



Objective

The student will match initial/final/medial phonemes to graphemes.



Materials

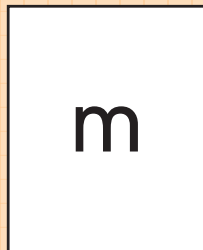
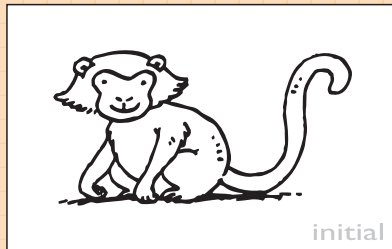
- ▶ Picture cards (Activity Master P.001.AM1a - P.001.AM1b)
- ▶ Letter cards (Activity Master P.001.AM2)
- ▶ Student sheet (Activity Master P.001.SS)
- ▶ Pencils



Activity

















Students match initial, final, or medial phonemes to letter cards.

1. Place picture cards face down in a stack. Spread the letter cards face up in rows. Provide each student with a student sheet.
2. Taking turns, students select the top card from the stack and name the picture.
3. Determine if the target sound is initial, final, or medial by reading the designation at the bottom of the card. For example, select the picture card of “monkey” and note that the word “initial” is printed at the bottom. This indicates that the target sound is the initial sound.
4. Say the name of the picture (“monkey”). Isolate initial sound and say, “/m/.” Find the matching letter (i.e., “m” card) and lay it down next to the “monkey.”
5. Continue until all pictures are matched with letter cards.
6. Record letter on student sheet next to pictures.
7. Teacher evaluation



Name _____

P.001.SS Sound Match

 final		 medial	
 initial		 medial	
 medial		 final	
 initial	m	 final	
 initial		 medial	
 final		 initial	
 medial		 initial	
 medial		 final	



Extensions and Adaptations

- ▶ Use other target graphemes and picture cards.
- ▶ Alphabetize picture cards.



Objective

The student will combine final consonant blends with other letters to form words.

Materials

- ▶ Word spinners (Activity Master P.007.AM1a - P.007.AM1b)
Copy spinner on card stock.
Cut spinner and attach arrow with a brad.
- ▶ Student sheet (Activity Master P.007.SS1)
- ▶ Pencils

Activity

Students make words using initial letters and final consonant blends by playing a spinner game.

1. Place spinners at center (i.e., initial letters spinner on the left and final consonant blends spinner on the right). Provide each student with a student sheet.
2. Taking turns, students spin both spinners. Combine and write letters from spinners on student sheet under the corresponding final consonant blend. For example, if initial letters spinner lands on “ju” and final consonant blends spinner lands on “mp,” the student writes “jump” in the “_mp” column.
3. Read word and decide if it is real or nonsense. If nonsense put an “X” through it.
4. Continue until all possible words are made.
5. Teacher evaluation

