

Student Center Activities



Phonological Awareness Part 1

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371-2115A-5CA01



PA.001

Rhyme Recognition

Moving with Rhyme



Objective

The student will recognize rhyming words.



Materials

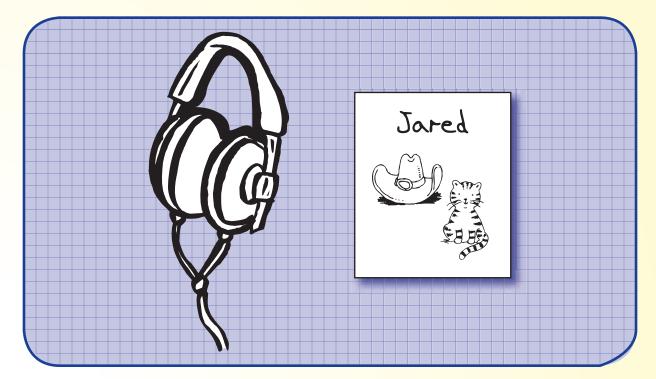
- CD or tape player
- Headphones
- CD or tape with rhyming songs
- Gloves (or paper hands on popsicle sticks Activity Master PA.020.AM2)
- Paper
- Crayons or markers



Activity

Students interact with rhyming songs at the listening center.

- 1. Set up the listening center and place the gloves beside it.
- 2. Student puts on the gloves and headphones.
- 3. Listens to a rhyming song.
- 4. Interacts with the song (claps when the words rhyme).
- 5. Shakes head "no" when the words do not rhyme.
- 6. Draws pictures of the rhyming pairs in the song (e.g., cat and hat).
- 7. Teacher evaluation





Extensions and Adaptations

- Illustrate new rhyming pairs.
- Develop a rhyming tape.



Rhyme Recognition

PA.002

Matching Rhyme Time



Objective

The student will recognize rhyming words.



Materials

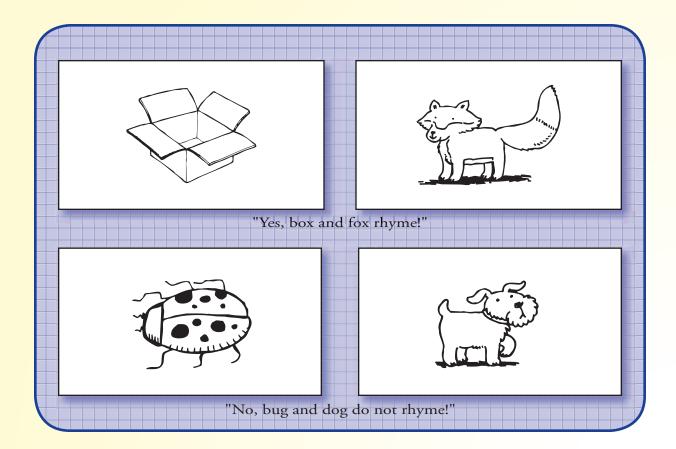
Set of "rhyme" and "time" picture cards (Activity Master PA.002.AM1a - PA.002.AM1f) Separate pairs of rhyming cards into two stacks.



Activity

Students play a game by matching rhyming picture cards.

- 1. Place the two separate stacks of "rhyme" and "time" cards face down on a flat surface.
- 2. Working in pairs, student one turns over a card from each stack and names the pictures.
- 3. If a match is made says, "rhyme time" and keeps the pair. If a match is not made, returns the cards randomly to the appropriate stack and student two takes a turn.
- 4. Continue until all matches are made.
- 5. Peer evaluation



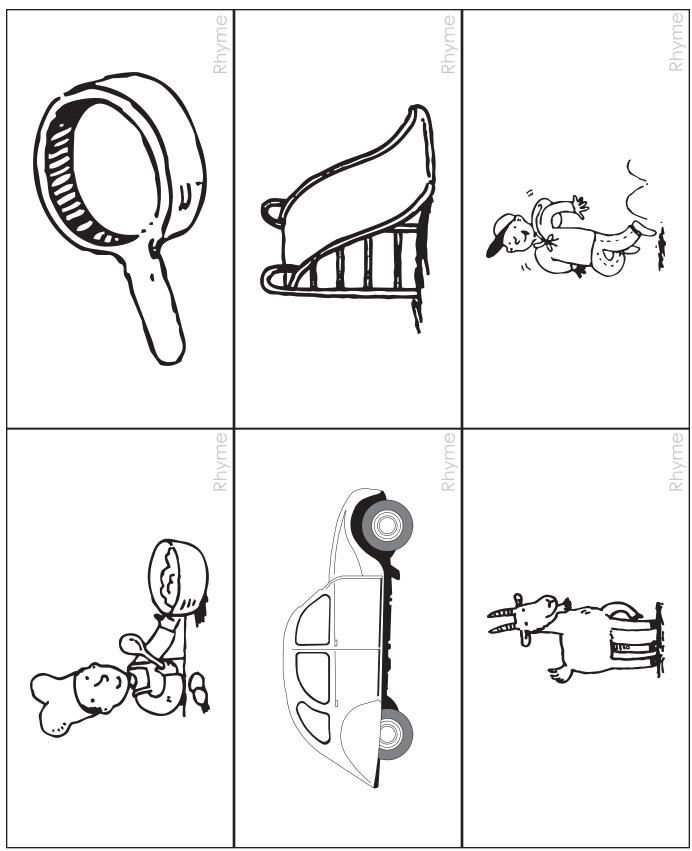


Extensions and Adaptations

- State a word or draw a picture that rhymes with the match.
- Match words with the same initial sound.

