

Onset and Rime PA.021

Quick Pick



Objective

The student will segment and blend onsets and rimes in words.



Materials

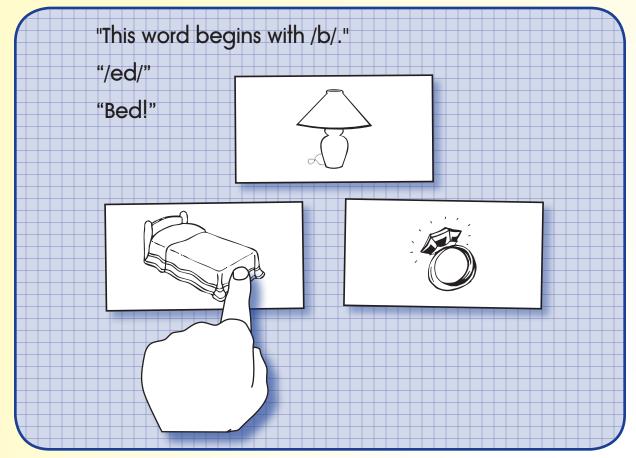
Onset and rime picture cards (Activity Master PA.021.AM1a - PA.021.AM1c)



Activity

Students use onset clues to guess the picture card.

- 1. Place the cards face down in a stack on a flat surface.
- 2. Taking turns, one student selects and places three cards face up on the table.
- 3. Says the onset for one of the picture cards (e.g., "This word begins with /b/.").
- 4. The first student to find the picture for that onset and say the rime (e.g., "/ed/") gets that card. All students say the full name of the target picture (e.g., "bed"). The two remaining cards are placed at the bottom of the stack.
- 5. Continue until all cards are used.
- 6. Peer evaluation

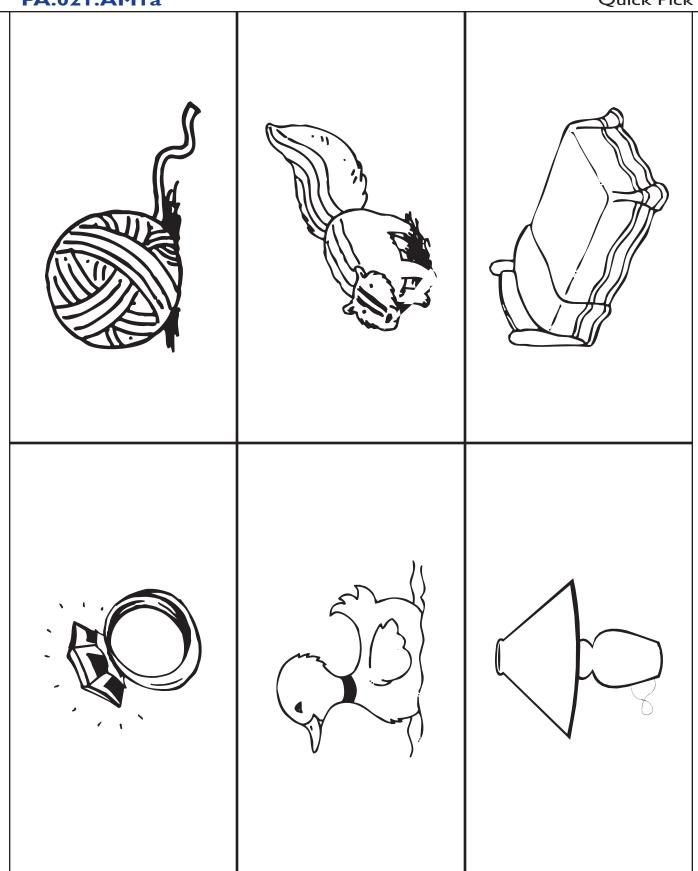




Extensions and Adaptations

Play by naming a matching rhyming word.