Name _____

Word Spinners P.007.SS1

_st	_mp	_nd	_ft	_nt	_nk
best	jump		cast	bent	
cast					

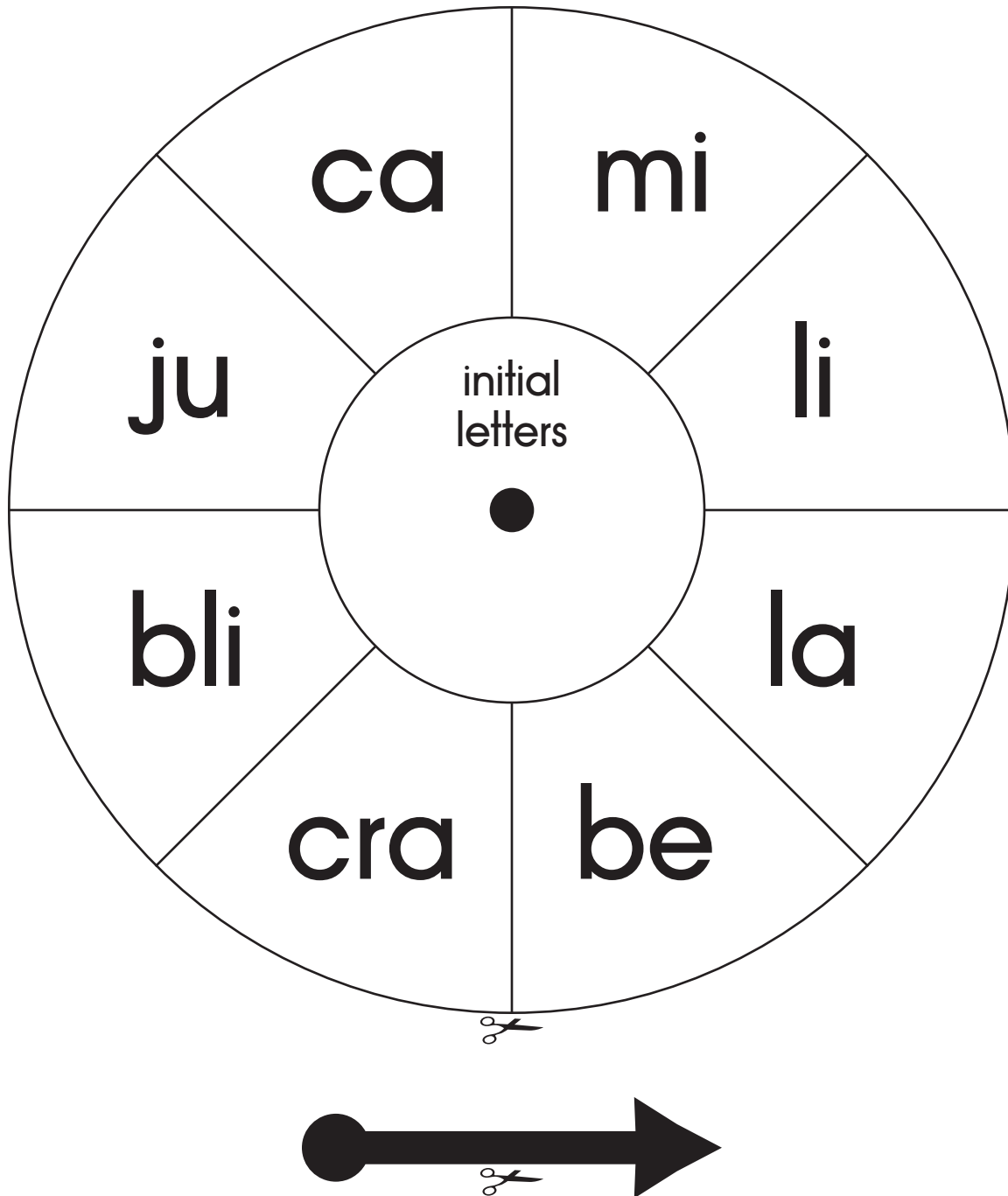
Extensions and Adaptations

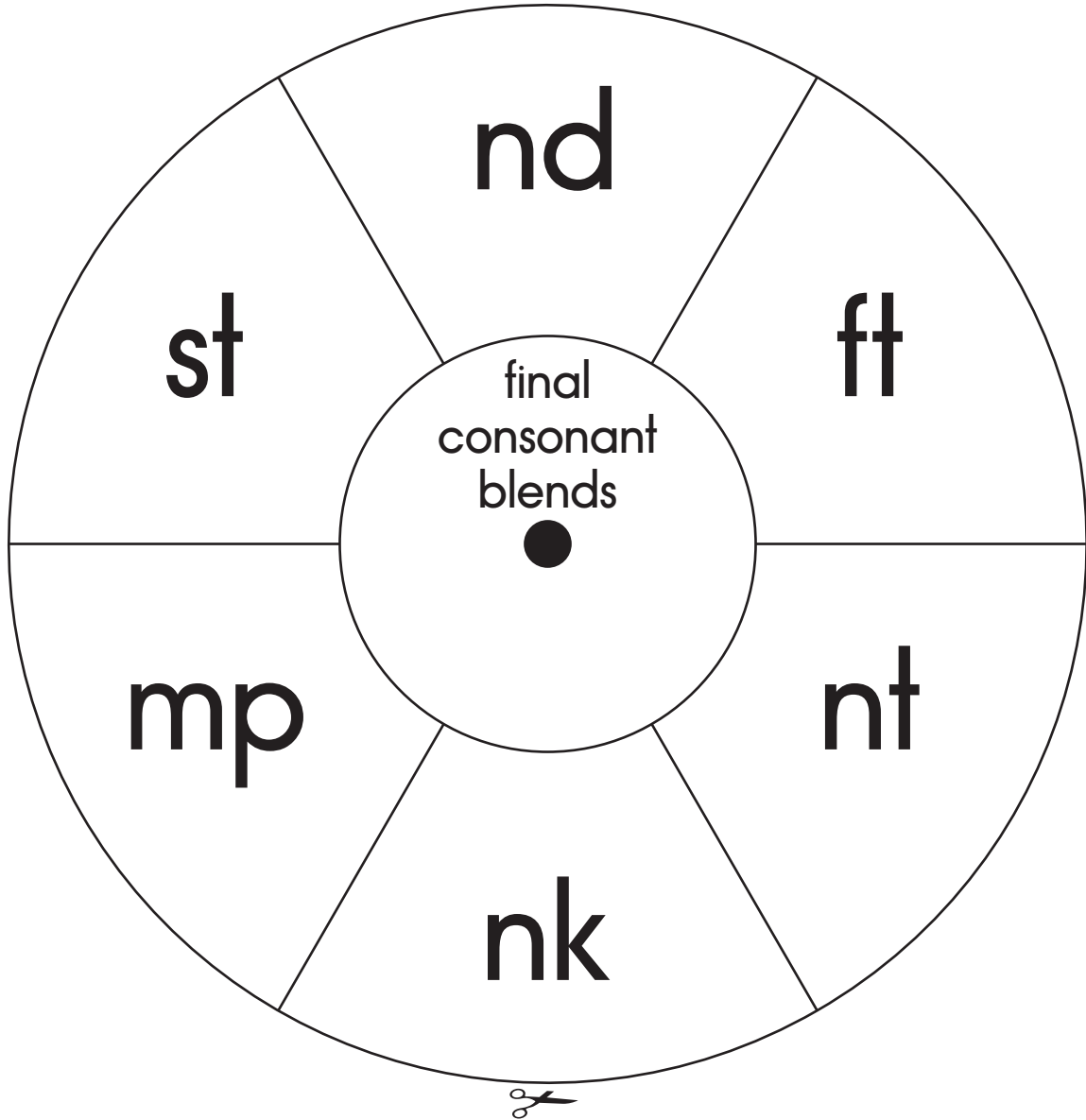
- ▶ Use other letters to make words (Activity Master P.007.AM2 and P.007.SS2).
- ▶ Dictate words to partner to spell.