PA.002.AMIa

Matching Rhyme Time

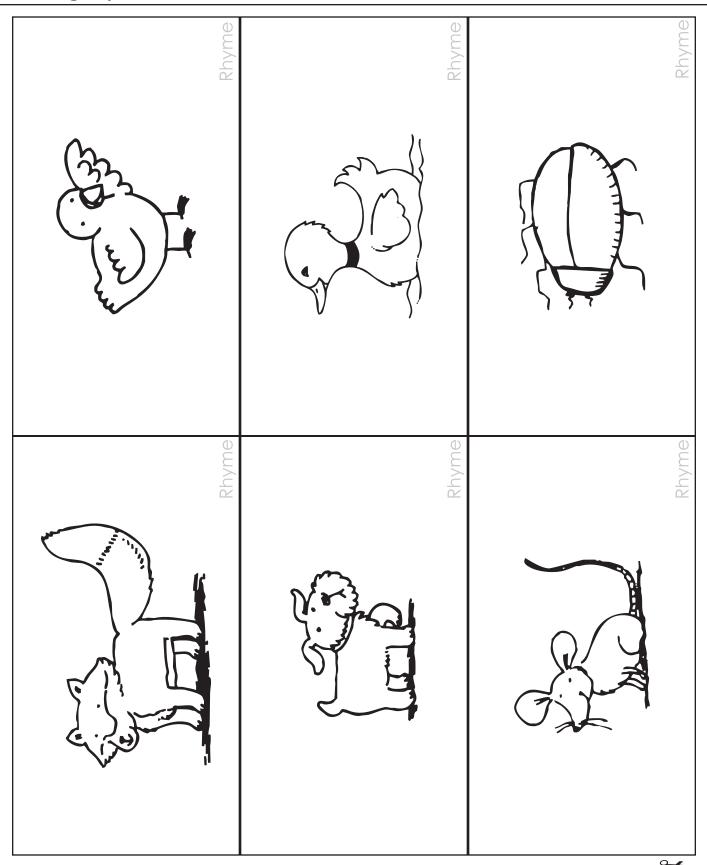


Rhyme cards: pan, slide, hop, cook, car, goat



Matching Rhyme Time

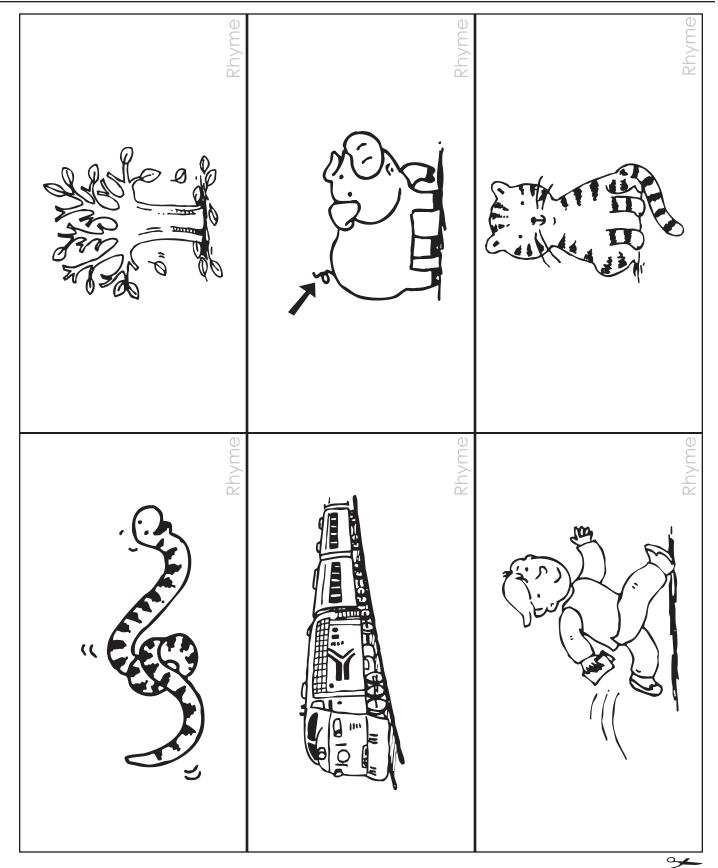
PA.002.AMIb



Rhyme cards: chick, duck, bug, fox, dog, mouse

PA.002.AMIc

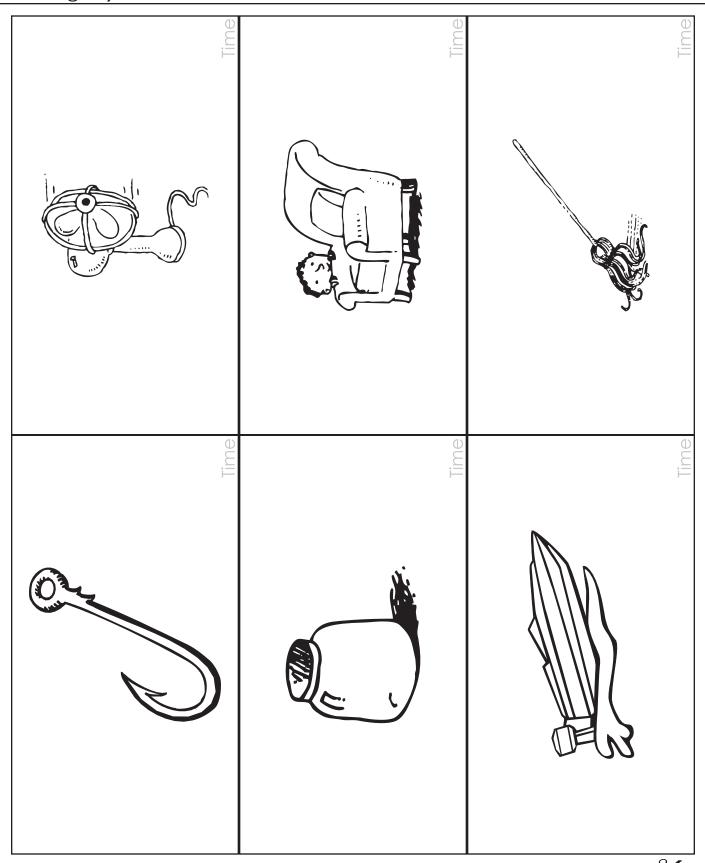
Matching Rhyme Time



Rhyme cards: tree, tail, cat, snake, train, run

Matching Rhyme Time

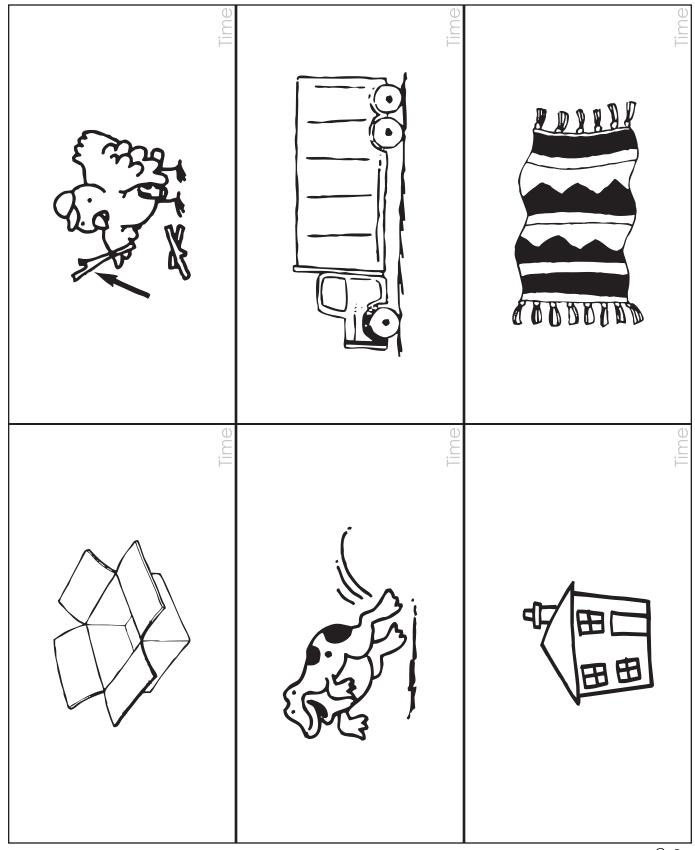
PA.002.AMId



Time cards: fan, hide, mop, hook, jar, boat

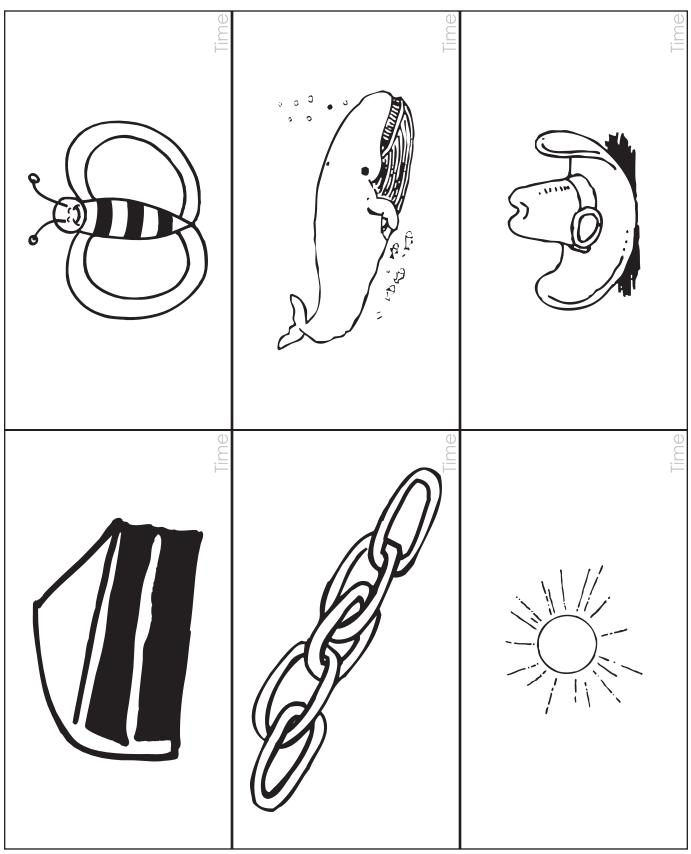
PA.002.AM1e

Matching Rhyme Time



Matching Rhyme Time

PA.002.AMIf



Time cards: bee, whale, hat, cake, chain, sun





PA.003

Rhyme Recognition

Rhyming A-LOT-OH!



Objective

The student will recognize rhyming words.



Materials

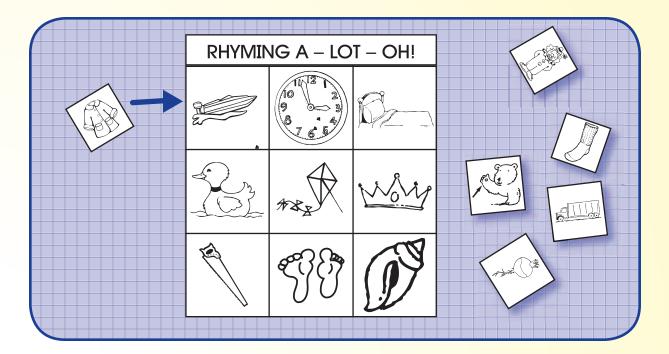
- ▶ Rhyming A-LOT-OH! board (Activity Master PA.003.AM1a PA.003.AM1f) Copy on card stock, cut out, and laminate.
- Set of rhyming picture cards (Activity Master PA.003.AM2a PA.003.AM2c)



Activity

Students match rhyming picture cards to picture boards.

