MATERIALS

Workmat;
Counters

Game cards; Game board; Markers

## Blend Phonemes <br> 2-3 minutes

Tell the child that you are going to say a word slowly by stretching out the sounds: /fff/ /lll/ /aaa/ /t/ (stretch all sounds except for the /t/). Then tell the child you are going to blend the sounds together to say the word: flat. Repeat one more time, having the child listen carefully.

Tell the child you will say the sounds of some words and that you want him/her to blend them together to say the word.
teacher: /sss/ /111/ /aaa/ /p/; child: slap
teacher: /t/ /rrr/ /eee/; child: tree
teacher: /p/ /ooii/ /nnn/ /t/; child: point
teacher: /sss/ /p/ /ooii/ /ll1/; child: spoil
teacher: /g/ /ll1/ /ār/; child: glare

## Segment Phonemes <br> 8 5-8 minutes

Say the word fluff. Tell the child that you are going to segment the word into its sounds: /f/ /l//u/ /f/. Tell the child that there are four sounds in fluff. Have the child segment the word sat into its three sounds.

Give the child the workmat and four counters. Say the word rake. Have the child tell you how many sounds he/she hears in the word. Have the child choose the appropriate set of boxes on the workmat and push a counter into each box for each sound he /she hears in the word rake. If the child has difficulty, demonstrate how to push the counters as you say the sounds: /r/ /ā/ /k/ (3 sounds).

Repeat the steps with the following words: boat (3), chip (3), patch (4), sink (4), blush (4), fine (3).

Name each picture with the child: ace, ball, brush, cheese, crab, fish, flute, goose, jeans, lamp, mice, nail, paint, pie, rug, tea. Shuffle the cards and stack them picture side up. Have the child draw a card, name the picture, and say how many sounds he/she hears in the word. Have the child turn over the card to check the number of sounds. If the child is correct, he/she can move as many spaces on the game board as there are sounds in the word. If incorrect, the child cannot move. Have the child place the card at the bottom of the stack. It is now your turn to draw a card.

## Manipulate Initial Phonemes <br> 

Say the word pan. Tell the child that you can make a new word by replacing the $/ \mathrm{p} /$ sound at the beginning of the word with the /t/ sound. Say the new word: tan.

Have the child change the $/ \mathrm{t} /$ at the beginning of $\tan$ to $/ \mathrm{m} /$ and tell you what new word he/she has made (man). Then have the child change the $/ \mathrm{m} /$ in man to $/ \mathrm{r} /$ and tell you the new word (ran). Finally, have the child replace the $/ \mathrm{r} /$ in ran with /f/

## Phonological Awareness

## Teaching Tips <br> Lesson 21 (cont.)

MATERIALS

Read-aloud book
and tell you the new word (fan).
Repeat with the word cake by having the child change the $/ \mathrm{k} /$ sound to $/ \mathrm{l} /$ (lake), the /l/ in lake to /m/ (make), the /m/ in make to /t/ (take), and the /t/ in take to /f/ (fake).

## Optional Listening Activity

Read the book Where Is Whiskers? or a book of your choice to the child. Show the child the cover illustrations and ask him/her to predict what the story might be about. Tell the child to listen for words that start with /wh/ as you read the story. Model fluent reading using appropriate expression. Pause occasionally before turning a page to ask: What do you think might happen next?

When you have finished reading the story, involve the child in a brief discussion about the book by asking questions such as these: Did you like the story? Why or why not? What happened at the beginning of the story? Then what happened? How did the story end? Where was Whiskers?

Phonological Awareness


Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Rễáding $A-Z$
Phonological Awareness

(FRONH) Lesson 21


Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

## Reấding A-Z

Phonological Awareness
Game Cards (Back) Lesson 21


Phonological Awareness

## Game Board Lesson 21



