

PA.040

Phoneme Segmenting

Say and Slide Phonemes



Objective

The student will segment phonemes in words.



Materials

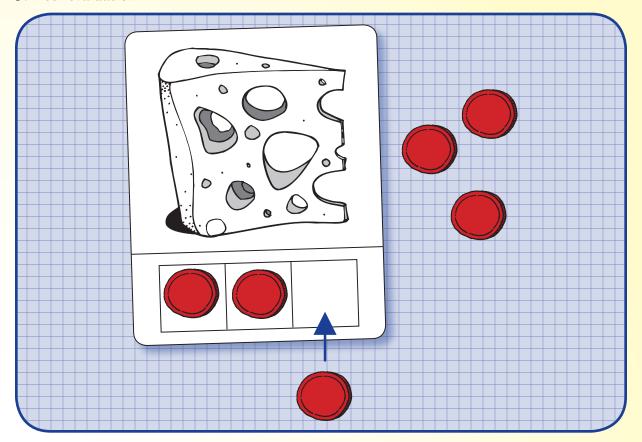
- ▶ Elkonin Box picture cards (Activity Master PA.040.AM1a PA.040.AM1l) Copy on card stock, cut on the outside line, and laminate.
- Chips or counters



Activity

Students orally segment words using counters and Elkonin Boxes.

- 1. Place the picture cards face up in a stack. Place the chips on a flat surface.
- 2. Working in pairs, student one selects the top card, names the picture, and orally segments the sounds (e.g., "cheese, /ch/ /ē/ /z/").
- 3. Student two repeats the sounds while moving a chip into each box, then says the word quickly.
- 4. Reverse roles and continue until all pictures are named and segmented.
- 5. Peer evaluation



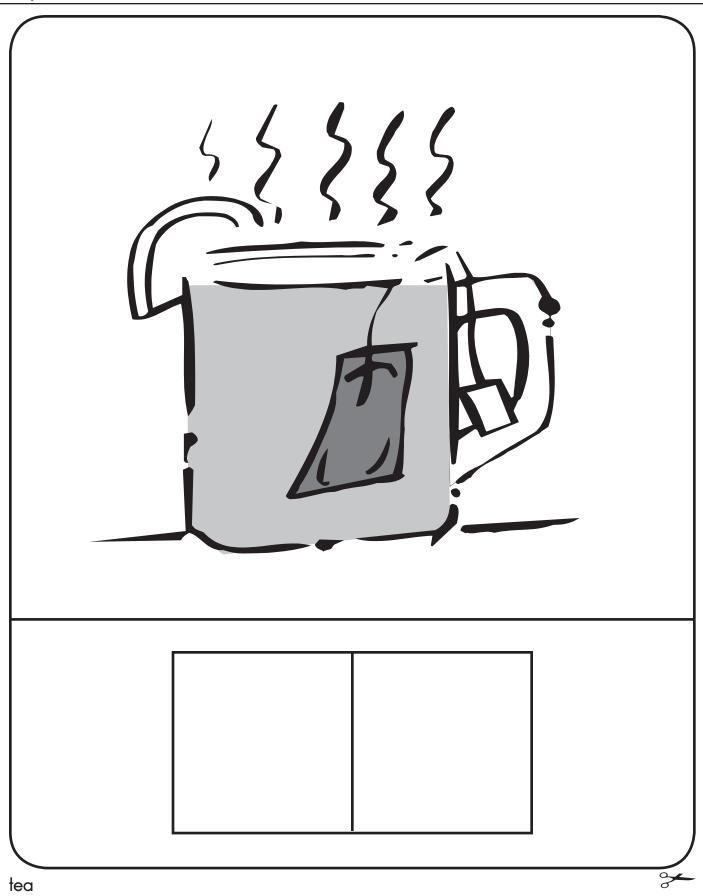


Extensions and Adaptations

- ▶ Make other Elkonin Box picture cards (Activity Master PA.040.AM2).
- Segment classmates' names.
- Segment the words using phones (use two curved and one straight piece of PVC pipe to make phones).