- 1. Provide each student with a rhyming A-LOT-OH! board. Place set of rhyming picture cards in a stack face down.
- 2. Taking turns, students choose a picture card from the stack, say the name, and look on their rhyming boards for a match.
- 3. If there is a match, say the rhyming word and place the picture on top of the picture on the board. If there is no match, or if the picture is already covered, return the picture card to the bottom of the stack.
- 4. Continue until a student matches all of the pictures on a page or until all the cards in the stack are used.
- 5. Peer evaluation





Extensions and Adaptations

Use corresponding word cards.

Rhyming A-LOT-OH!

PA.003.AMIa



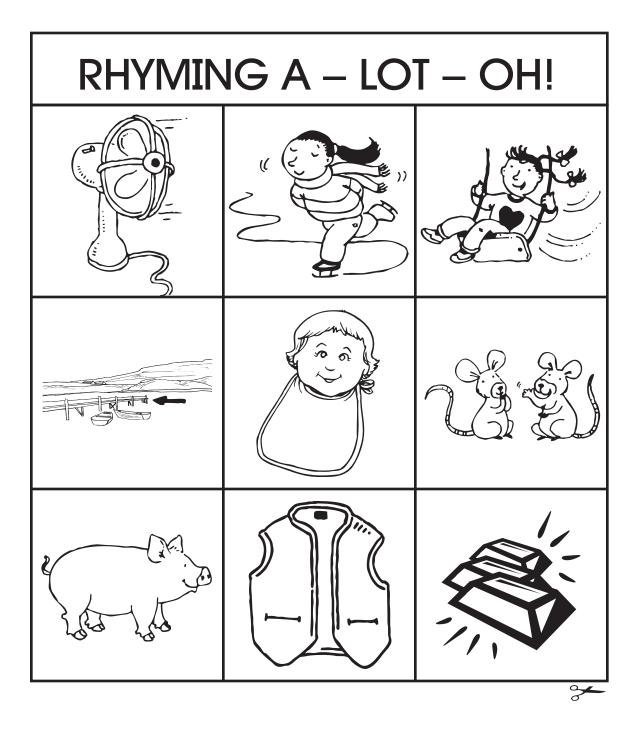
goat, cab, chair, lock, gum, horn, soap, map, moose



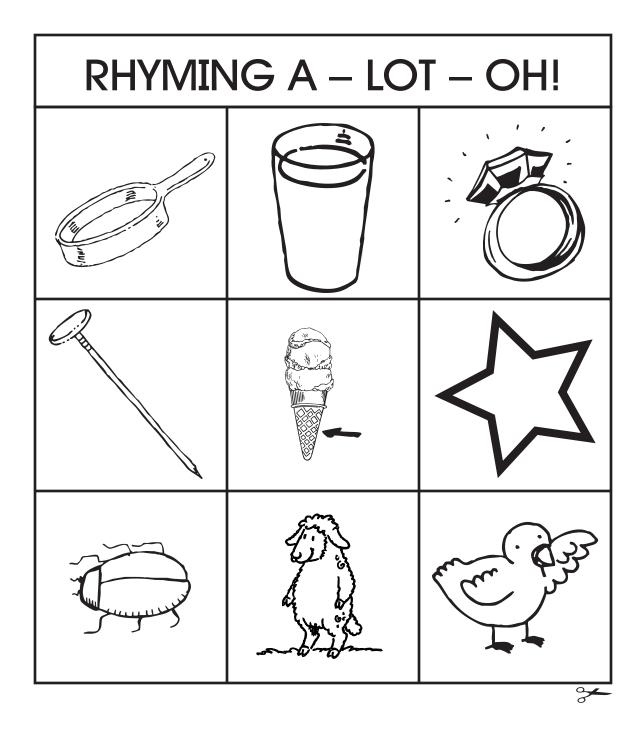
boat, clock, bed, duck, kite, crown, saw, feet, shell

Rhyming A-LOT-OH!

PA.003.AMIc



fan, skate, swing, dock, bib, mice, pig, vest, gold



pan, glass, ring, nail, cone, star, bug, sheep, chick

Rhyming A-LOT-OH!

PA.003.AM1e



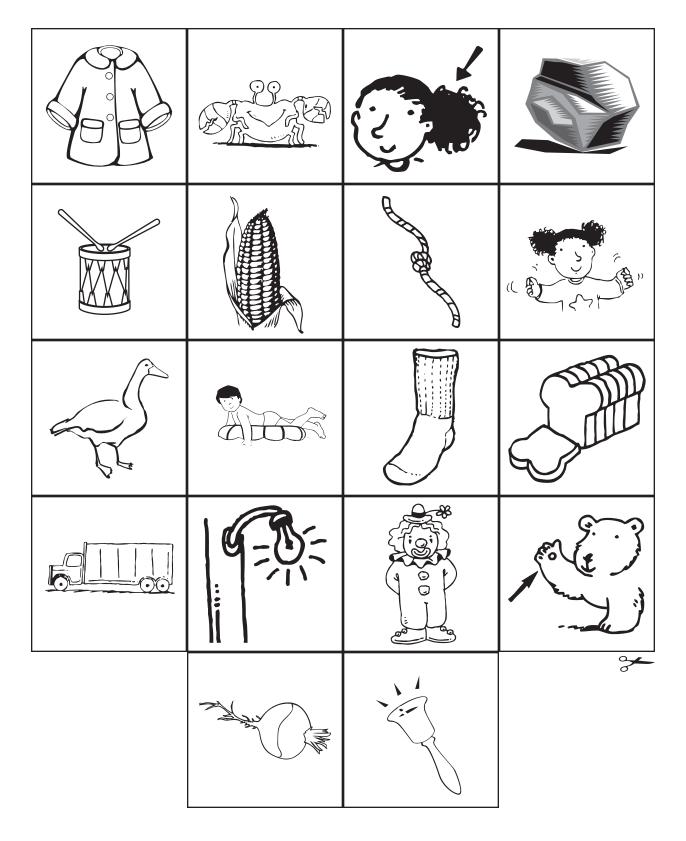
clap, coach, pea, skunk, grill, pool, tree, dish, cook



mail, rain, rose, bride, top, frog, sink, fin, lamp

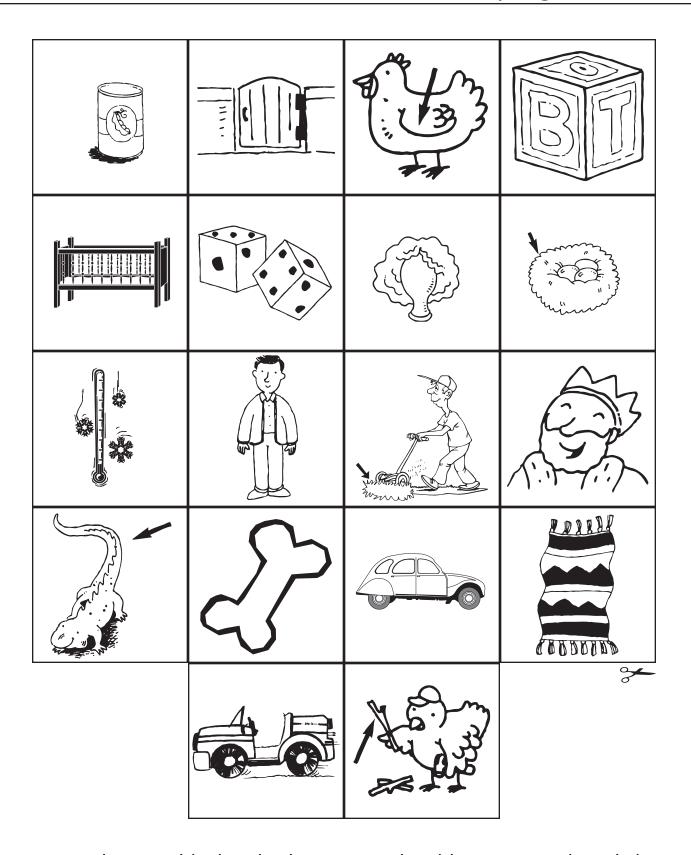
Rhyming A-LOT-OH!

