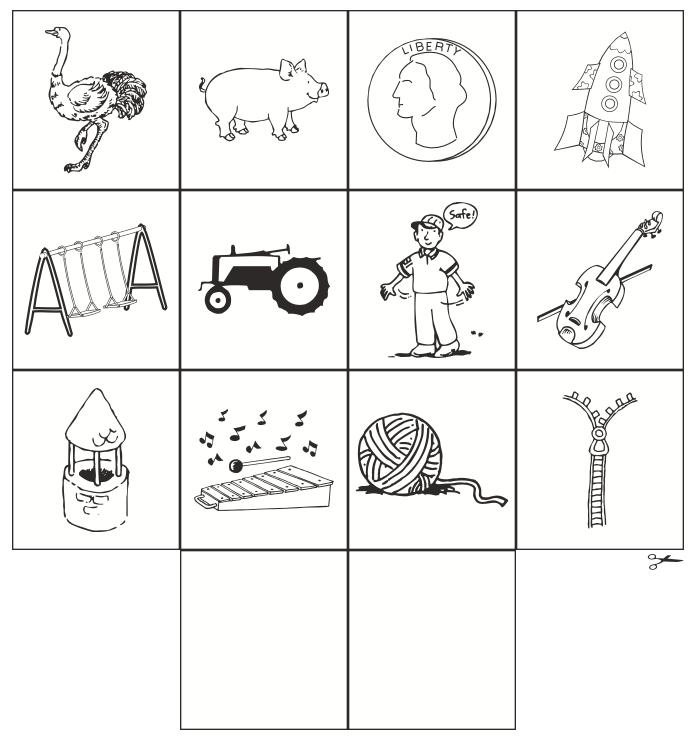


yo-yo, zebra



alligator, barn, car, dog, egg, fountain, glasses, hippopotamus, ice, jacks, kite, lamp, mask, nickel

PA.040.AM2b



ostrich, pig, quarter, rocket, swing, tractor, umpire, violin, well, xylophone, yarn, zipper



PA.041

Phoneme Matching

Sound It - Bag It



Objective

The student will match initial sounds in words.



Materials

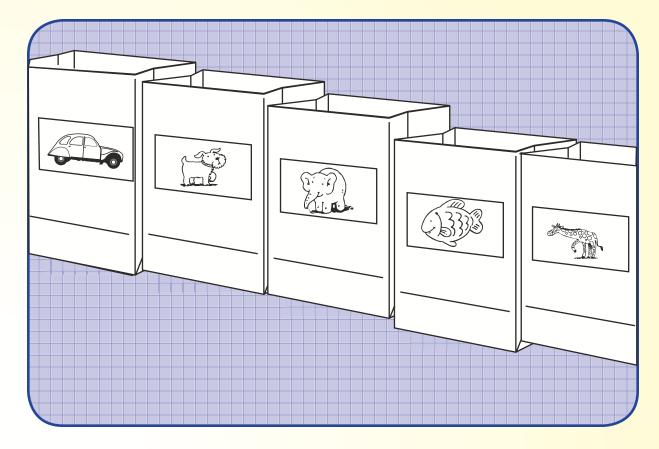
- ▶ "A-Z" sound pictures (Activity Master PA.041.AM1a PA.041.AM1c)
- Small brown paper bags Label with "A-Z" sound pictures.
- Magazines
- Scissors



Activity

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

- 1. Alphabetize the paper bags in a line on a flat surface.
- 2. Students cut out magazine pictures that match the target sounds on the bags.
- 3. Sort the pictures into the labeled bags by initial sounds.
- 4. Teacher evaluation