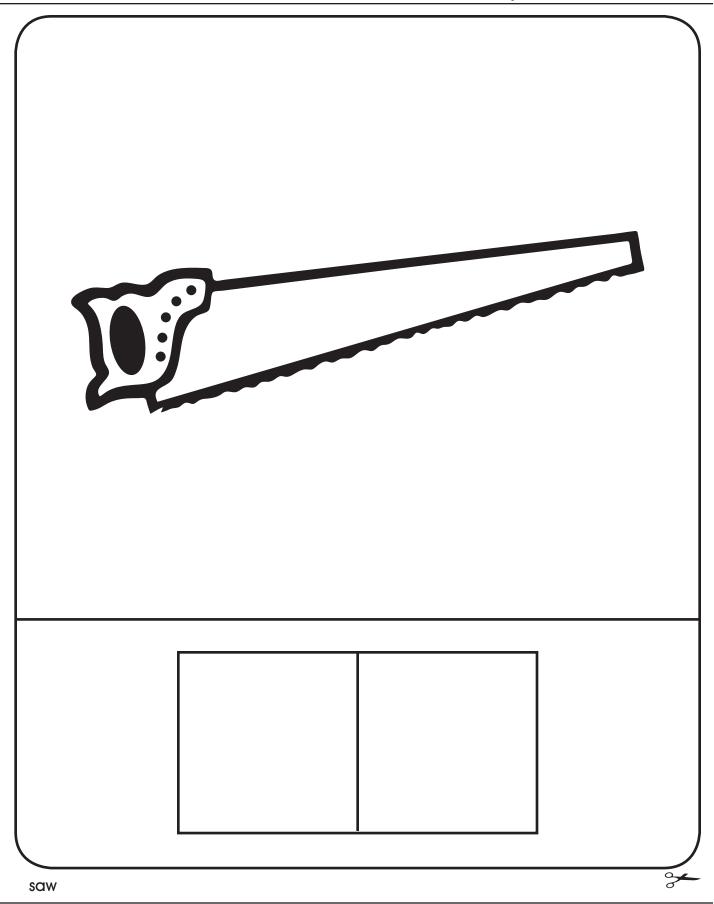
Say and Slide Phonemes

PA.040.AMIa



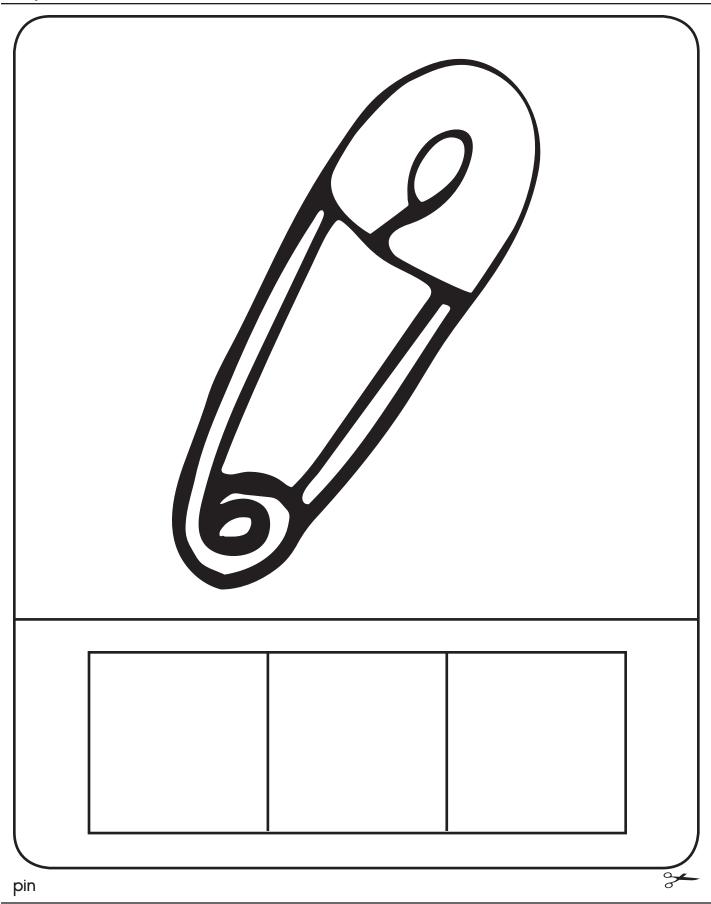
PA.040.AMIb

Say and Slide Phonemes



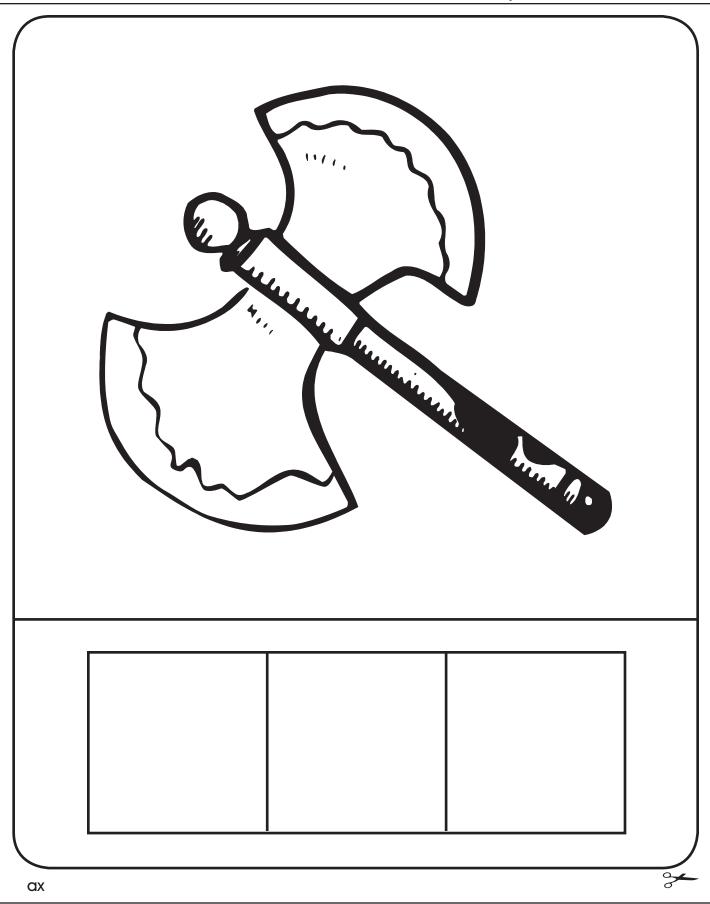
Say and Slide Phonemes

PA.040.AMIc



PA.040.AMId

Say and Slide Phonemes



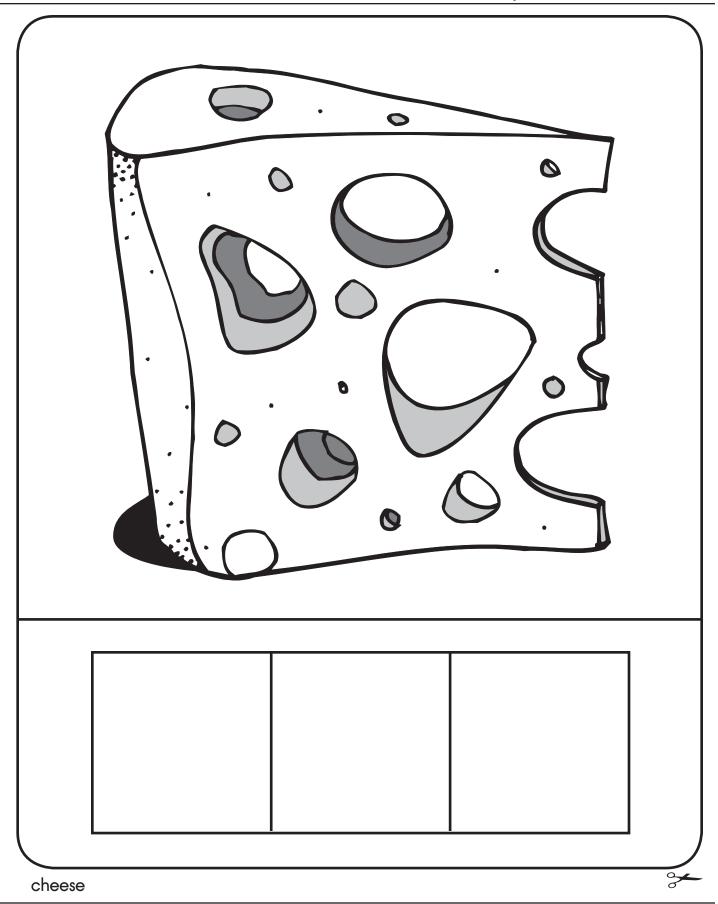
Say and Slide Phonemes

PA.040.AMIe



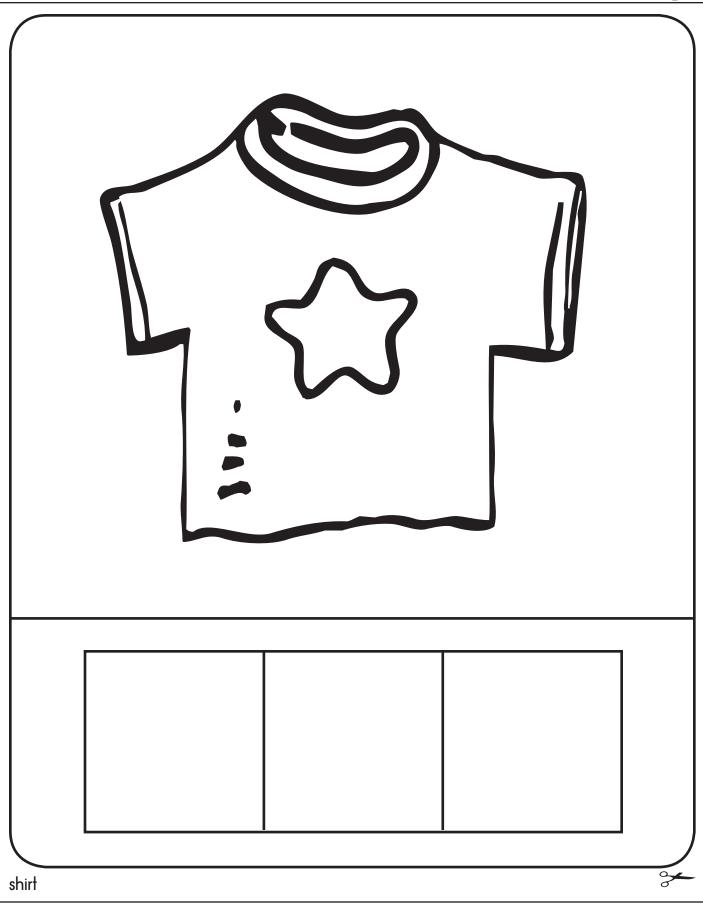
PA.040.AMIf

Say and Slide Phonemes



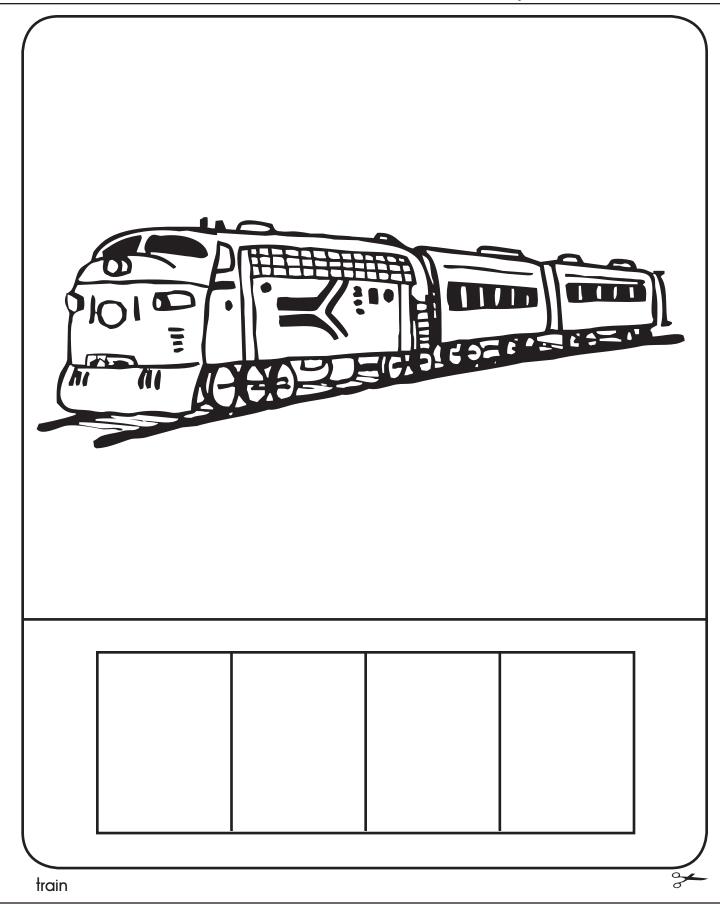
Say and Slide Phonemes