PA.003.AM2a



coat, crab, hair, rock, drum, corn, rope, snap, goose, float, sock, bread, truck, light, clown, paw, beet, bell

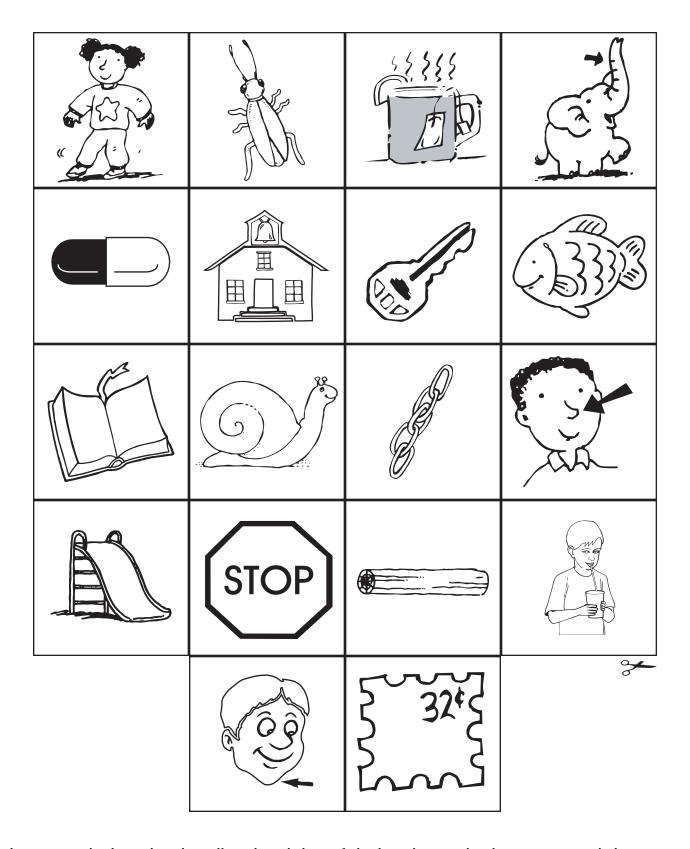
Rhyming A-LOT-OH!



can, gate, wing, block, crib, dice, wig, nest, cold, man, grass, king, tail, bone, car, rug, jeep, stick

Rhyming A-LOT-OH!

PA.003.AM2c



tap, roach, tea, trunk, pill, school, key, fish, book, snail, chain, nose, slide, stop, log, drink, chin, stamp



PA.004

Rhyme Recognition

Rhyming Game



Objective

The student will recognize rhyming words.



Materials

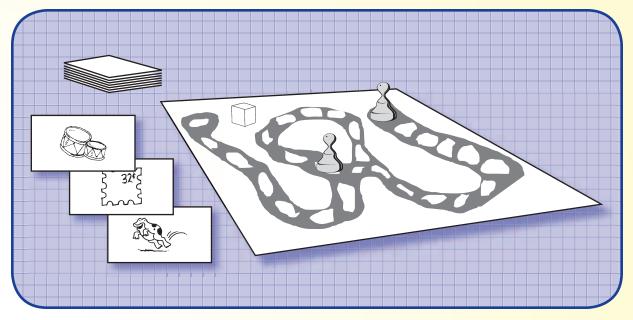
- Rhyming Game board (Activity Master PA.004.AM1a PA.004.AM1b)
- Set of rhyming picture cards (Activity Master PA.004.AM2a PA.004.AM2d)
- Cube (Activity Master PA.004.AM3) Copy on card stock.
- Game pieces (e.g., counters)



Activity

Students play a game by matching rhyming words.

- 1. Place Rhyming Game board, cube, and cards in a stack on a flat surface. Place game pieces at the START space on the game board.
- 2. Taking turns, the students roll the cube and move game piece according to the number shown.
- 3. Name the picture where the game piece lands and look through the deck of cards to find a rhyming match.
- 4. If a match is made, say the match and leave the game piece on the space. If a match is not made, then return the game piece to its previous space.
- 5. Place all cards back in the stack.
- 6. Continue until all students are at the END.
- 7. Peer evaluation

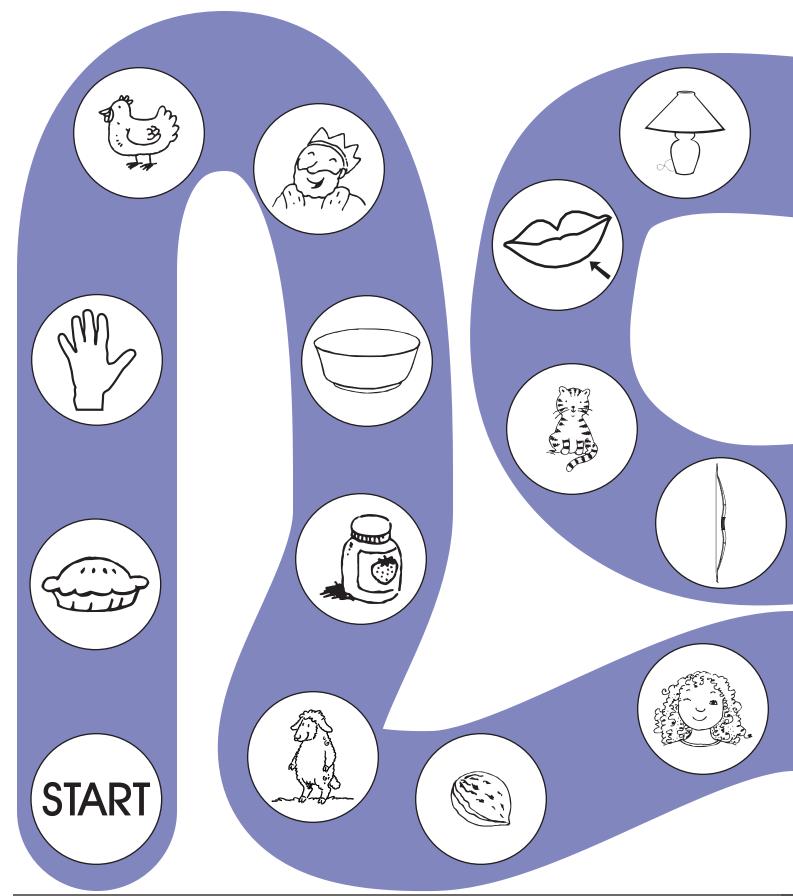




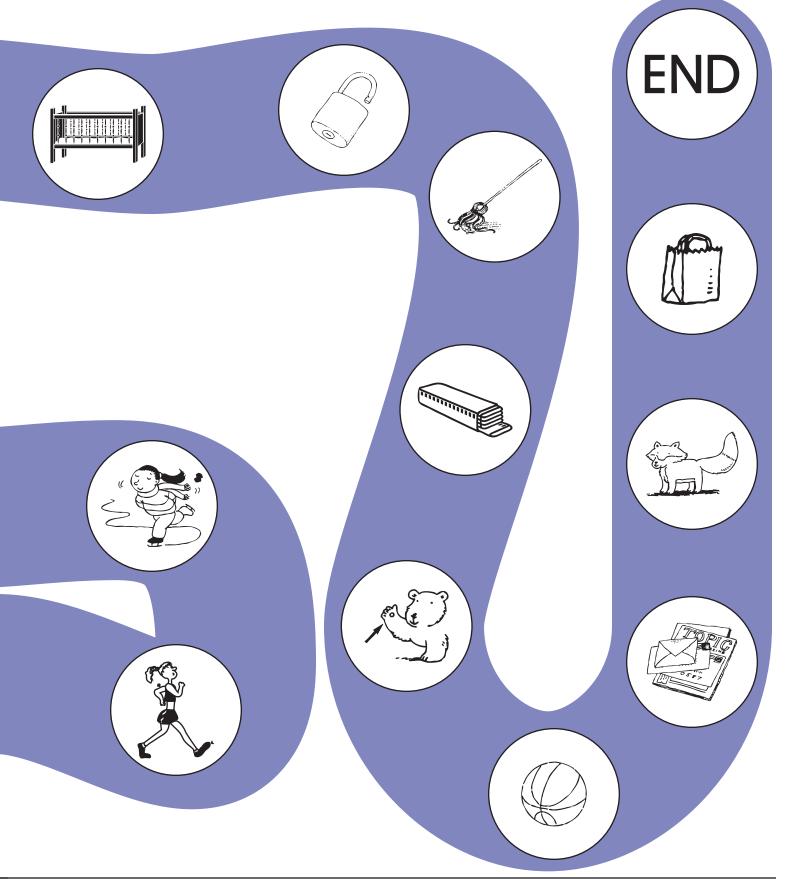
Extensions and Adaptations

Use print media or illustrate additional picture cards.