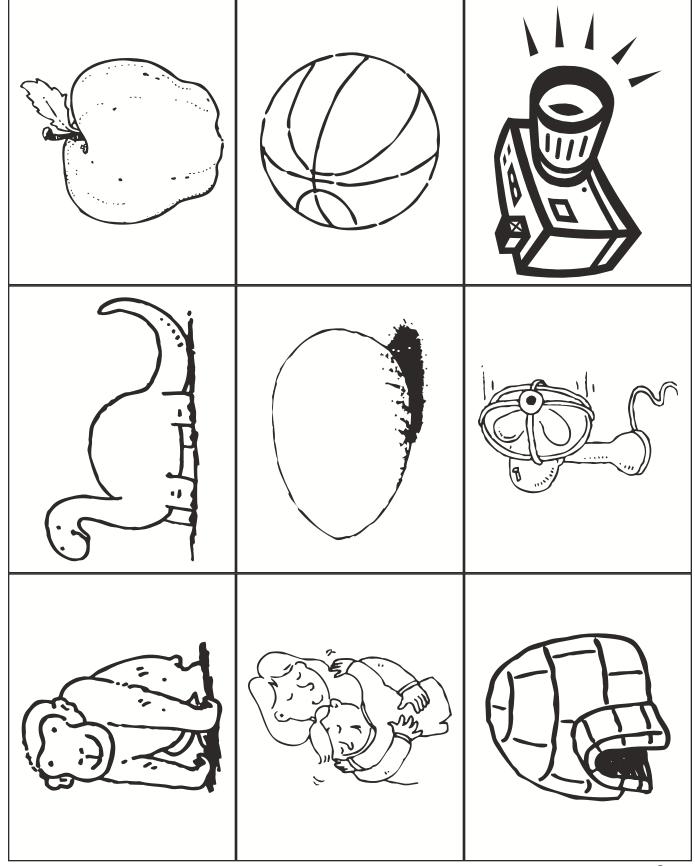




Extensions and Adaptations

- Check pictures in bags during whole group activity.
- Use pictures to make class alphabet book.
- Sort objects by initial or final sounds.