PA.040.AMIg



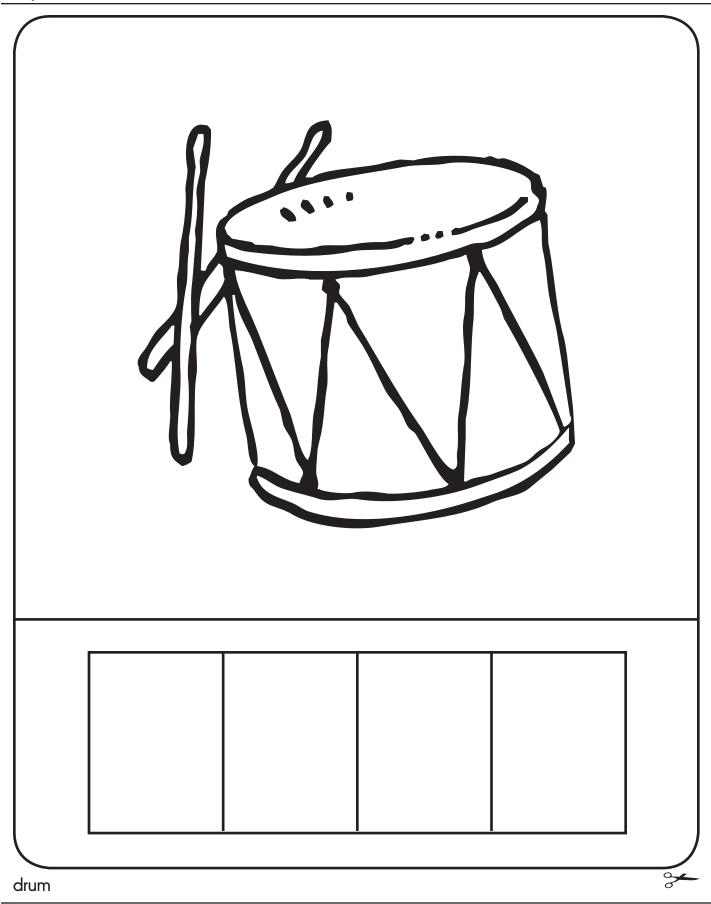
PA.040.AMIh

Say and Slide Phonemes



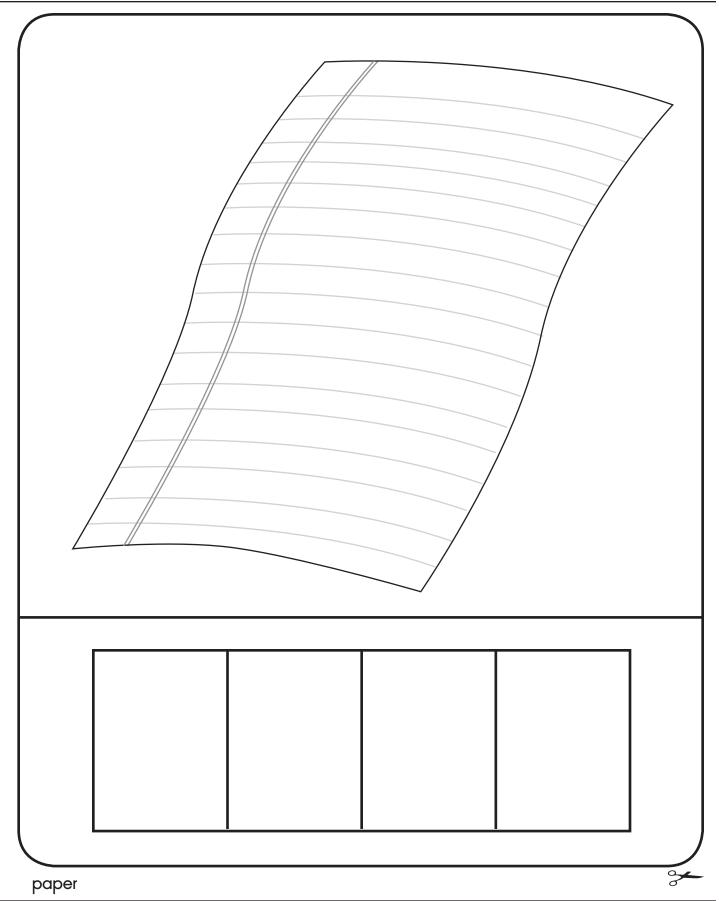
Say and Slide Phonemes

PA.040.AMIi



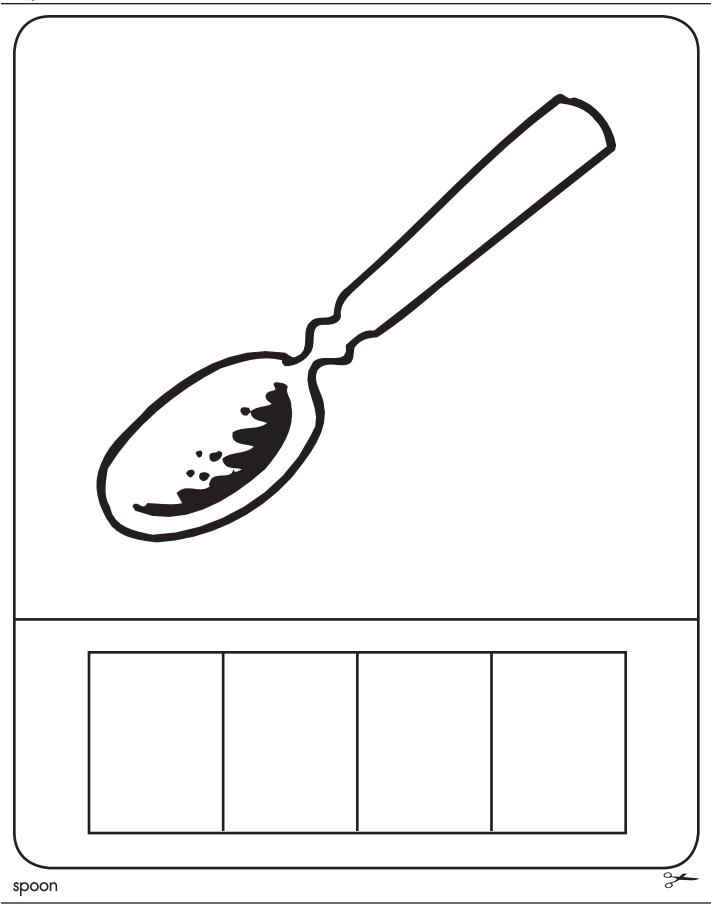
PA.040.AMIj

Say and Slide Phonemes



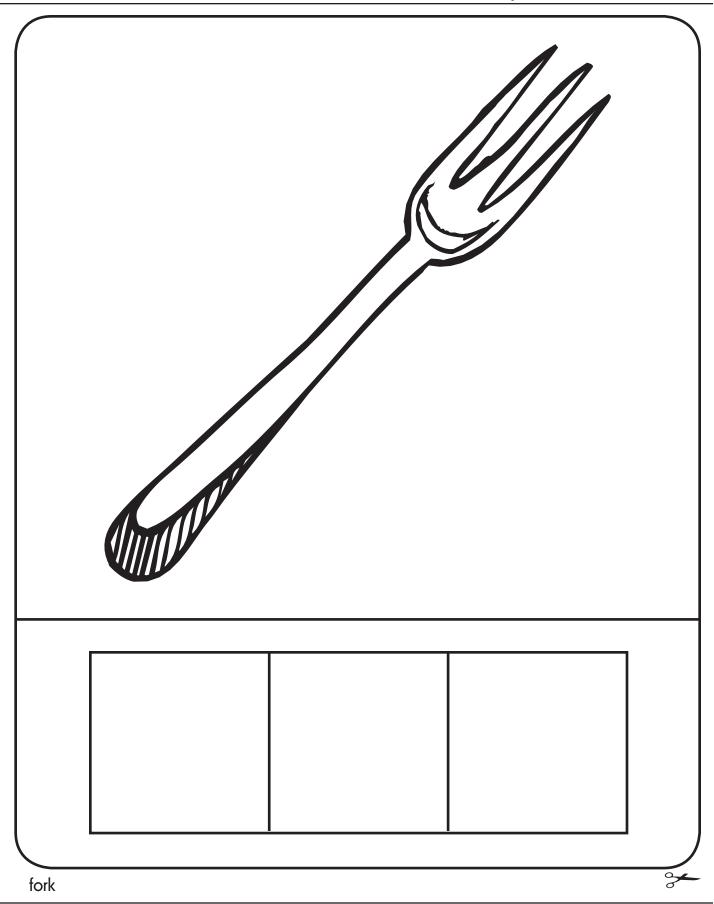
Say and Slide Phonemes

PA.040.AMIk



PA.040.AMII

Say and Slide Phonemes



Say and Slide Phonemes	PA.040.AM2



PA.041

Phoneme Segmenting

Phoneme Photos



Objective

The student will segment phonemes in words.