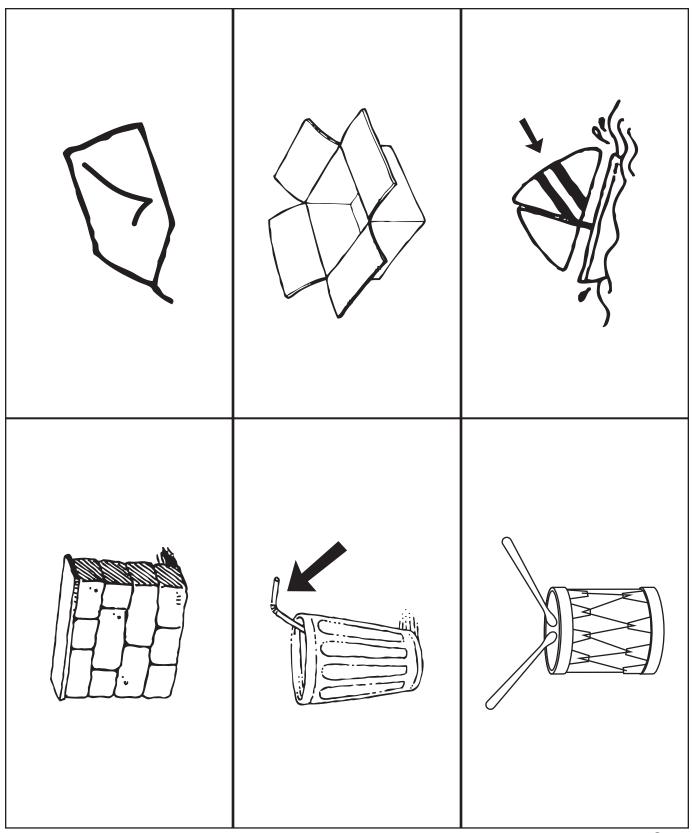
Rhyming Game PA.004.AMIa



PA.004.AMIb Rhyming Game

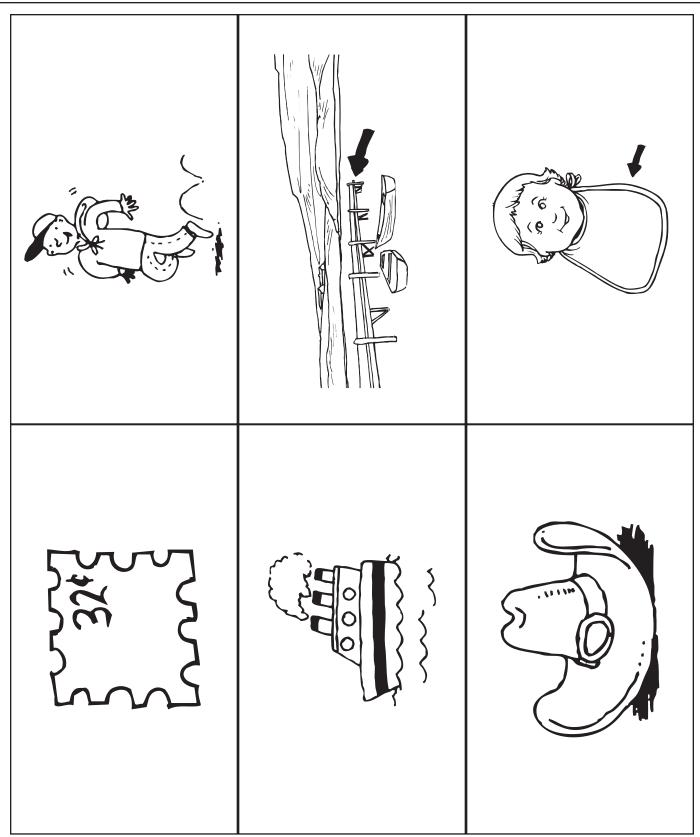


Rhyming Game PA.004.AM2a



Pictures on the game board:bag, fox, mail, ball, paw, gum Pictures on this page: tag, box, sail, wall, straw, drum

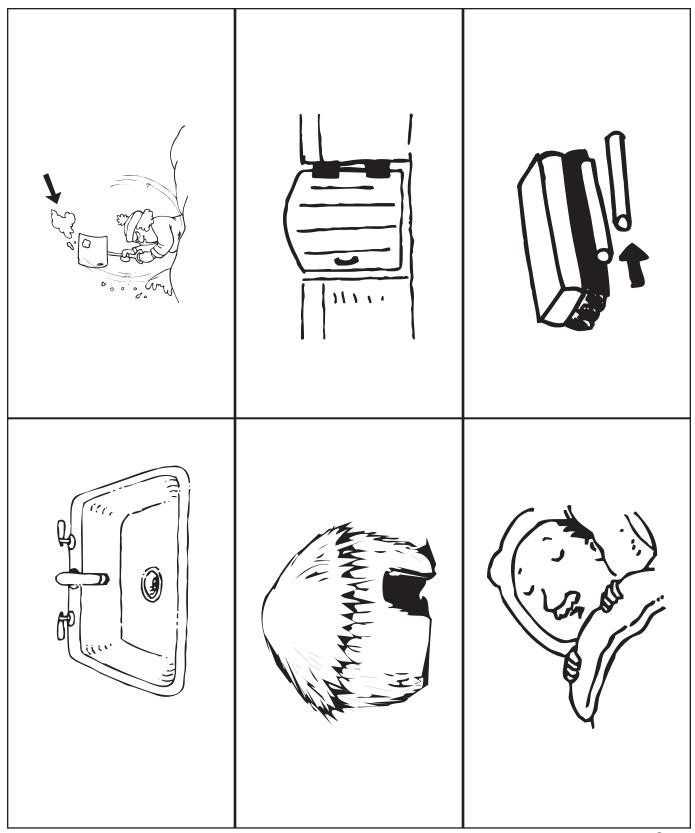
PA.004.AM2b Rhyming Game



Pictures on the game board: mop, lock, crib, lamp, lip, cat Pictures on this page: hop, dock, bib, stamp, ship, hat

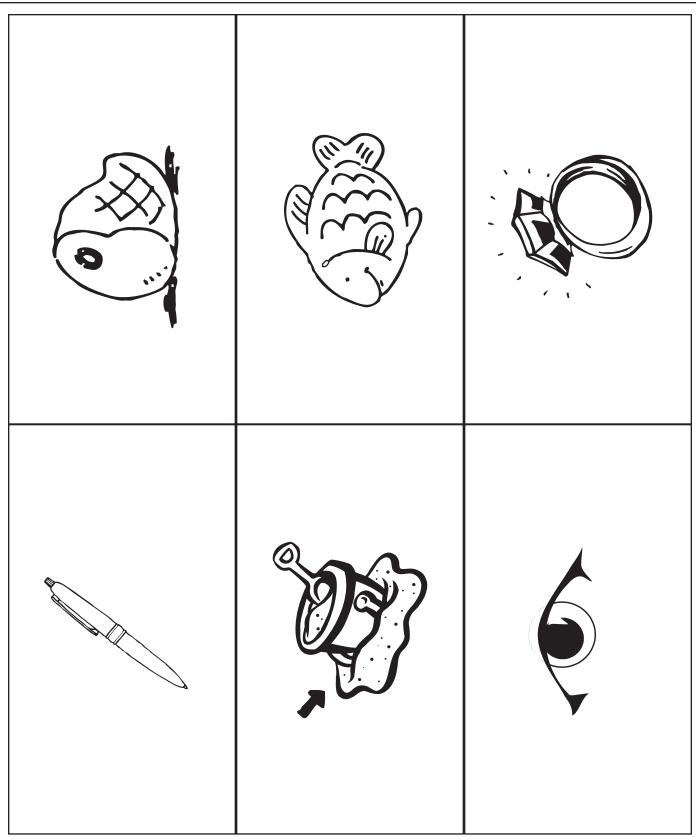


Rhyming Game PA.004.AM2c



Pictures on the game board: bow, skate, walk, wink, nut, sheep Pictures on this page: snow, gate, chalk, sink, hut, sleep

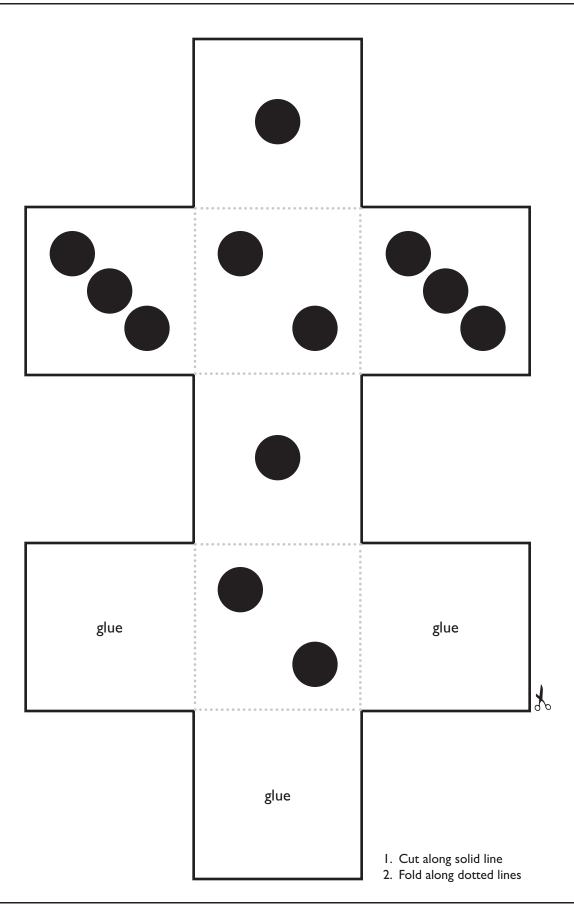
PA.004.AM2d Rhyming Game



Pictures on the game board: jam, dish, king, hen, hand, pie Pictures on this page: ham, fish, ring, pen, sand, eye



Rhyming Game PA.004.AM3





PA.005

Rhyme Recognition

Memory Match



Objective

The student will recognize rhyming words.