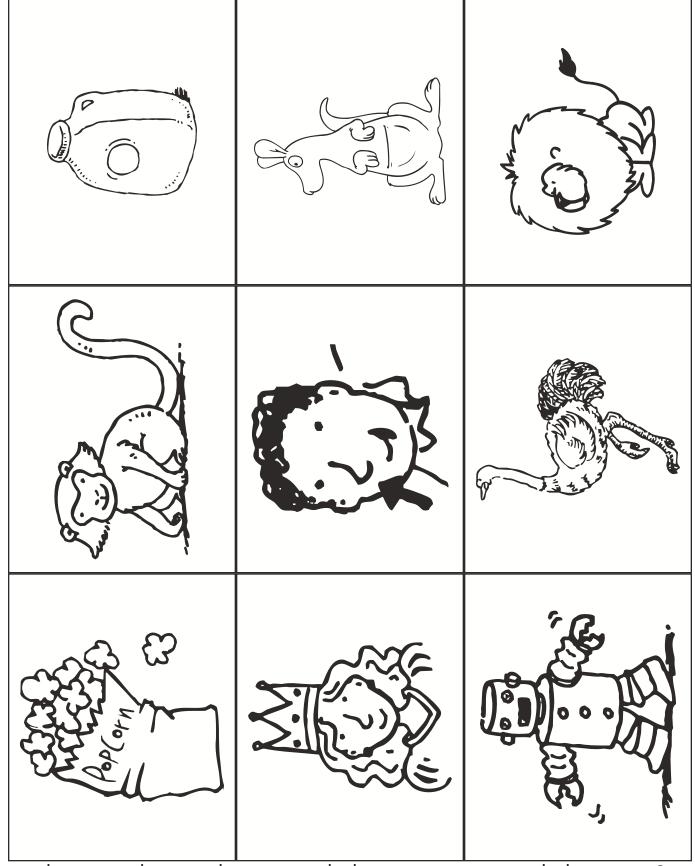
Sound It – Bag It PA.041.AMIa



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

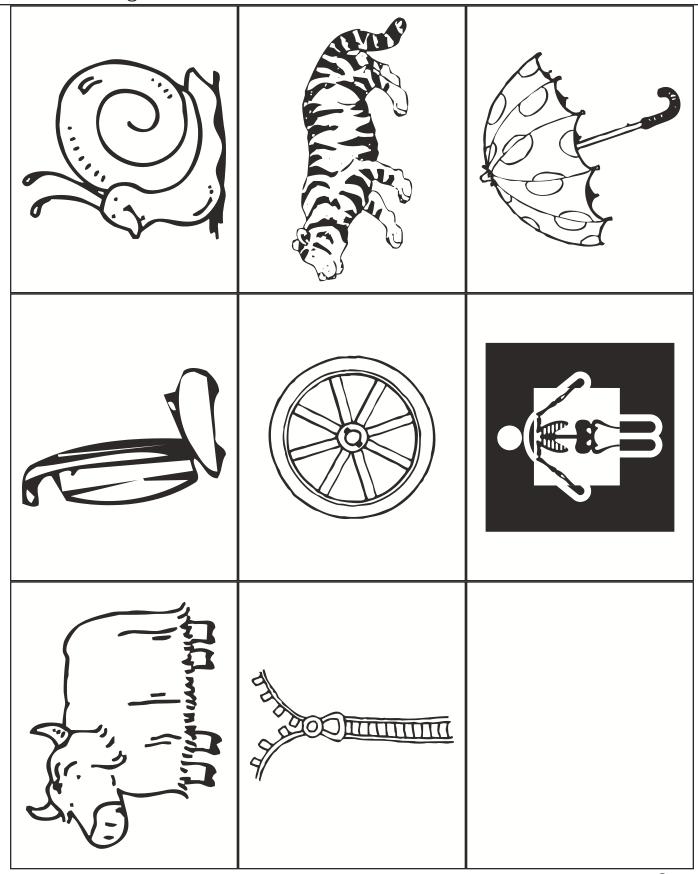


PA.041.AMIb Sound It – Bag It



jug, kangaroo, lion, monkey, nose, ostrich, popcorn, queen, robot

Sound It – Bag It PA.041.AMIc



snail, tiger, umbrella, vacuum, wheel, x-ray, yak, zipper





PA.042

Phoneme Matching

Phoneme Go Fish



Objective

The student will match initial sounds in words.



Materials

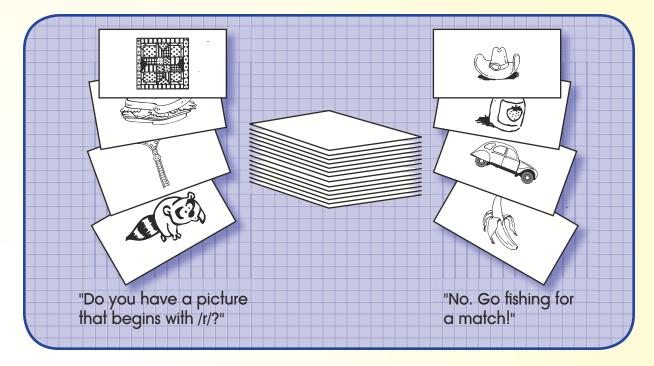
Sound picture cards (Activity Master PA.042.AM1a - PA.042.AM1f).



Activity

Students play an initial sound Go Fish picture card game.

- 1. Divide the set of 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 check their cards, pair by initial sound, and put aside the matching sets.
- 3. Student one asks for a picture card that begins with a certain letter-sound. For example, "Do you have a picture that begins with /r/?"
- 4. If yes, student two gives it to his partner. If no, says, "Go fishing for a match!"
- 5. Student one then selects a card from the "pond."
- 6. If a match is made, student one gets another turn. If a match is not made, student two
- 7. The game continues until all cards are matched.
- 8. Peer evaluation

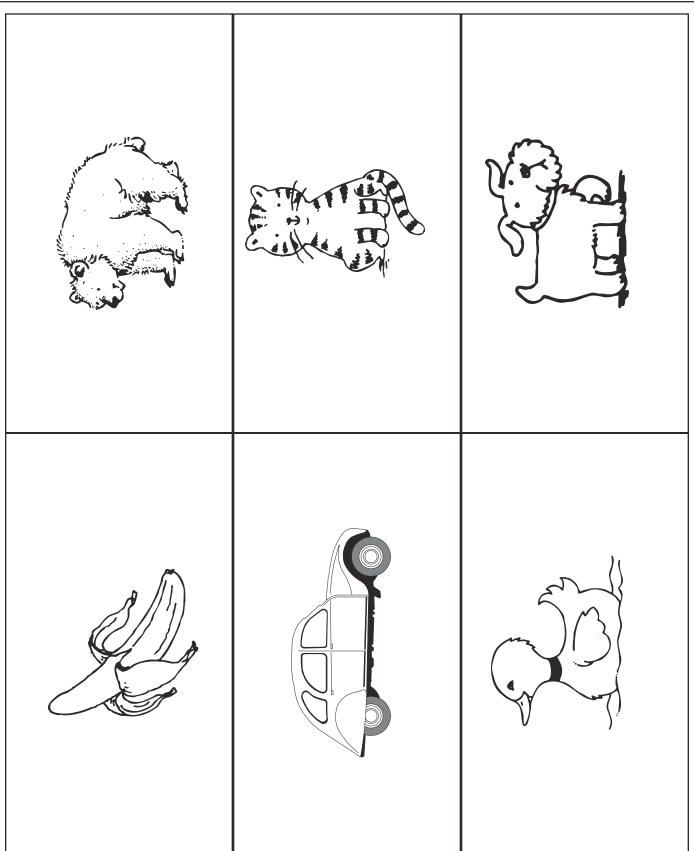




Extensions and Adaptations

- Play Go Fish with final or medial sound cards.
- Match picture cards to target sounds on a pocket chart.