Materials

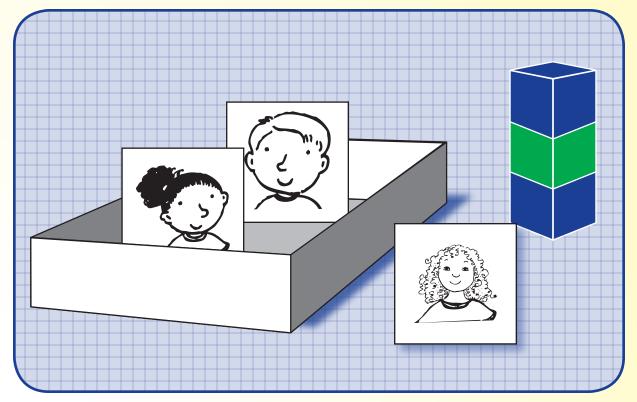
- Student photographs Copy the photographs (school pictures). Label the back with the number of phonemes in each student's name.
- Interlocking cubes



Activity

Students sound out phonemes in classmates' names.

- 1. Place the student photographs and interlocking cubes on a flat surface.
- 2. Taking turns, student one selects a photograph.
- 3. Student two names the student in the photograph and finger taps the phonemes in the name. Student one counts the taps and checks the back of the card.
- 4. Student two makes an interlocking cube tower that corresponds to the number of phonemes in the name and places it beside the photograph.
- 5. Reverse roles and continue until all photographs are used.
- 6. Peer evaluation

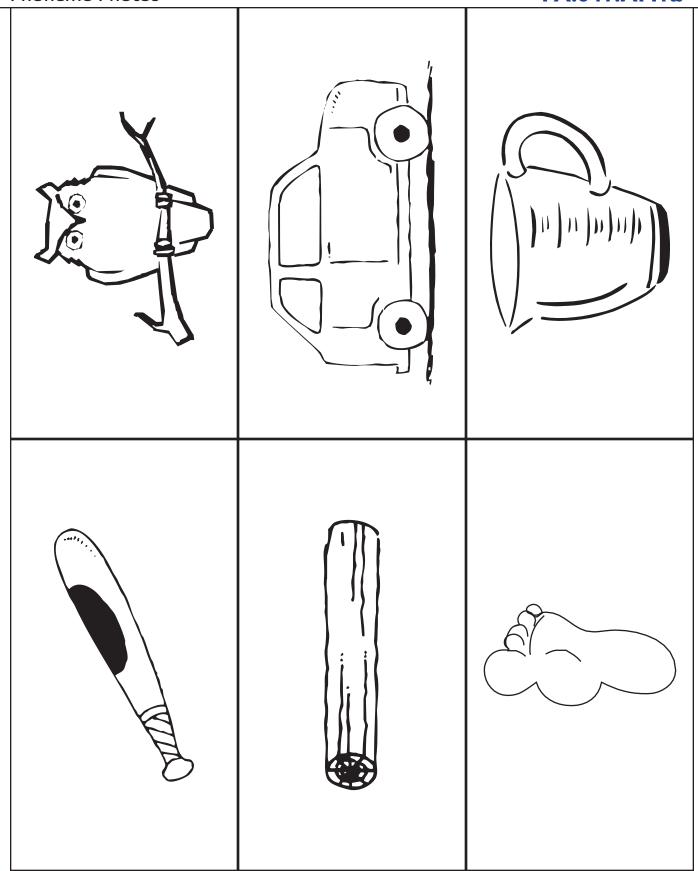




Extensions and Adaptations

- Sort photographs by number of phonemes.
- Use two four phoneme picture cards (Activity Master PA.041, AM1a PA.041. AM1b).

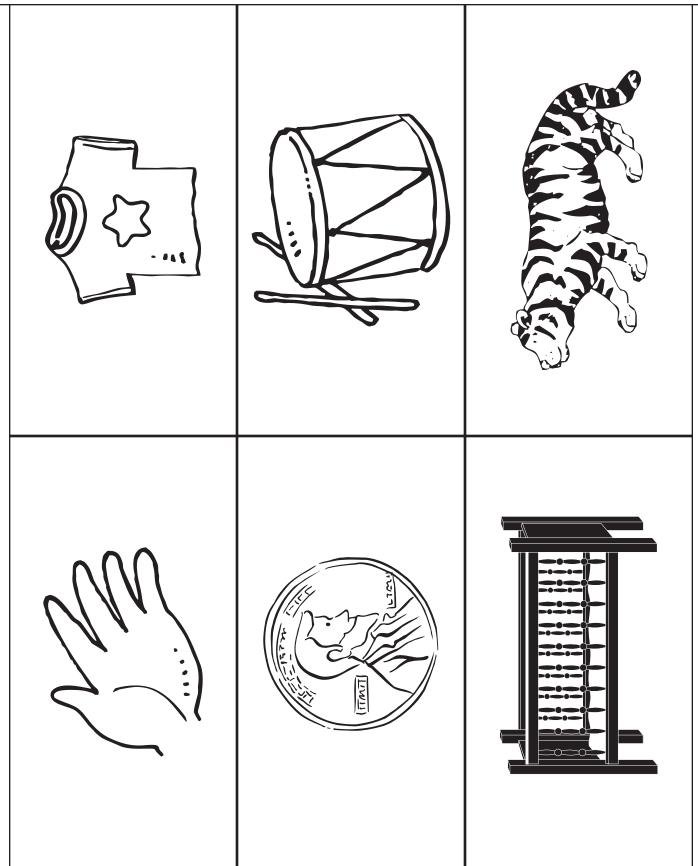
Phoneme Photos PA.041.AMIa



picture cards: owl-2, car-2, cup-3, bat-3, log-3, foot-3



PA.041.AMIb Phoneme Photos



picture cards: shirt-3, drum-4, tiger-4, hand-4, penny-4, crib-4





Phoneme Segmenting

Phoneme Closed Sort



Objective

The student will segment phonemes in words.



Materials

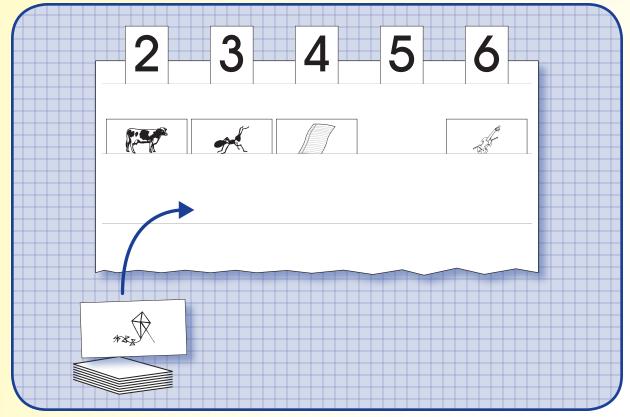
- Pocket chart
 - Arrange number header cards in a row at the top of the chart.
- Number header cards (Activity Master PA.042.AM1)
- Two-to-six phoneme picture cards (Activity Master PA.042.AM2a PA.042.AM2d)



Activity

Students count phonemes in words and sort them on a pocket chart.

- 1. Place the phoneme picture cards face down in a stack next to the pocket chart.
- 2. Taking turns, students select a picture card and name the picture (e.g., "kite").
- 3. "Finger tap" the number of phonemes while segmenting the word orally (i.e., "/k//ī//t/"). Place the picture card under the corresponding number on the pocket chart (i.e., the picture card of "kite" is placed under the "3").
- 4. Continue until all picture cards are sorted.
- 5. Peer evaluation





Extensions and Adaptations

Clap syllables in other picture cards (Activity Master PA.042.AM3a - PA.042.AM3d).