Materials

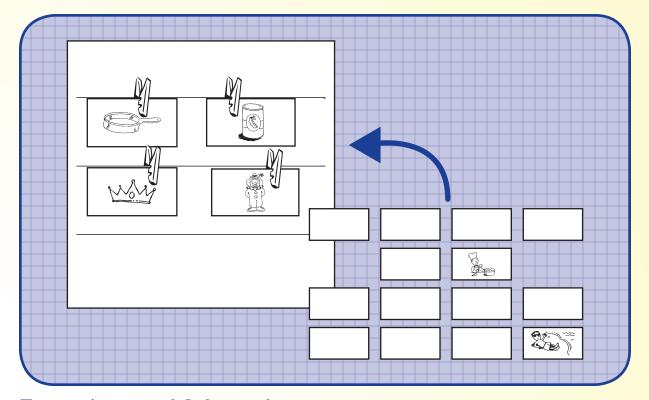
- Set of rhyming picture cards (Activity Master PA.005.AM1a PA.005.AM1g)
- Clothespin Chart or Pocket Chart
- Clothespins or paper clips
- Paper
- Crayons



Activity

Students match rhyming pairs of picture cards and clip to the chart.

- 1. Place rhyming cards face down in rows next to the clothespin chart.
- 2. Taking turns, students turn over two cards.
- 3. If there is a rhyme match, clip the pairs to the chart. If there is not a match, return cards to their original positions.
- 4. Continue until all rhyming pairs are matched.
- 5. Draw pictures of rhyming pairs.
- 6. Teacher evaluation

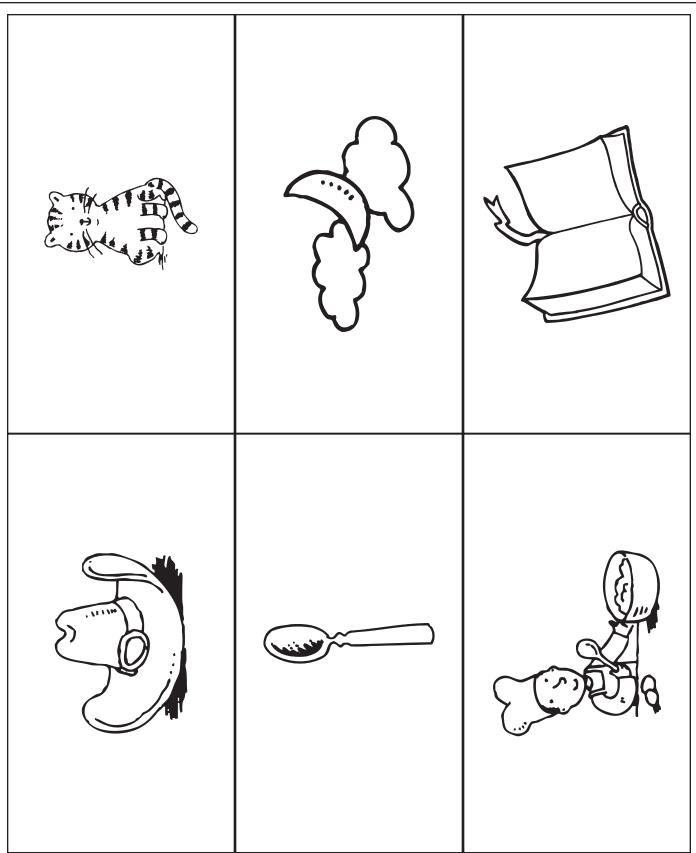




Extensions and Adaptations:

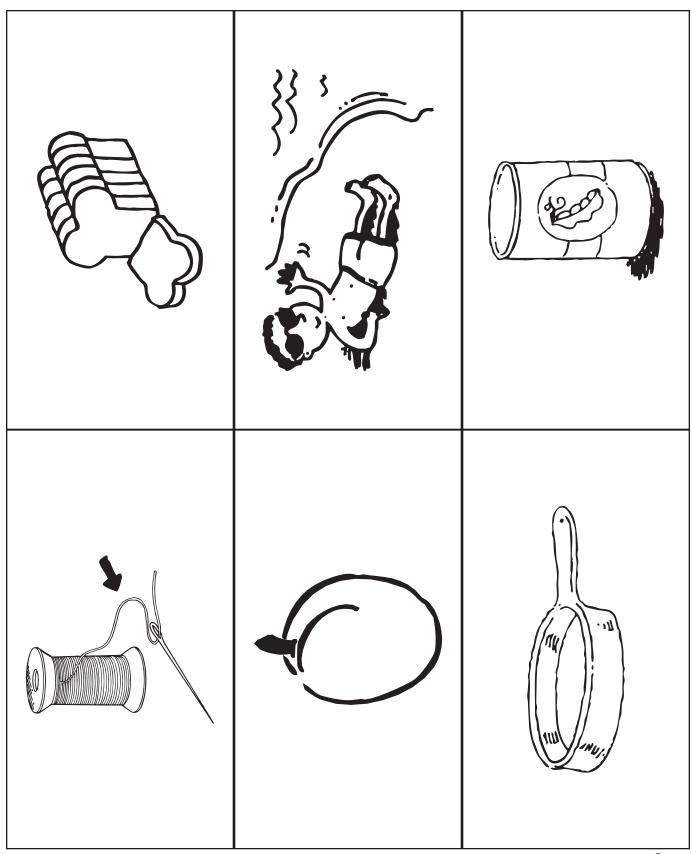
- Label the illustrations.
- Play Memory Match on a table using small rhyming cards (Activity Master PA.005.AM2a - PA.005.AM2d).
- Play Memory Match using initial sounds (Activity Master PA.005.AM3a PA.005.AM3e).