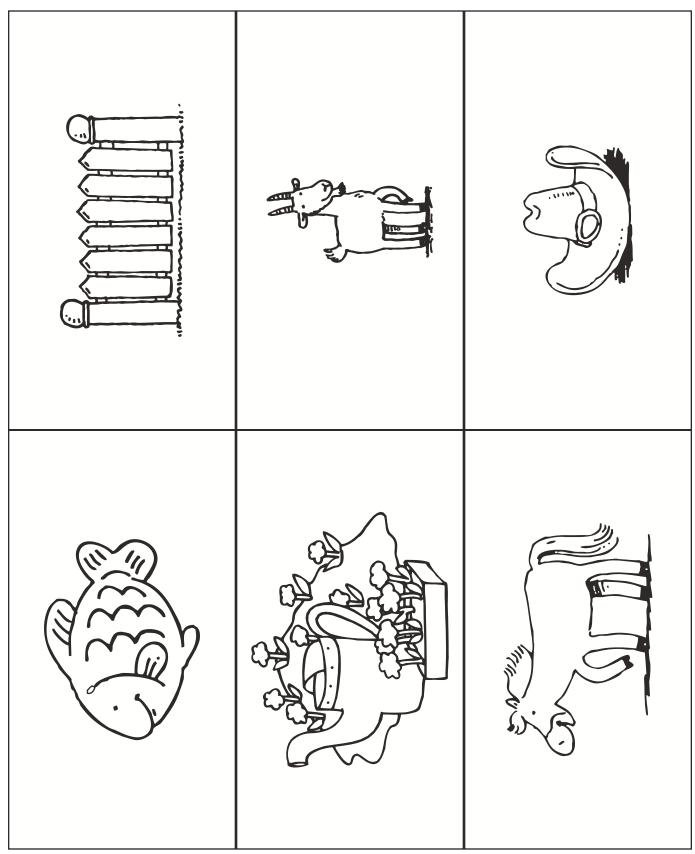
Phoneme Go Fish PA.042.AMIa



bear, cat, dog, banana, car, duck



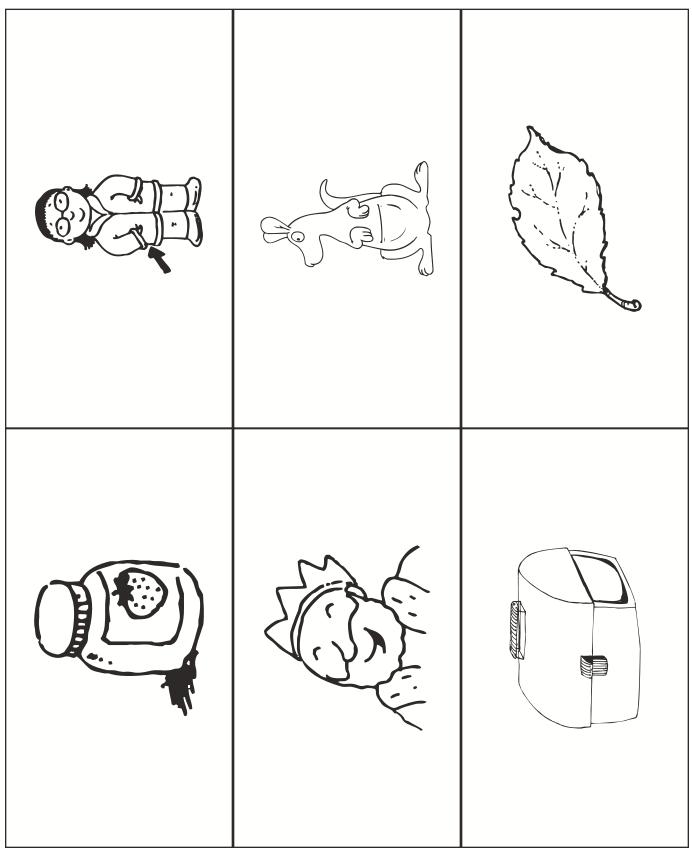
PA.042.AMIb Phoneme Go Fish



fence, goat, hat, fish, garden, horse



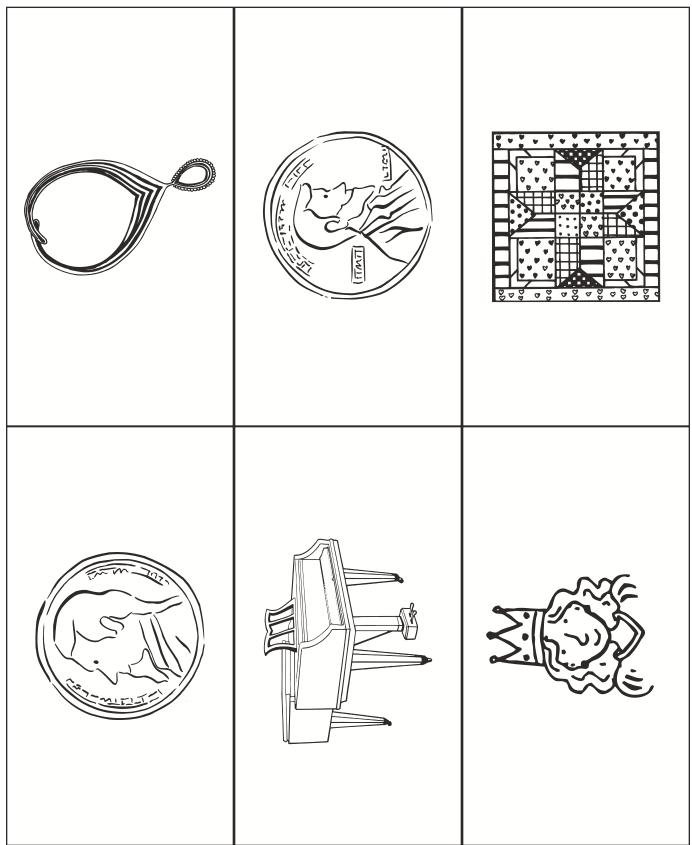
Phoneme Go Fish PA.042.AMIc



jacket, kangaroo, leaf, jam, king, lunchbox



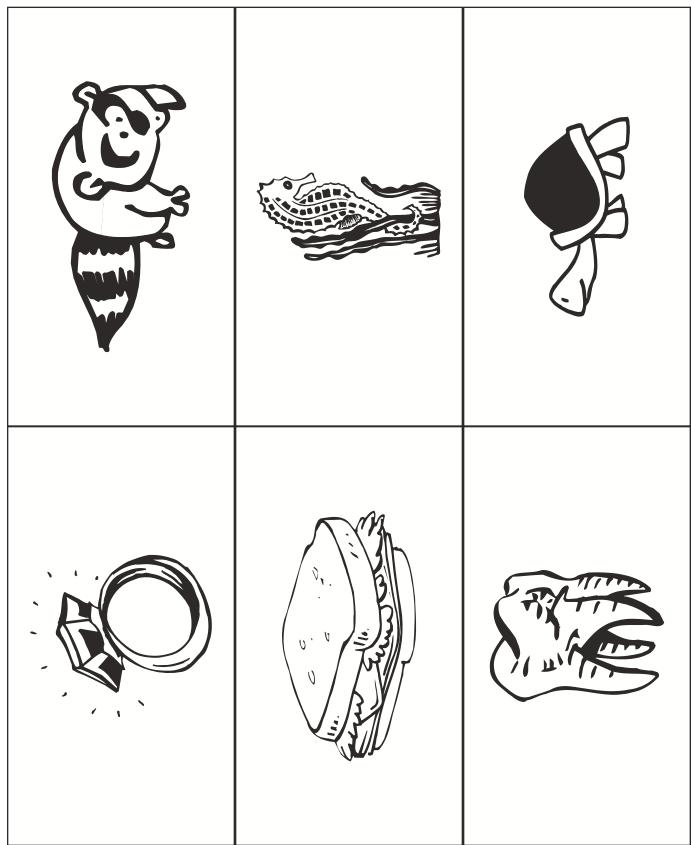
PA.042.AMId Phoneme Go Fish



necklace, penny, quilt, nickel, piano, queen



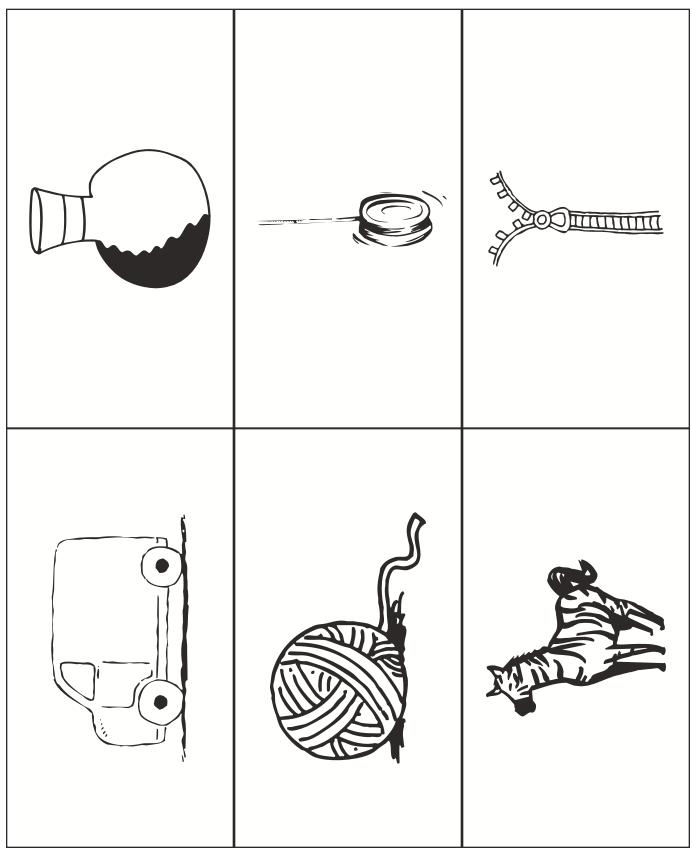