PA.021.AMIa Quick Pick



onset and rime picture cards: yarn, skunk, bed, ring, duck, lamp

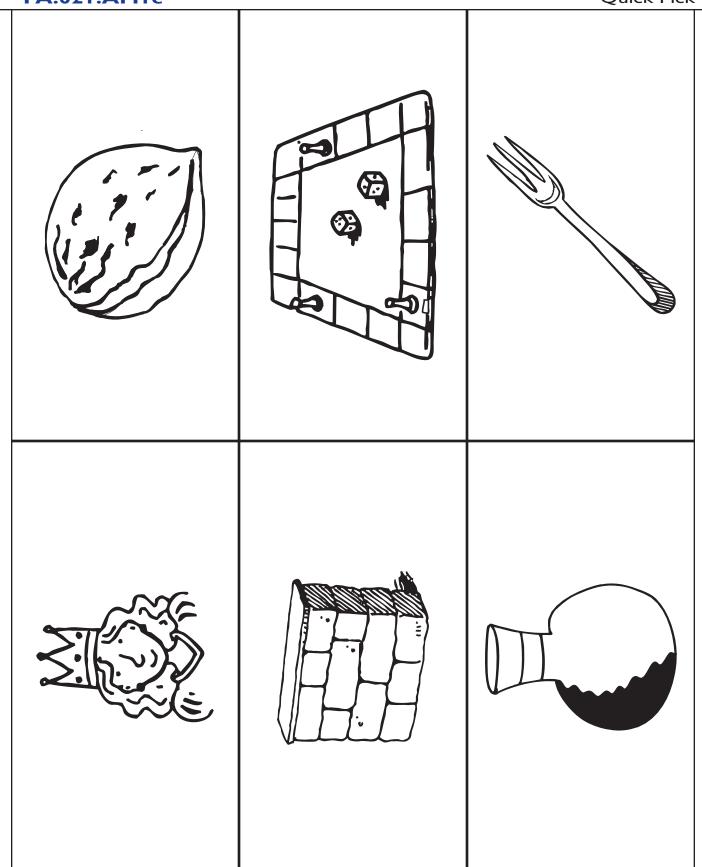


Quick Pick PA.021.AMIb

onset and rime picture cards: kite, jam, map, pan, hop, tub



PA.021.AMIc Quick Pick



onset and rime picture cards: nut, game, fork, queen, wall, vase





Onset and Rime PA.022

Rime House



Objective

The student will segment, blend, and match onsets and rimes in words.



Materials

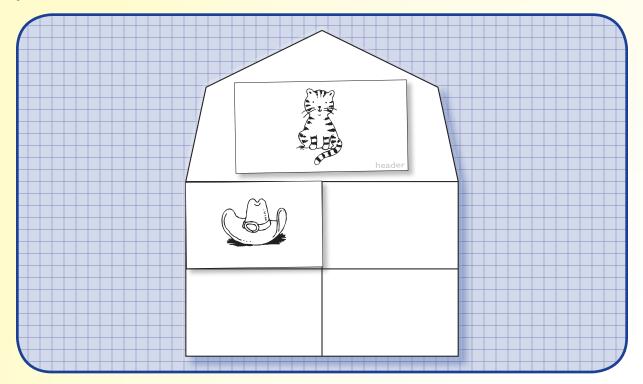
- ▶ Rime House work board (Activity Master PA.022.AM1) Copy six times on card stock and laminate.
- ▶ Rime picture header cards (Activity Master PA.022.AM2) Glue one header card in the top section of each of the six Rime House work boards.
- Onset and rime picture cards (PA.022.AM3a PA.022.AM3c)



Activity

Students match rime picture cards to corresponding Rime House.