PA.042.AMI Phoneme Closed Sort

header header header header header header

header cards

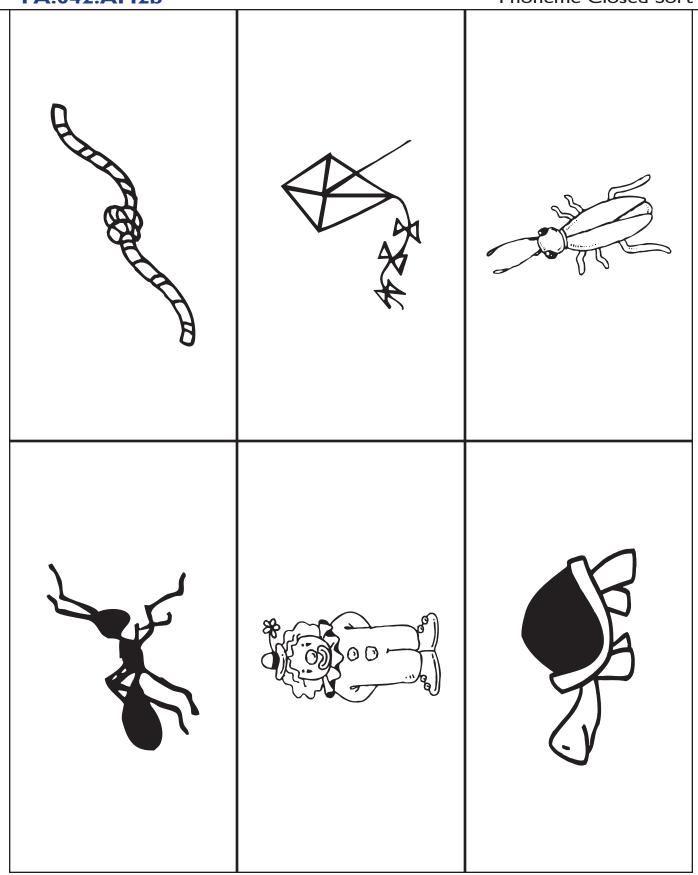


Phoneme Closed Sort PA.042.AM2a

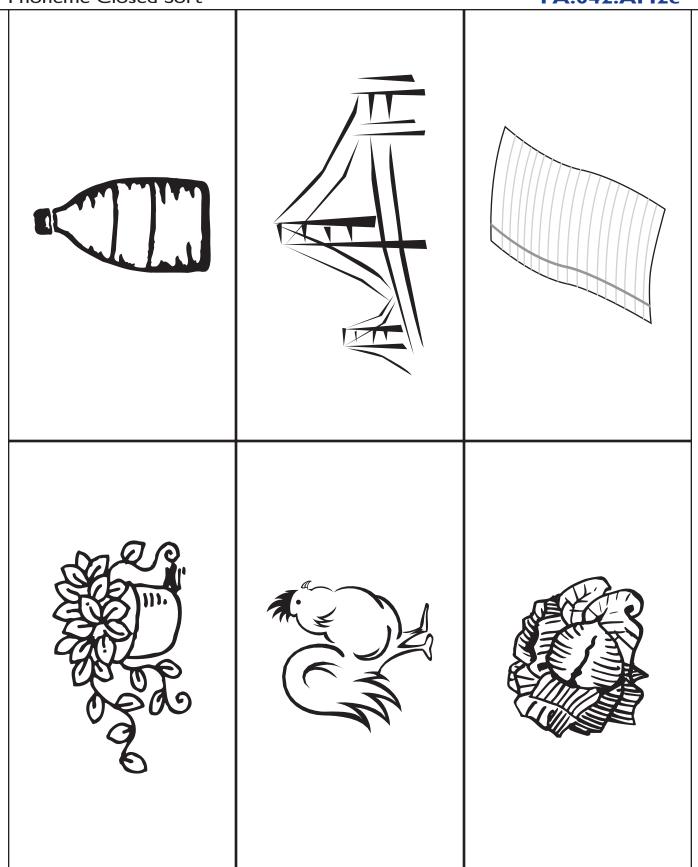
phoneme picture cards: cow-2, knee-2, pea-2, saw-2, sew-2, star-3

PA.042.AM2b

Phoneme Closed Sort



Phoneme Closed Sort PA.042.AM2c

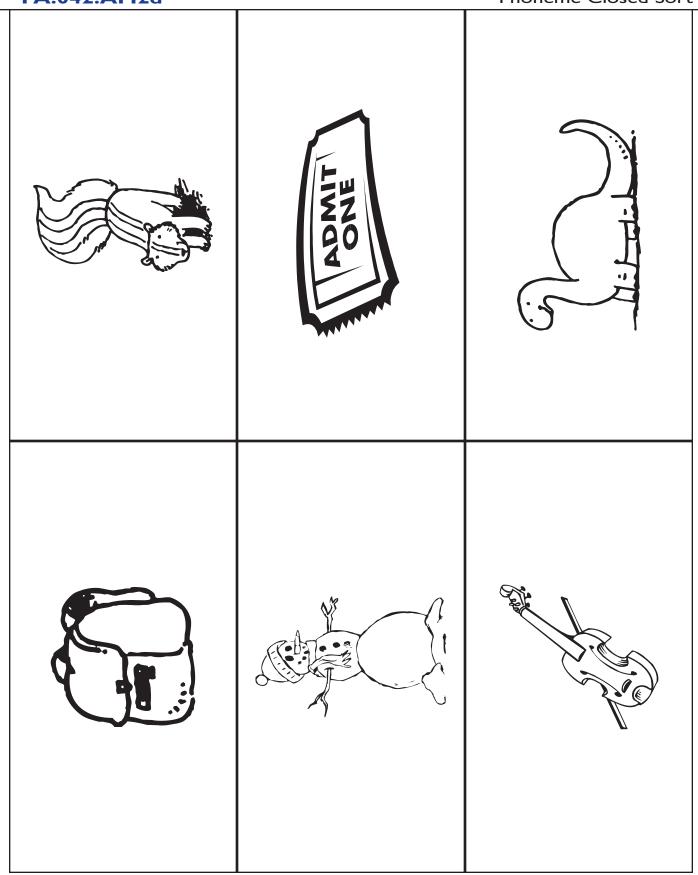


phoneme picture cards: bottle-4, bridge-4, paper-4, plant-5, rooster-5, lettuce-5



PA.042.AM2d

Phoneme Closed Sort



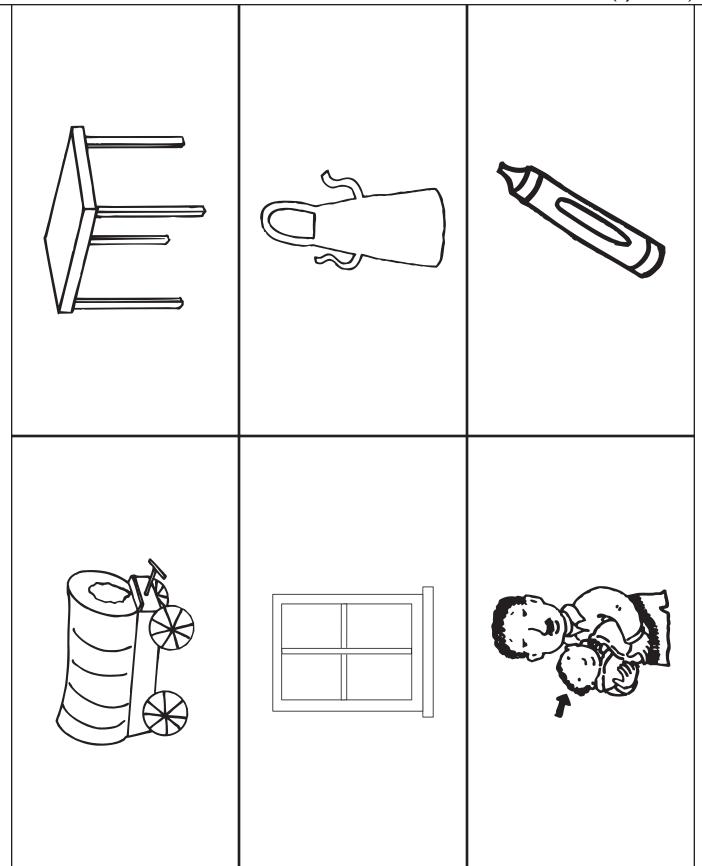
phoneme picture cards: skunk-5, ticket-5, dinosaur-6, backpack-6, snowman-6, violin-6