Memory Match PA.005.AMIa



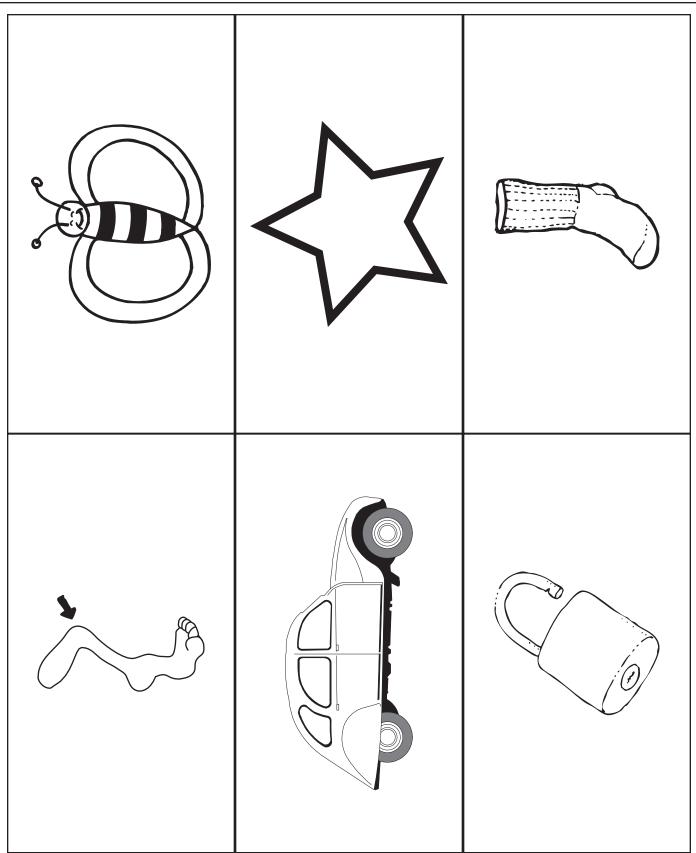
cat, hat, moon, spoon, book, cook

PA.005.AMIb Memory Match



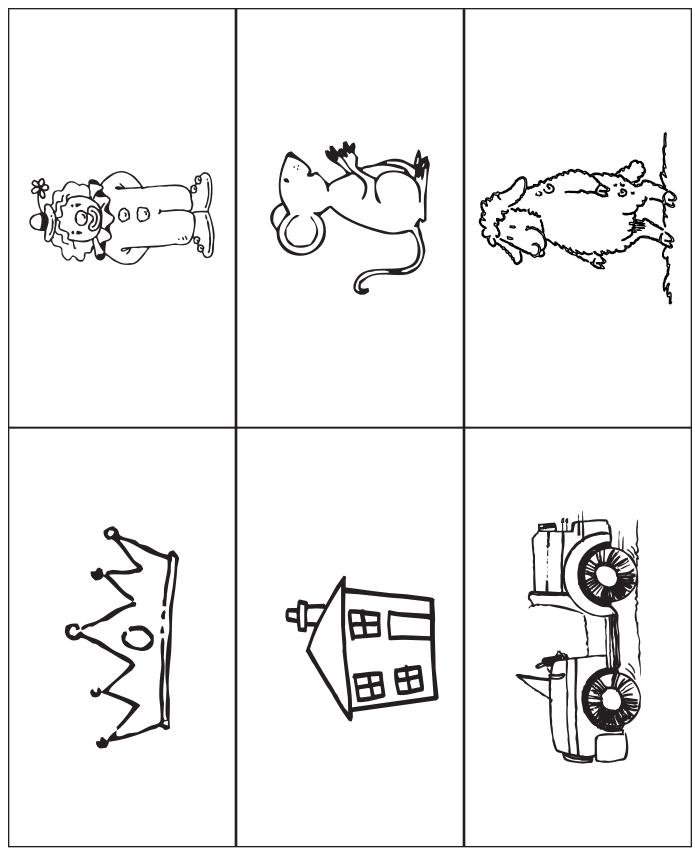
bread, thread, beach, peach, can, pan

Memory Match PA.005.AMIc



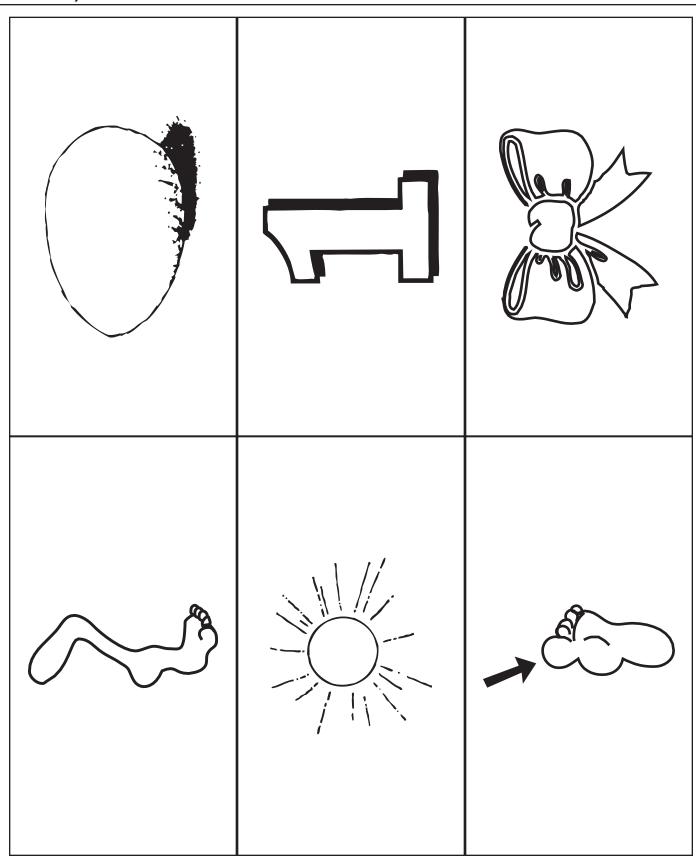
bee, knee, star, car, sock, lock

PA.005.AMId Memory Match



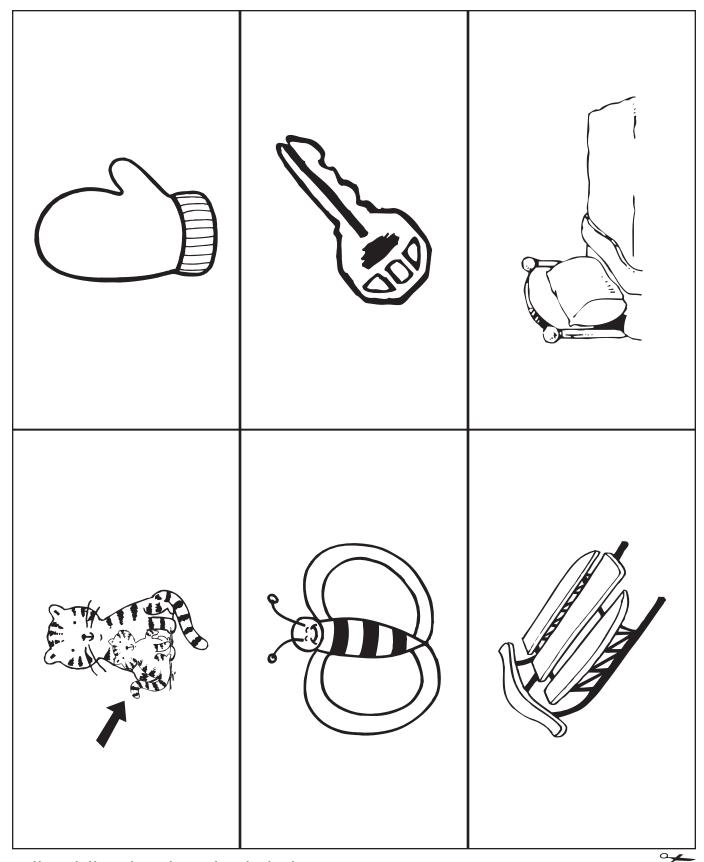
clown, crown, mouse, house, sheep, jeep

Memory Match PA.005.AMIe



egg, leg, one, sun, bow, toe

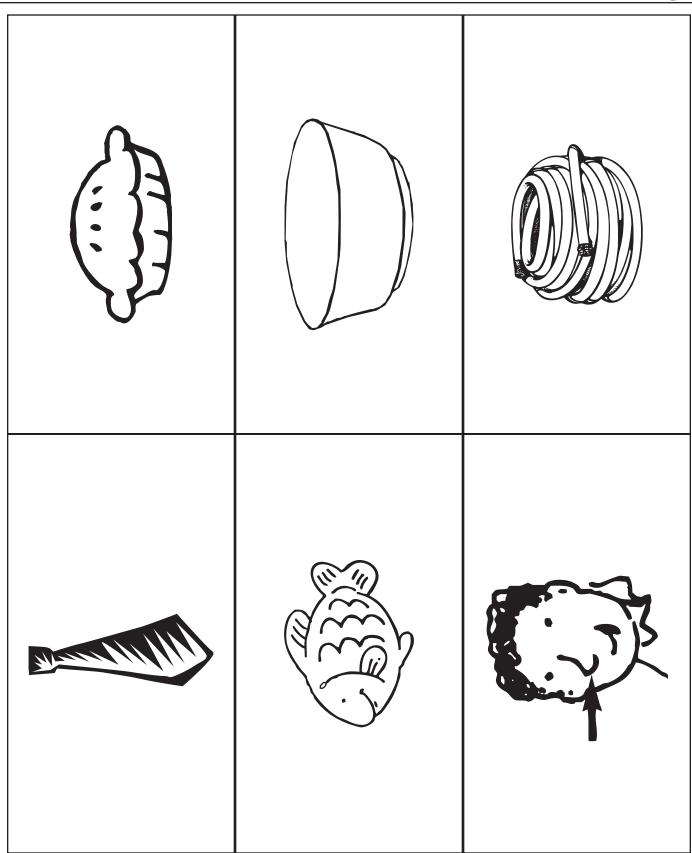
PA.005.AMIf Memory Match



mitten, kitten, key, bee, bed, sled

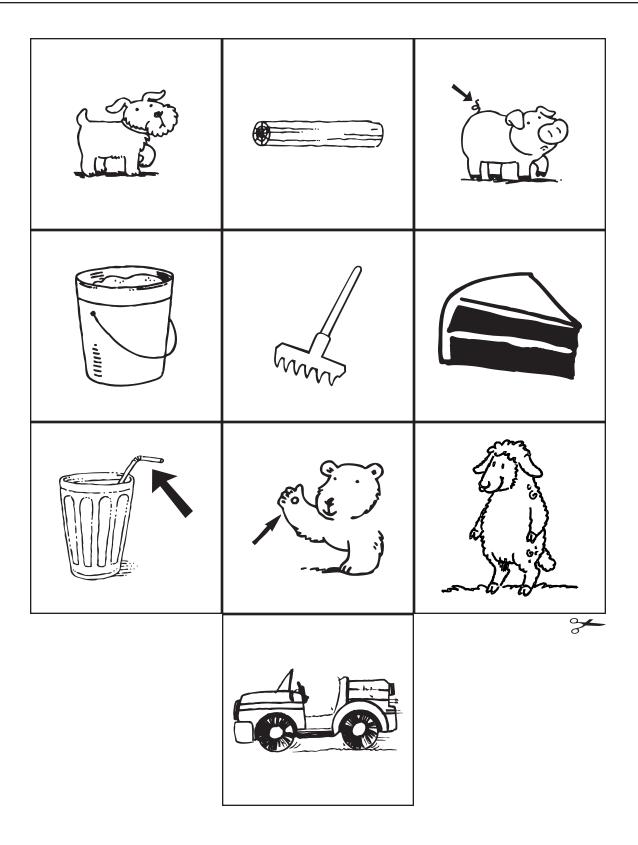
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Memory Match PA.005.AMIg