- 1. Place the six Rime House work boards and the onset and rime picture cards face down in a stack on a flat surface.
- 2. Taking turns, students name each picture header card, and segment the onset and rime (e.g., "cat, /k//at/").
- 3. Repeat the rime (i.e., "/at/"), select the top card, look at the target rime pictures, and place the picture on the matching Rime House.
- 4. Continue until all rime cards are sorted onto corresponding Rime House.
- 5. Peer evaluation

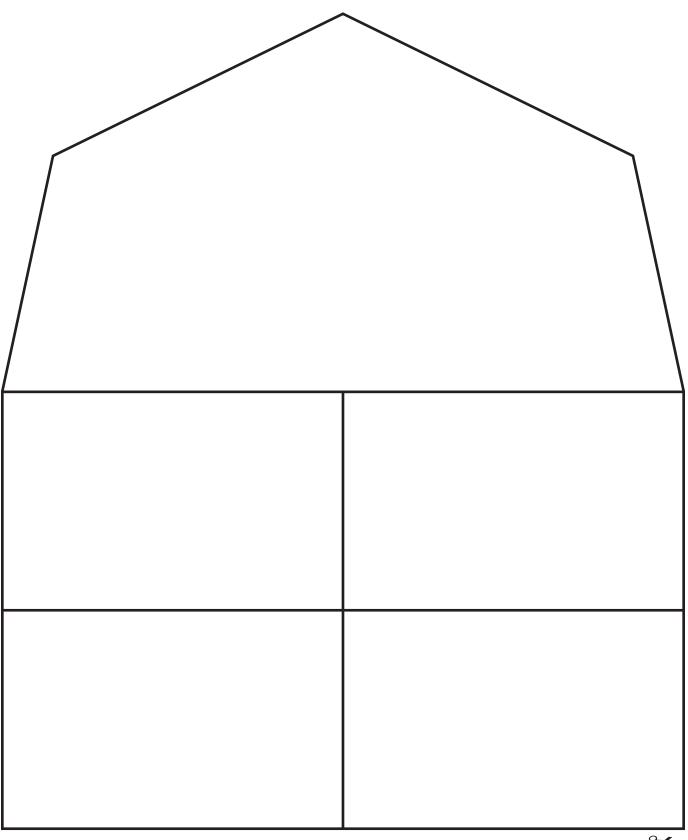




Extensions and Adaptations

Use other rimes.