Phoneme Closed Sort – Extension (syllables) PA.042.AM3a

syllable picture cards: boy-1, girl-1, spoon-1, doll-1, coat-1, lamp-1

PA.042.AM3b

Phoneme Closed Sort – Extension (syllables)



syllable picture cards: table-2, apron-2, crayon-2, wagon-2, window-2, baby-2



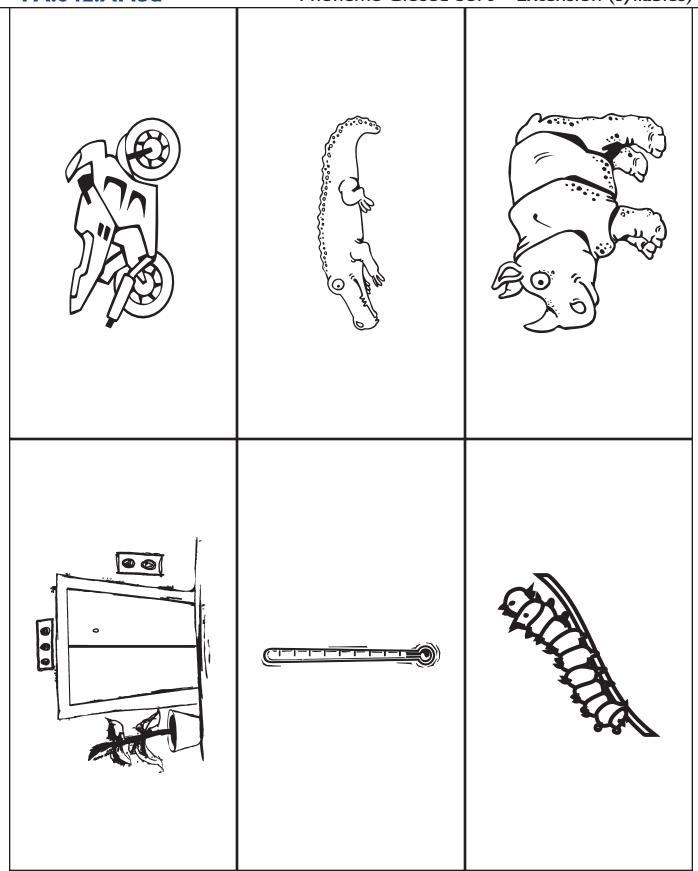
Phoneme Closed Sort - Extension (syllables) PA.042.AM3c

syllable picture cards:

radio-3, computer-3, butterfly-3, kangaroo-3, skeleton-3, astronaut-3 ©2005 The Florida Center for Reading Research (Revised, 2008)

PA.042.AM3d

Phoneme Closed Sort – Extension (syllables)



syllable picture cards:

motorcycle-4, alligator-4, rhinoceros-4, elevator-4, thermometer-4, caterpillar-4



Phoneme Segmenting

PA.043

Phoneme Hopscotch



Objective

The student will segment phonemes in words.



Materials

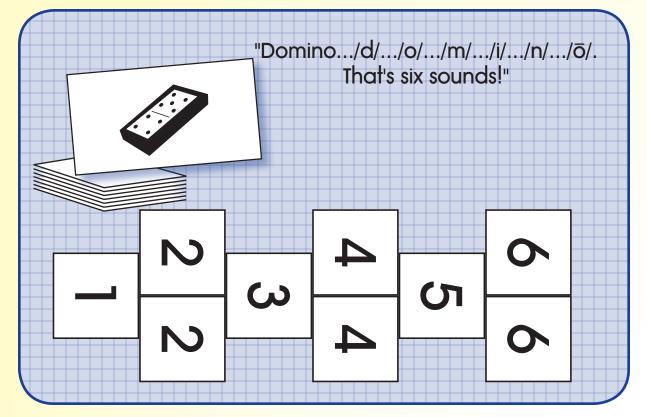
- Hopscotch board Use a hopscotch mat, tape off a hopscotch board, or draw with sidewalk chalk.
- Two-to-six phoneme picture cards (Activity Master PA.043.AM1a PA.043.AM1b)



Activity

Students segment the number of phonemes in a word and hop to the corresponding number.

- 1. Place the phoneme picture cards face down in a stack and arrange the hopscotch board on the floor.
- 2. Taking turns, student one selects the top card, names the picture, segments it into phonemes, and counts the number of phonemes (e.g., "domino, /d/ /o/ /m/ /i/ /n/ /ō/. That's six sounds.").
- 3. Student two repeats the segments and hops to the corresponding number.
- 4. Reverse roles and continue until all picture cards are used.
- 5. Peer evaluation



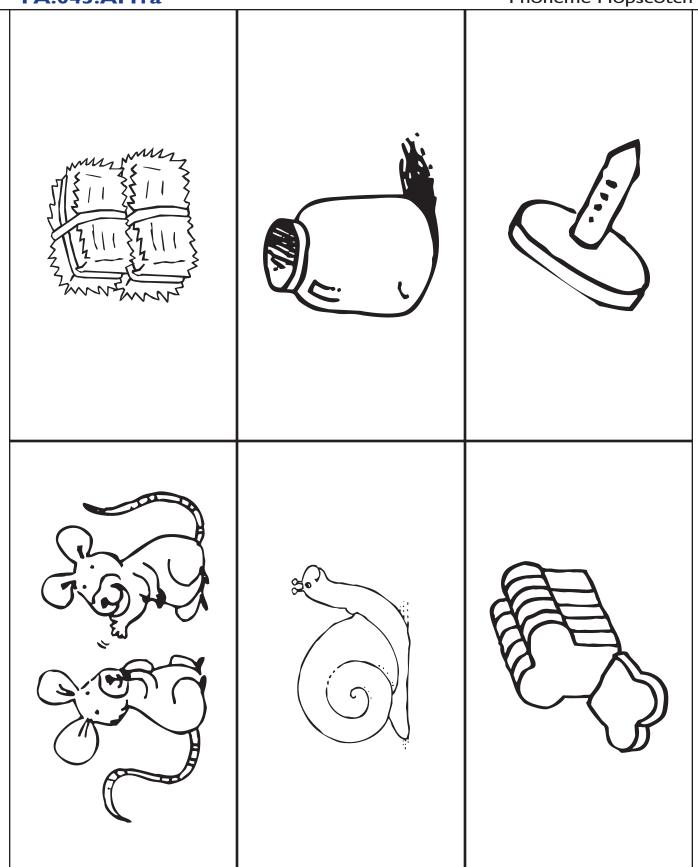


Extensions and Adaptations

Play using other phoneme picture cards (Activity Master PA.046.AM1a - PA.046.AM1d).

PA.043.AMIa

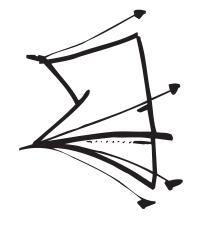
Phoneme Hopscotch



phoneme picture cards: hay-2, jar-2, tack-3, mice-3 snail-4, bread-4

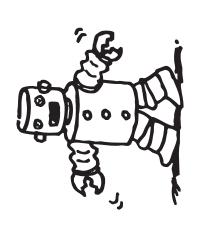


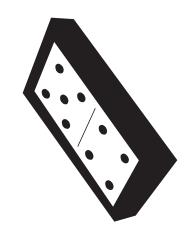
Phoneme Hopscotch PA.043.AMIb

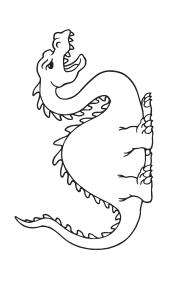












phoneme picture cards: tent-4, rabbit-5, koala-5, robot-5, domino-6, dragon-6





PA.044

Phoneme Segmenting

The Sound Game



Objective

The student will segment phonemes in words.



Materials

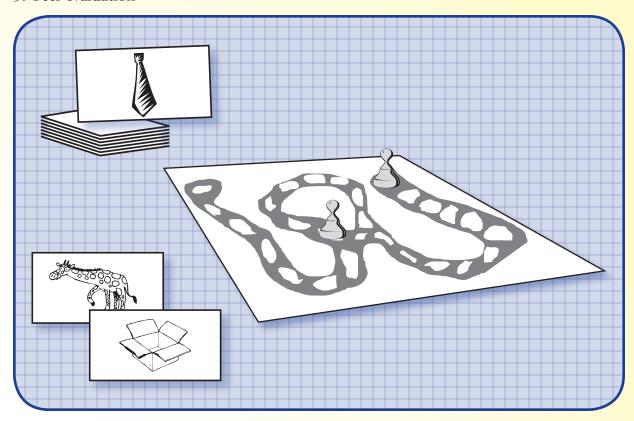
- ▶ The Sound Game board (Activity Master PA.044.AM1a PA.044.AM1b)
- Copy on card stock, assemble, and laminate.
- Two-to-five phoneme picture cards (Activity Master PA.044.AM2a PA.044.AM2b) Game pieces (e.g., counters)



Activity

Students count phonemes in words while playing a board game.