Phoneme Go Fish PA.042.AMIe



raccoon, seahorse, turtle, ring, sandwich, tooth



PA.042.AMIf Phoneme Go Fish



vase, yo-yo, zipper, van, yarn, zebra



Phoneme Matching

PA.043

Phoneme Dominoes



Objective

The student will match initial sounds in words.



Materials

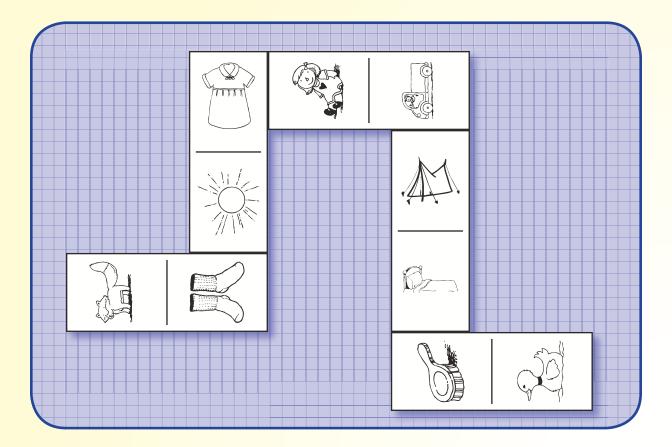
Domino picture cards (Activity Master PA.043.AM1a - PA.043.AM1d) Copy on card stock, color, cut apart, and laminate.



Activity

Students play dominoes by matching pictures with the same initial sound.