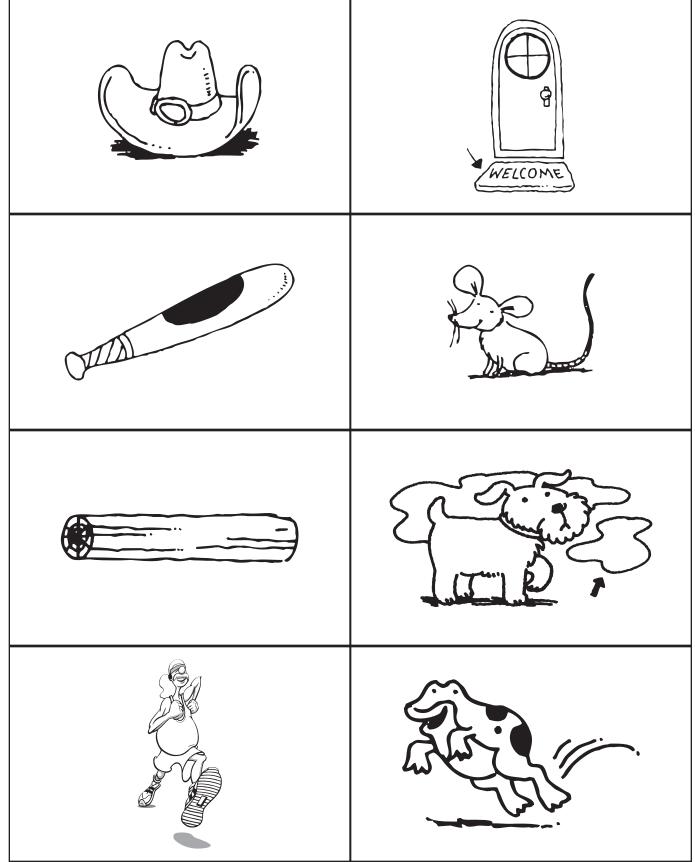
PA.022.AMI Rime House



K-I Student Center Activities: Phonological Awareness

Rime House PA.022.AM2

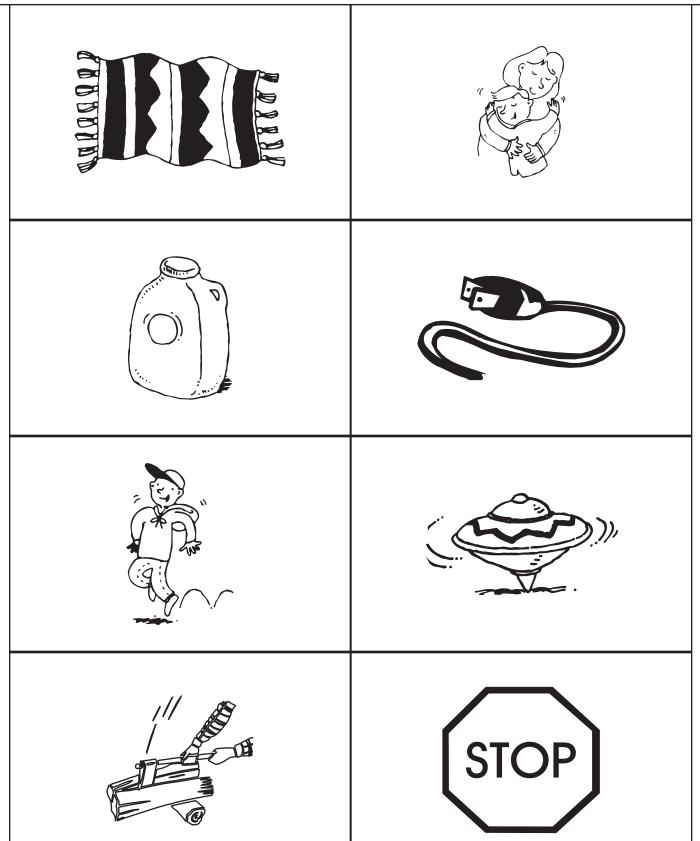
PA.022.AM3a Rime House



onset and rime picture cards: hat, mat, bat, rat, log, fog, jog, frog



Rime House PA.022.AM3b



onset and rime picture cards: rug, hug, jug, plug, hop, top, chop, stop



PA.022.AM3c Rime House



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Onset and Rime PA.023

Sound Detective



Objective

The students will segment, blend, and match onsets and rimes in words.



Materials

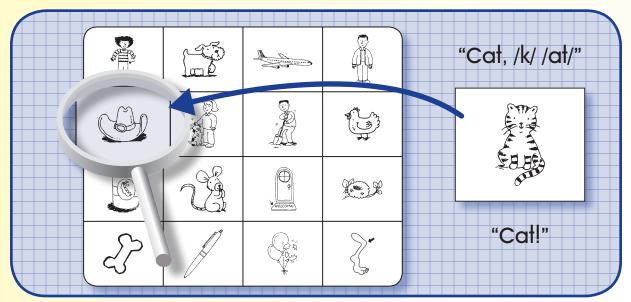
- Detective hat or detective hat pattern (Activity Master PA.023.AM1) Enlarge, copy twice, color, laminate, and attach to headband.
- Two magnifying glasses
- Rime picture boards (Activity Master PA.023.AM2a PA.023.AM2b) Copy on card stock, cut on the outside line, and laminate.
- Rime picture cards (Activity Master PA.023.AM3a PA.023.AM3b) Copy on card stock and cut apart.



Activity

Students match rimes while playing a dectective game.

- 1. Place rime picture cards face down in a stack. Place rime picture boards on a flat surface. Students put on detective hats and hold magnifying glasses.
- 2. Taking turns, student one selects the top card and silently names the picture (e.g., cat). Then, orally segments the word into onset and rime (i.e., "/k/ /at/").
- 3. Student two says the word by blending the sounds (i.e., "cat") and uses a magnifying glass to search on the rime picture board for the picture with the matching rime.
- 4. Names the matching rime board picture, orally segments the word into onset and rime (i.e., "hat, /h/ /at/"), places card on the picture, and says, "Mystery solved!"
- 5. Reverse roles and continue until all cards are placed on rime board.
- 6. Peer evaluation