- 1. Place the Sound Game board and phoneme picture cards face down in a stack on a flat surface. Place game pieces at START.
- 2. Taking turns, students pick up a picture card, name the picture, and segment the word into phonemes (e.g., "tie, $/t//\overline{i}/$ ").
- 3. Move game piece the corresponding number of spaces.
- 4. Continue until all students reach the END space.
- 5. Peer evaluation





Extensions and Adaptations

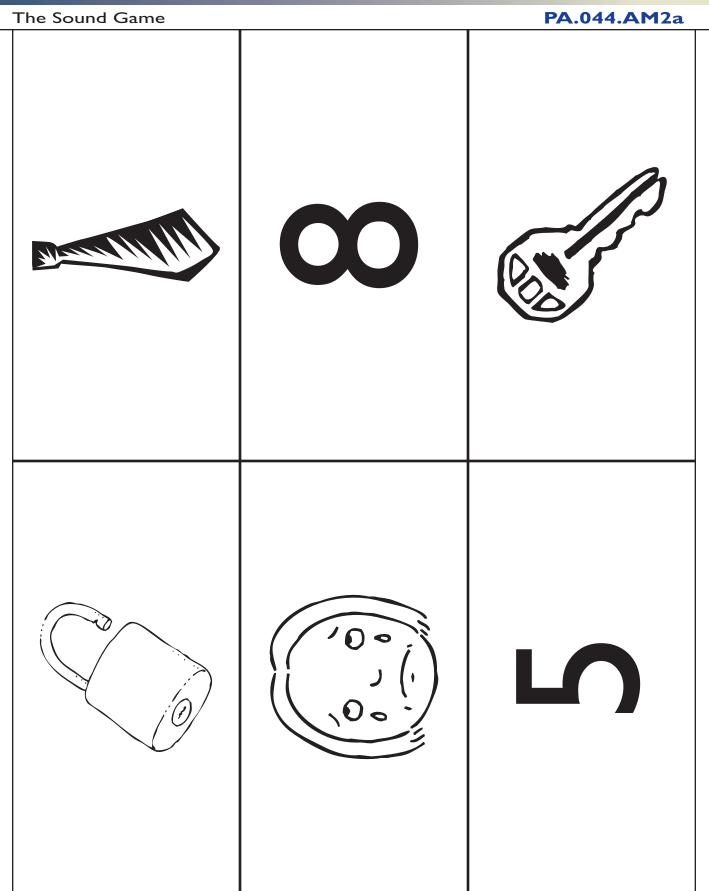
- Play using other phoneme picture cards.
- Count syllables in words.

The Sound Game PA.044.AMIa



PA.044.AMIb The Sound Game

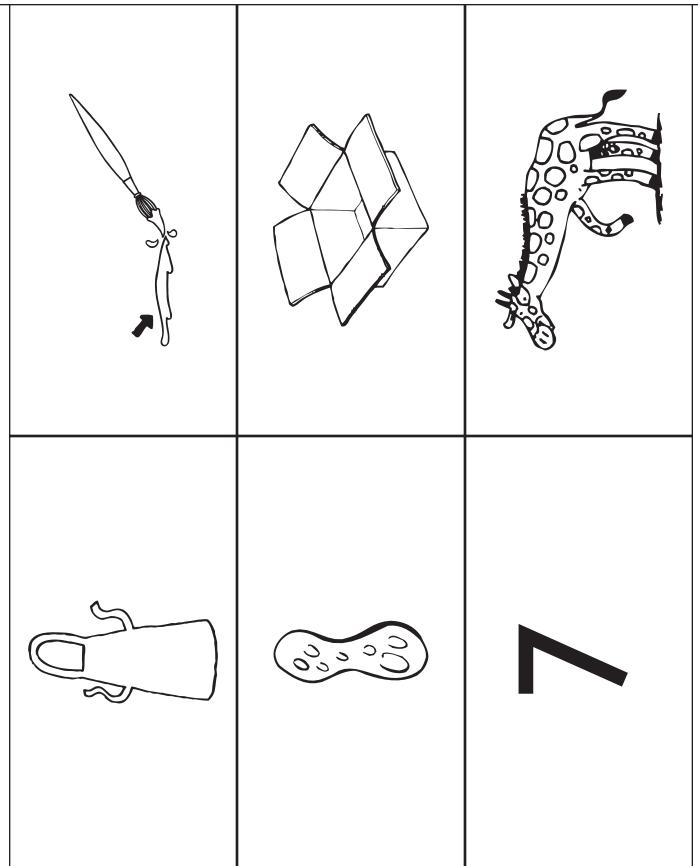




phoneme picture cards: tie-2, eight-2, key-2, lock-3, cry-3, five-3



PA.044.AM2b The Sound Game



phoneme picture cards: paint-4, box-4, giraffe-4, apron-5, peanut-5, seven-5





Phoneme Segmenting

PA.045

Sound Spin



Objective

The student will segment phonemes in words.



Materials

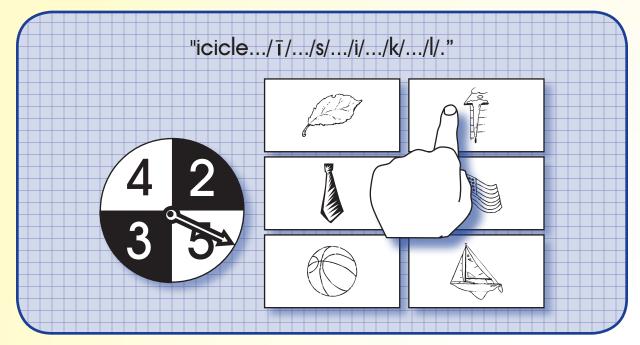
- Two-to-five phoneme picture cards (Activity Master PA.045.AM1a PA.045.AM1b)
- Sound spinner (Activity Master PA.045.AM2) Copy on card stock.
- Brad
 - Attach arrow to the spinner with the brad.
- Student sheet (Activity Master PA.045.SS)
- Crayons or markers



Activity

Students count phonemes in words while playing a spinner game.

- 1. Place phonemepicture cards face up in rows. Place spinner and crayons at the center. Provide each student with a student sheet.
- 2. Taking turns, students spin the arrow to identify a number.
- 3. Locate one picture card with the corresponding number of phonemes. Point to and name the picture. Orally segment it into phonemes (e.g., "icicle, /ī/ /s/ /i/ /k/ /l/").
- 4. Illustrate the picture under the corresponding number on the student sheet.
- 5. Continue until student sheets are complete.
- 6. Teacher evaluation

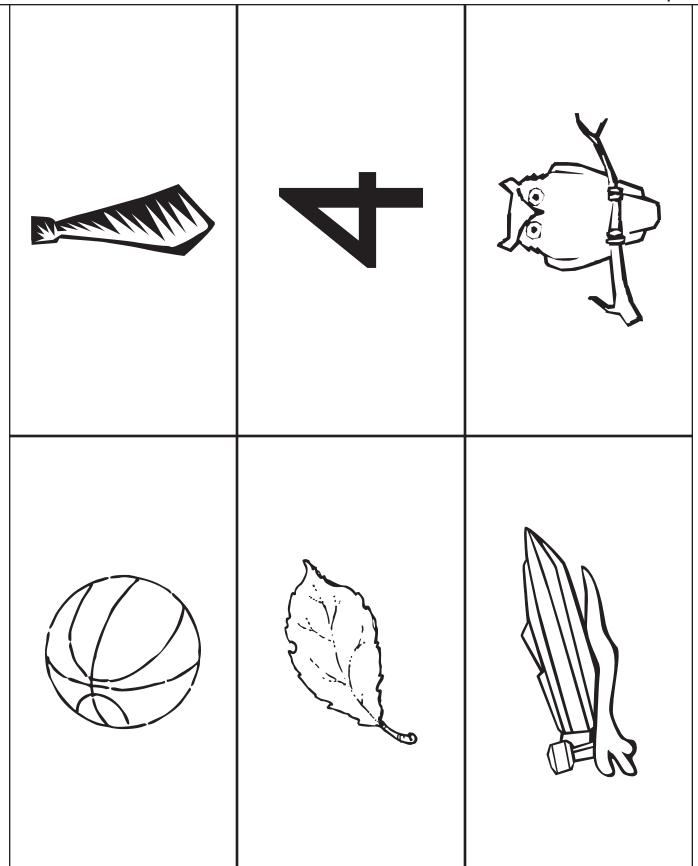




Extensions and Adaptations

- Play using other phoneme picture cards.
- Draw other phoneme pictures corresponding with the numbers in each section of the student sheet (Activity Master PA.045.SS).