- 1. Scatter dominoes face up on a flat surface.
- 2. The student takes one of the dominoes and names both pictures.
- 3. Finds another domino with a picture that has the same initial sound as one of the pictures on the original domino and connects them.
- 4. The game is finished when all the dominoes are connected.
- 5. Self-check



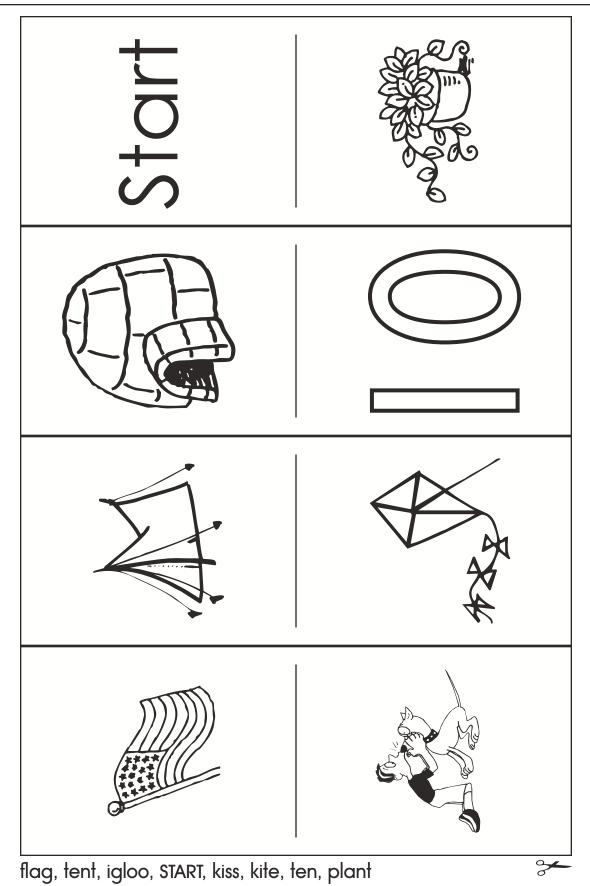


Extensions and Adaptations

- Make dominoes with final sounds.
- Make dominoes with upper and lowercase letters.