Phonics

Word Spinners

P.007.AM1a



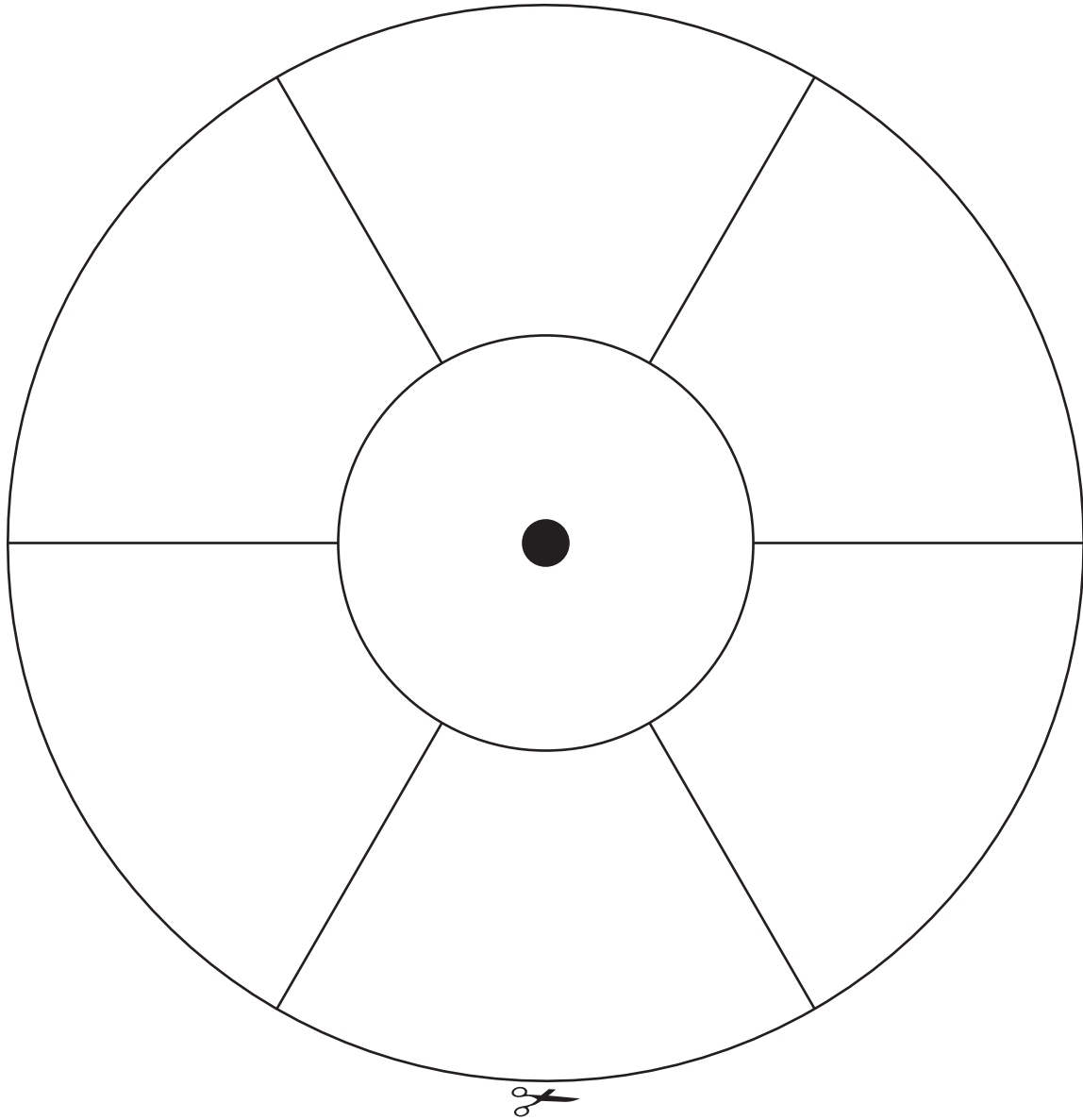


Name _____

Word Spinners

P.007.SSI

_st	_mp	_nd	_ft	_nt	_nk



Name _____

Word Spinners

P.007.SS2