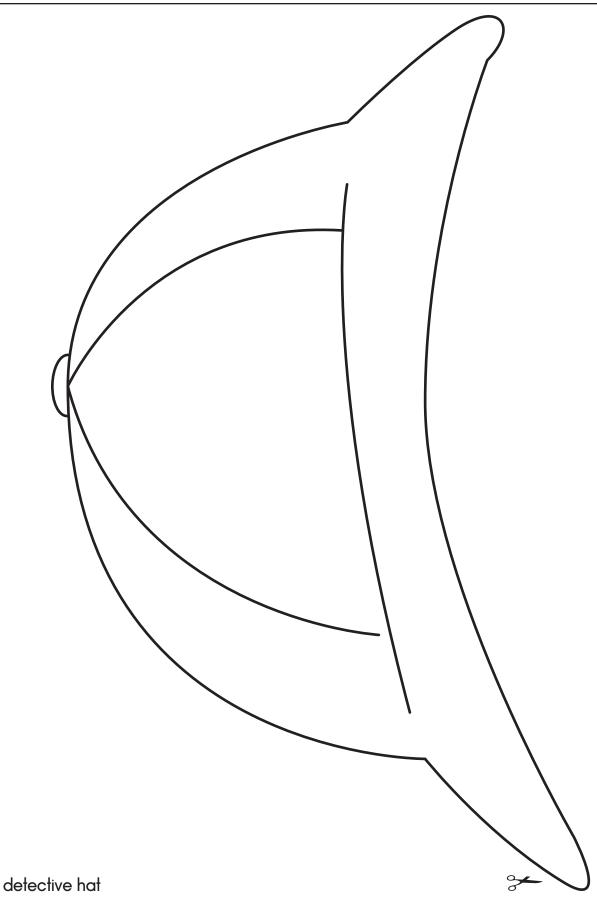




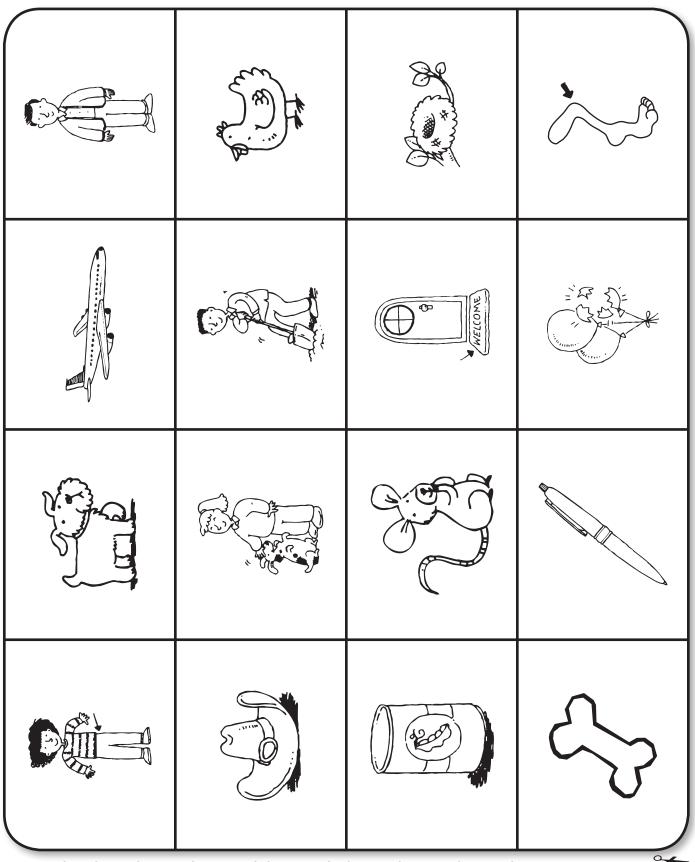
Extensions and Adaptations

Write rhyming rebus sentences using the small rime picture cards.