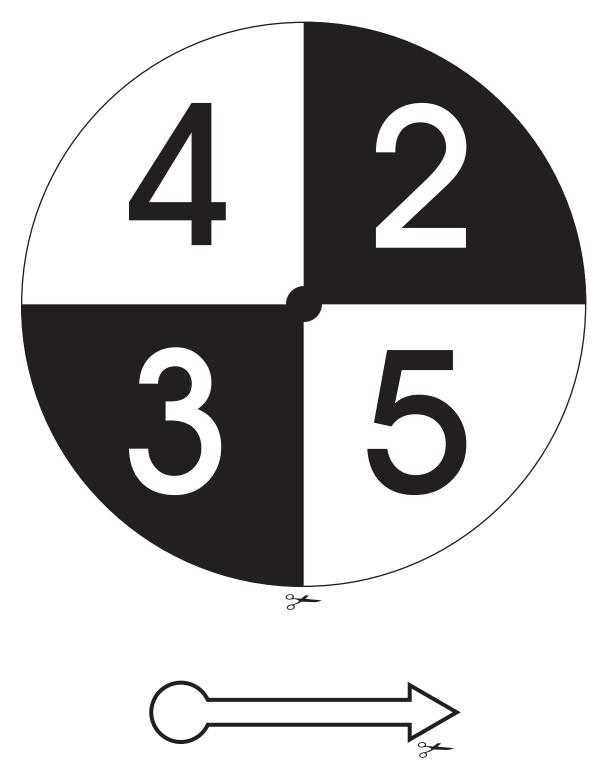
PA.045.AMIa Sound Spin



phoneme picture cards: tie-2, four-2, owl-2, ball-3, leaf-3, boat-3



Sound Spin **PA.045.AMIb** PA.045.AM2 Sound Spin



Name

Sound Spin PA.045.SS

4 5



PA.046

Phoneme Segmenting

Phoneme Feud



Objective

The student will segment phonemes in words.



Materials

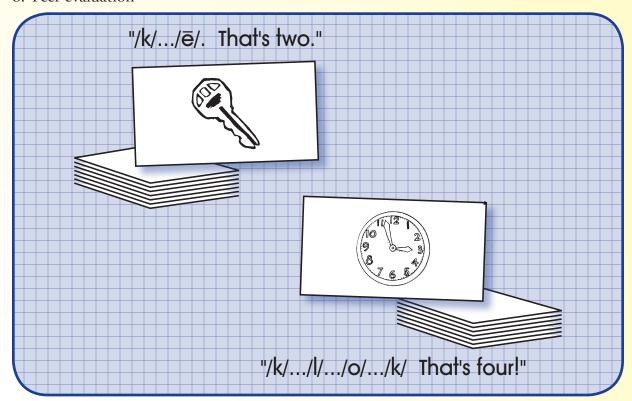
Two-to-five phoneme picture cards (Activity Master PA.046.AM1a - PA.046.AM1d)



Activity

Students count the phonemes in words while playing a word game.

- 1. Mix and place phoneme picture cards face down in two stacks on a flat surface.
- 2. Taking turns, students turn over a card from the stack, name the picture, segment the sounds, and count the phonemes (e.g., "key, /k/ /e/, two phonemes").
- 3. The student with the picture card containing the highest number of phonemes takes the cards.
- 4. If the students have the same number then they have a "phoneme feud." Each student selects one more card, and places it face up. Names the picture, segments the sound, and counts the phonemes. Student who has the card with the highest number of phonemes takes all the cards.
- 5. Continue until all cards are used.
- 6. Peer evaluation





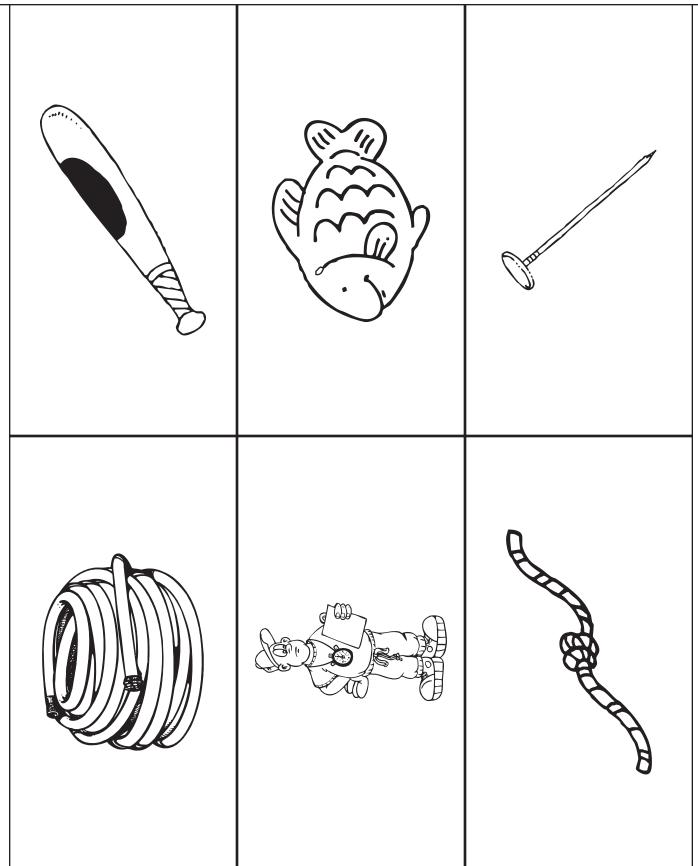
Extensions and Adaptations

- Sort picture cards by number of phonemes.
- Play using other picture cards.

Phoneme Feud **PA.046.AMIa**

phoneme picture cards: key-2, arm-2, hay-2, two-2, saw-2, pie-2

PA.046.AMIb Phoneme Feud



phoneme picture cards: bat-3, fish-3, nail-3, hose-3, coach-3, rope-3

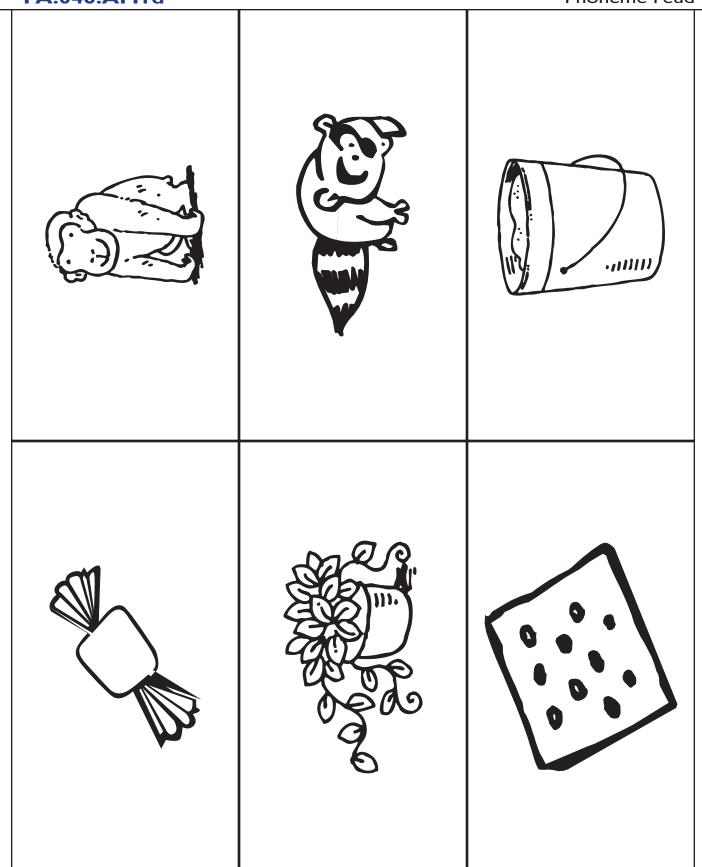


Phoneme Feud **PA.046.AMIc**

phoneme picture cards: penny-4, baby-4, spoon-4, snail-4, ladder-4, clock-4



PA.046.AMId Phoneme Feud



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