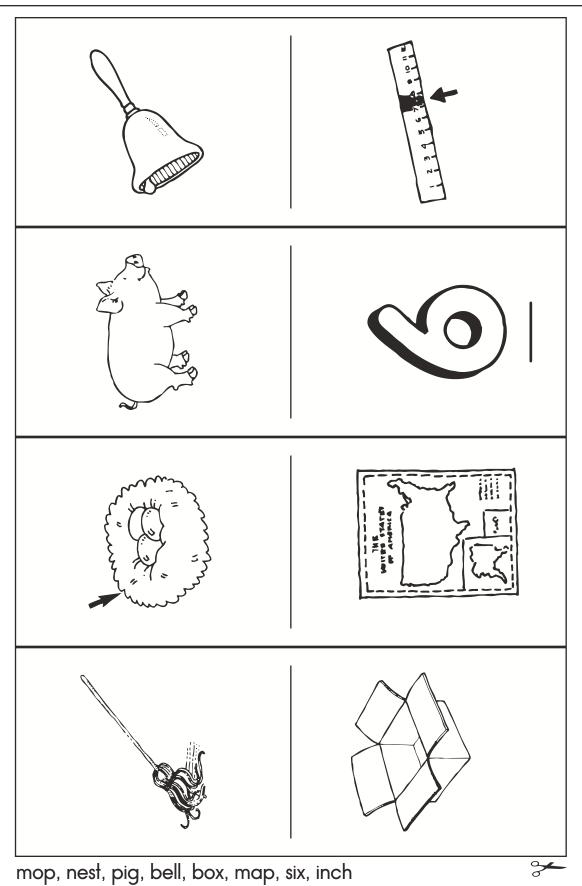
PA.043.AMIa

Phoneme Dominoes



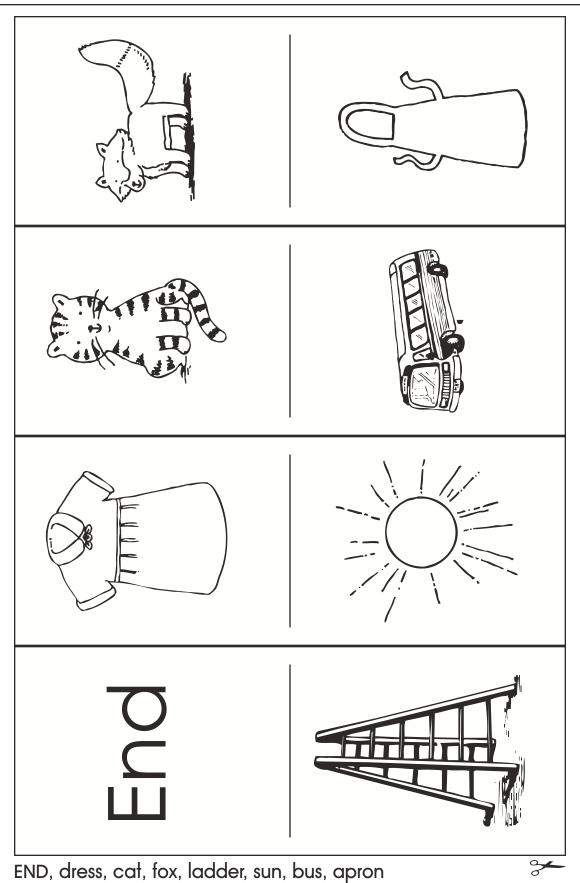
Phoneme Dominoes

PA.043.AMIb



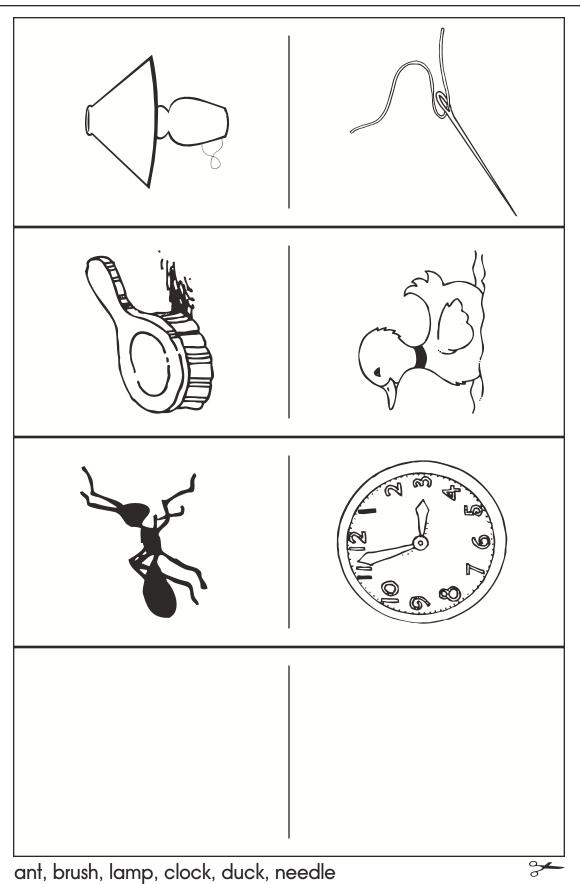
PA.043.AMIc

Phoneme Dominoes



Phoneme Dominoes

PA.043.AMId





PA.044

Phoneme Matching

Sound Pie



Objective

The student will match final sounds in words.



Materials

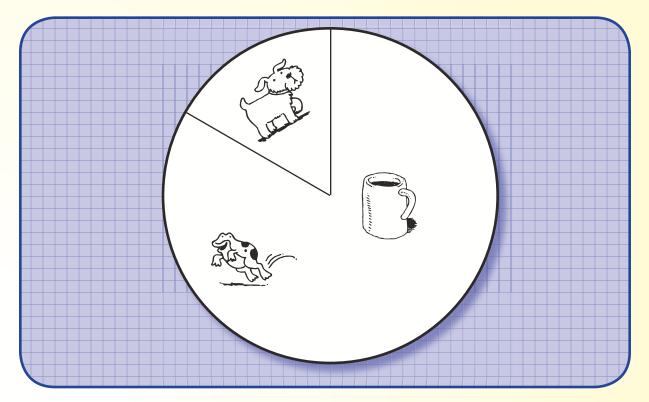
- Final sound picture cards (Activity Master PA.044.AM1) Cut out picture wedges to use as target sounds.
- Construction paper circles or paper plates
- Print resources (e.g., magazines and catalogs)
- Scissors