PA.023.AMI Sound Detective

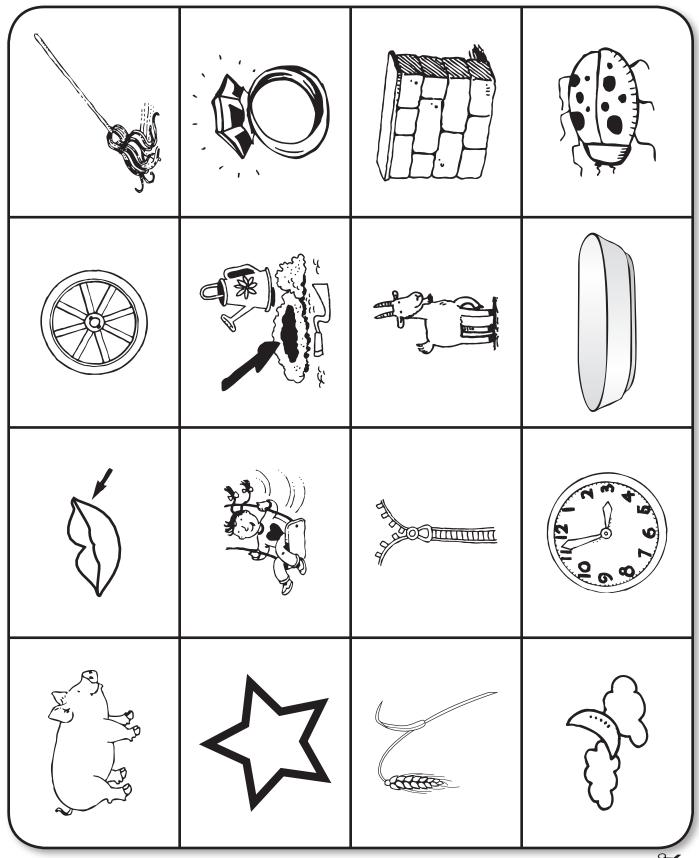


Sound Detective PA.023.AM2a



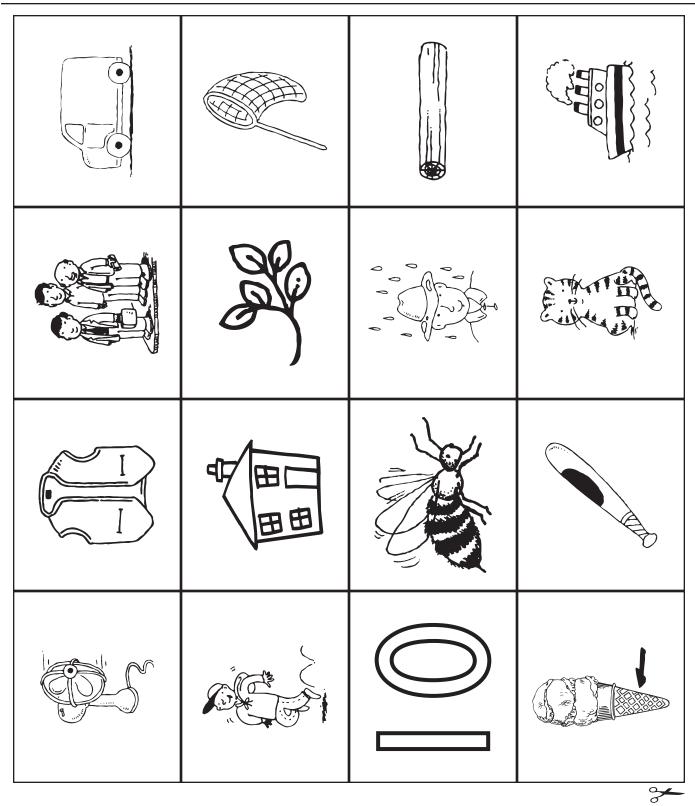
rime picture board: man, hen, nest, knee, jet, dig, mat, pop, dog, pet, mouse, pen, hip, hat, can, bone

PA.023.AM2b Sound Detective



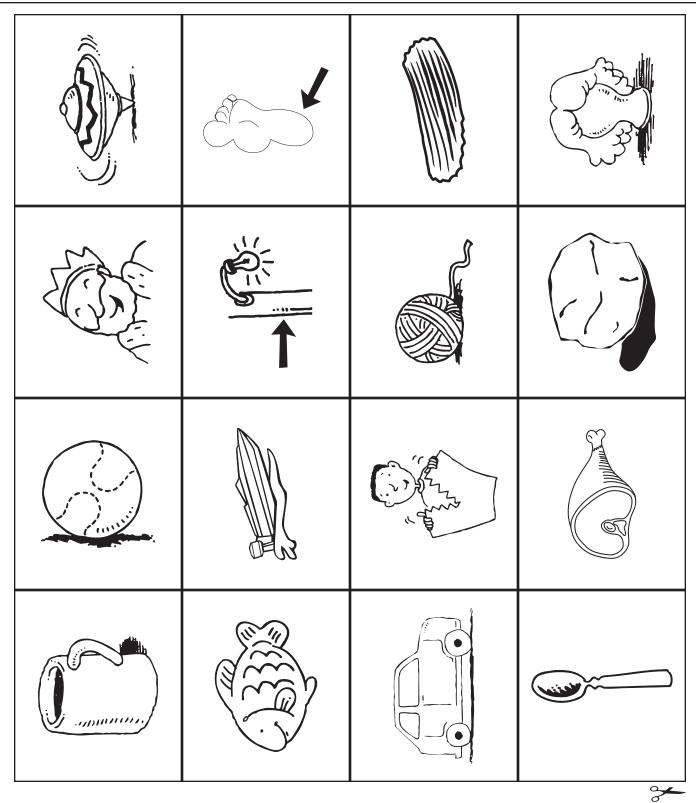
rime picture board: mop, ring, wall, bug, wheel, hole, goat, dish, lip, swing, zip, clock, pig, star, wheat, moon

Sound Detective PA.023.AM3a



rime picture cards: van, net, log, ship, men, twig, wet, cat, vest, house, bee, bat, fan, hop, ten, cone

PA.023.AM3b Sound Detective



rime picture cards: top, heel, chip, wig, king, pole, string, rock, ball, boat, rip, meat, mug, fish, car, spoon



Onset and Rime PA.024

Guessing Game



Objective

The student will manipulate onsets and rimes in words.



Materials

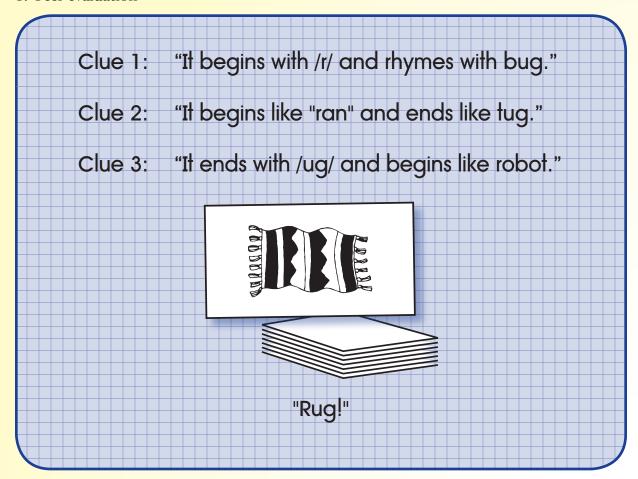
Onset and rime picture cards (Activity Master PA.024.AM1a - PA.024.AM1b)



Activity

Students use onset and rime clues to guess words.

- 1. Place onset and rime picture cards face down in a stack on a flat surface.
- 2. Working in pairs, student one selects the top card so that student two cannot see it.
- 3. Gives clues one at a time describing onset and rime (e.g., "It begins with /r/ and rhymes with bug.") until student two guesses a word (i.e., "rug").
- 4. If correct, student one gives card to student two. If incorrect, student one gives another clue.
- 5. Reverse roles and continue until all picture cards are used.
- 6. Peer evaluation