- Glue



Activity

Students create a collage of pictures that match the target final sound.

- 1. Provide the student with a target sound picture, paper circle, and print resources.
- 2. The student glues a target sound picture on a paper circle.
- 3. Finds and cuts out pictures from print media that have the same final sound as the target picture.
- 4. Glues pictures to paper circles.
- 5. Teacher evaluation



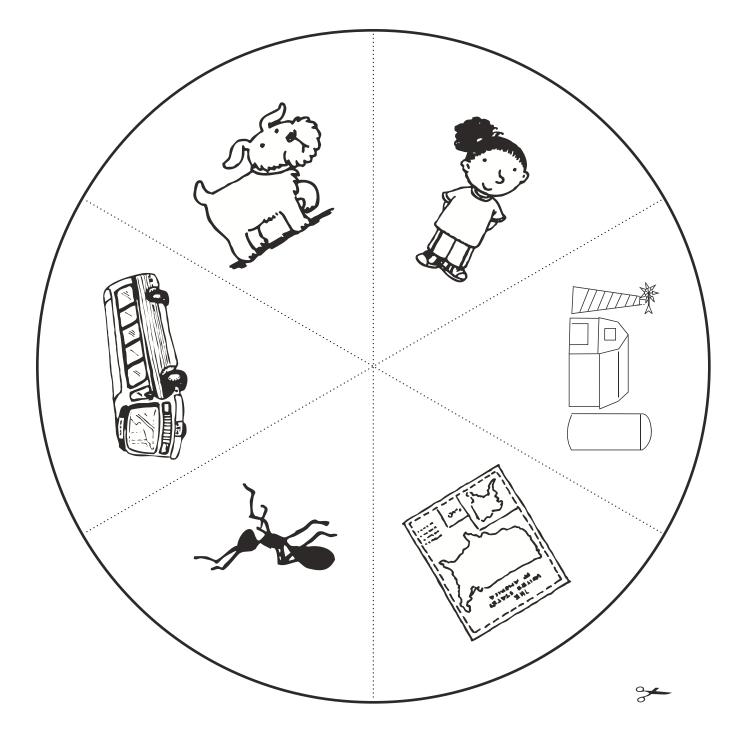


Extensions and Adaptations

Use target initial and medial sounds.

Sound Pie PA.044.AMI

Target Final Sound Pictures



girl, farm map, ant, bus, dog