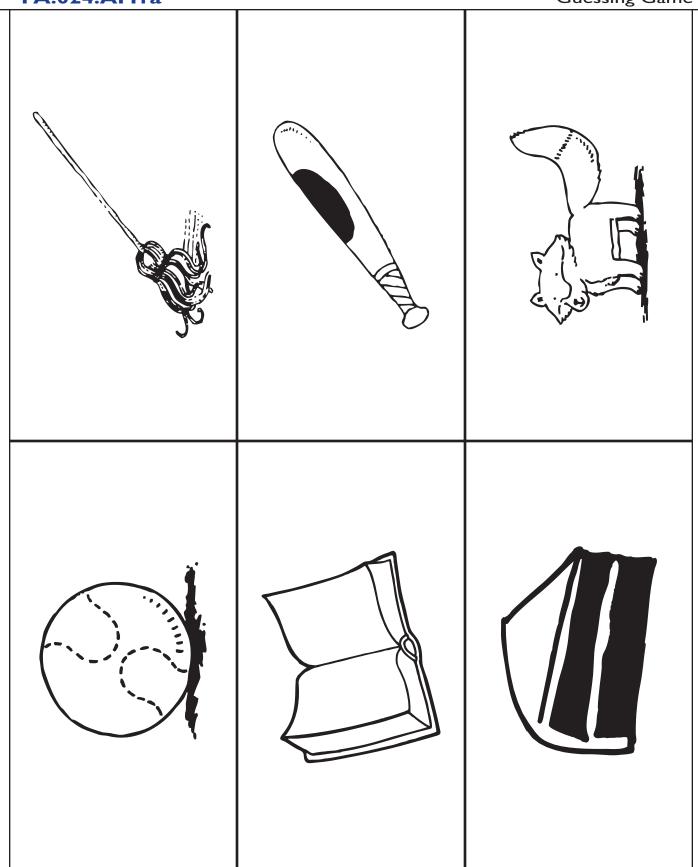




Extensions and Adaptations

- Play using other picture cards (e.g., draw or cut pictures from print resources).
- Play with all picture cards face up in rows.

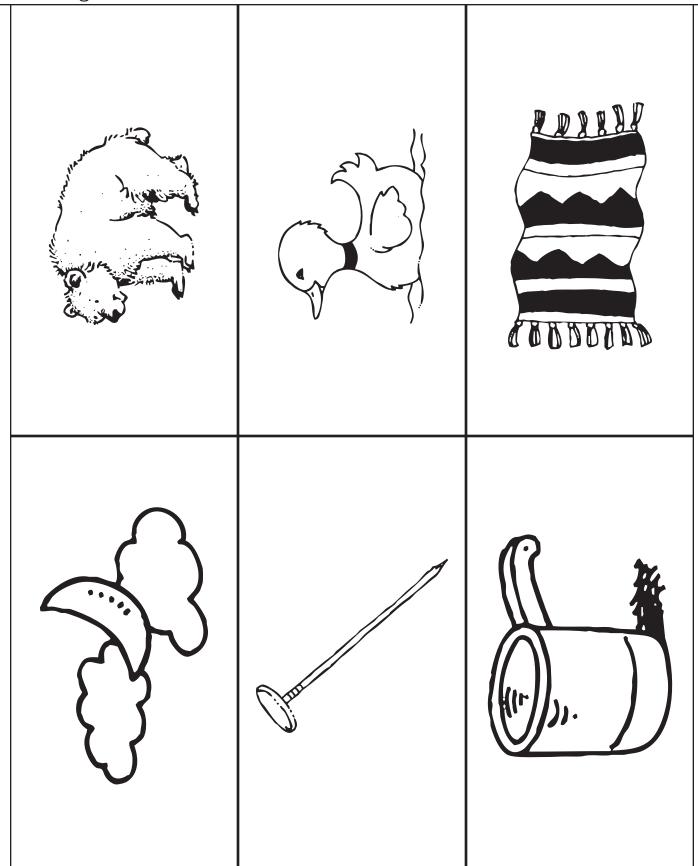
PA.024.AMIa Guessing Game



onset and rime picture cards: mop, bat, fox, ball, book, cake



Guessing Game PA.024.AMIb



onset and rime picture cards: bear, duck, rug, moon, nail, pot