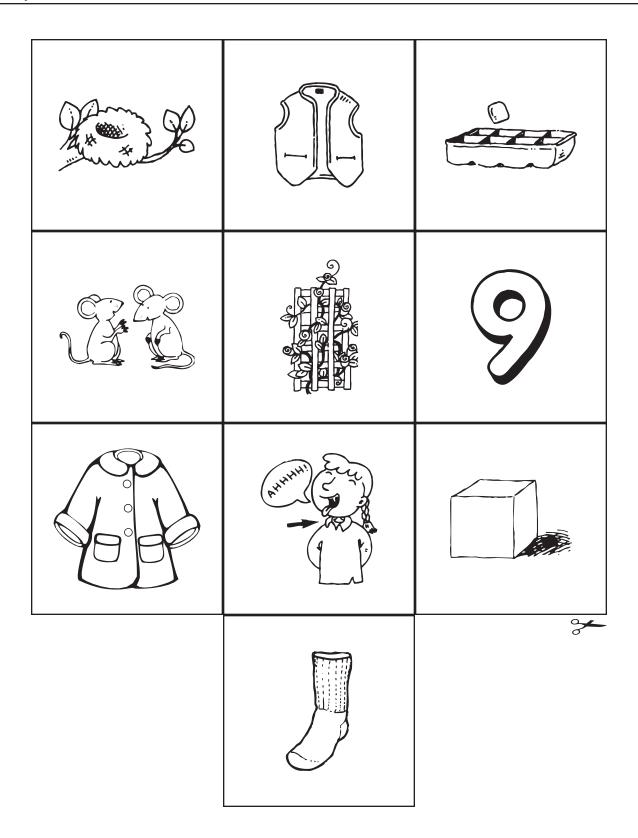
pie, tie, dish, fish, hose, nose

PA.005.AM2a Memory Match



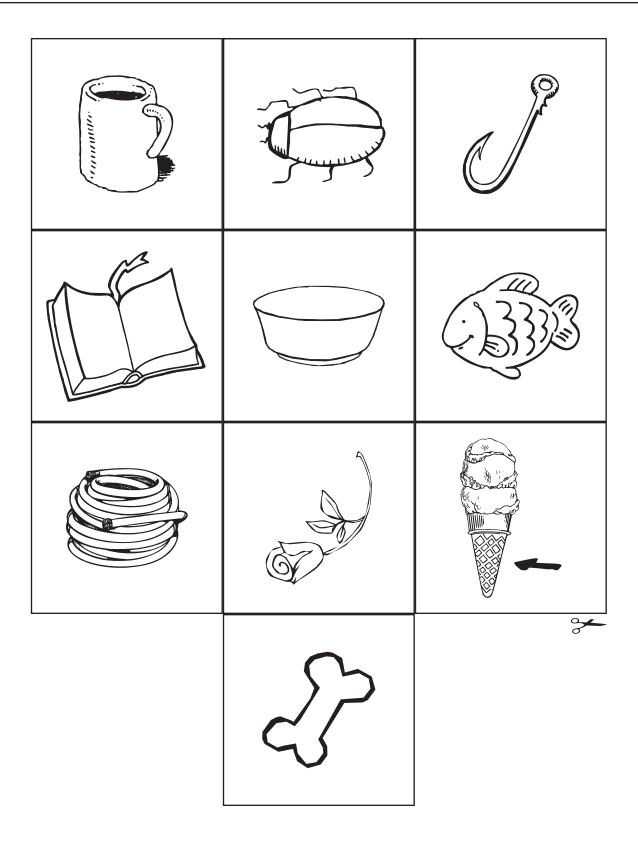
dog, log, tail, pail, rake, cake, straw, paw, sheep, jeep

Memory Match PA.005.AM2b



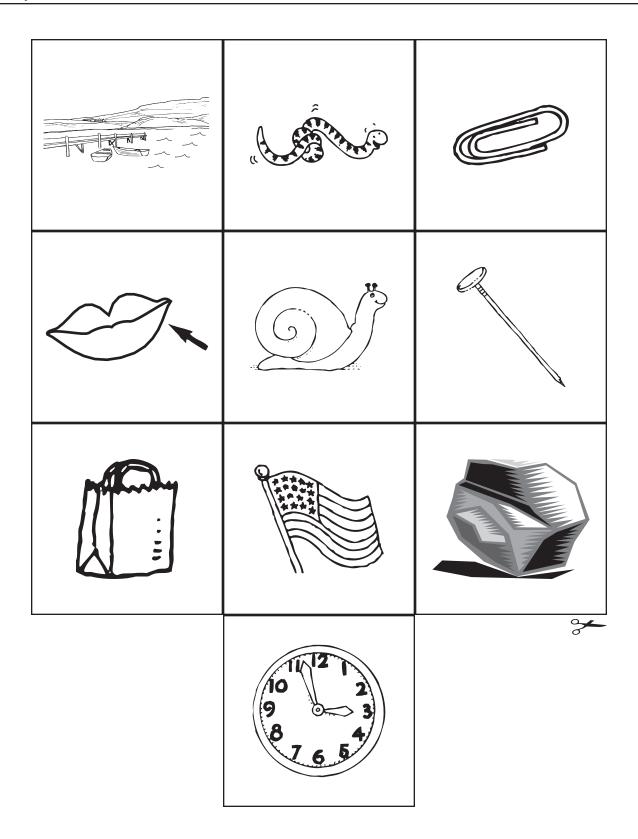
nest, vest, ice, mice, vine, nine, coat, throat, block, sock

PA.005.AM2c Memory Match



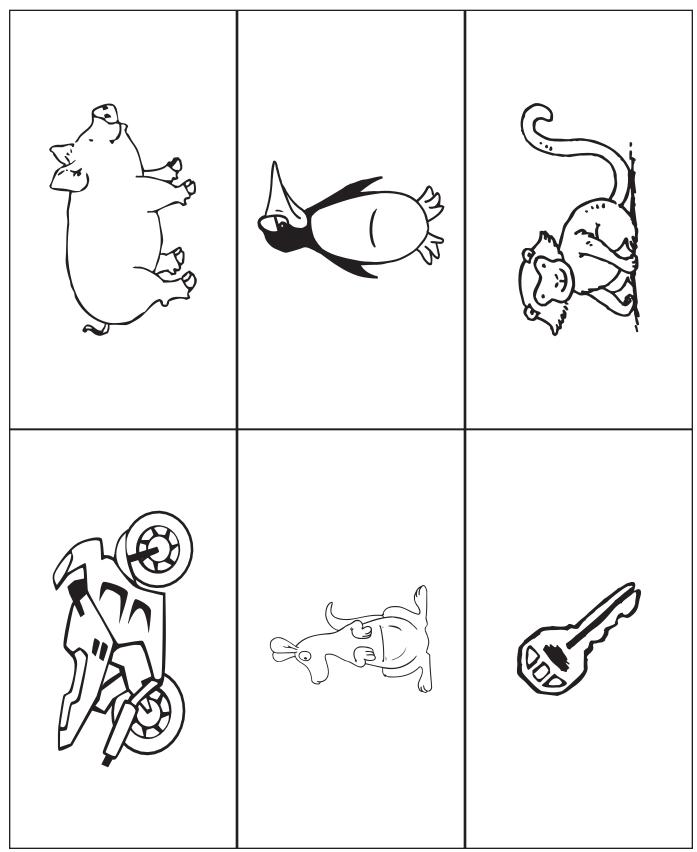
mug, bug, hook, book, dish, fish, hose, rose, cone, bone

Memory Match PA.005.AM2d



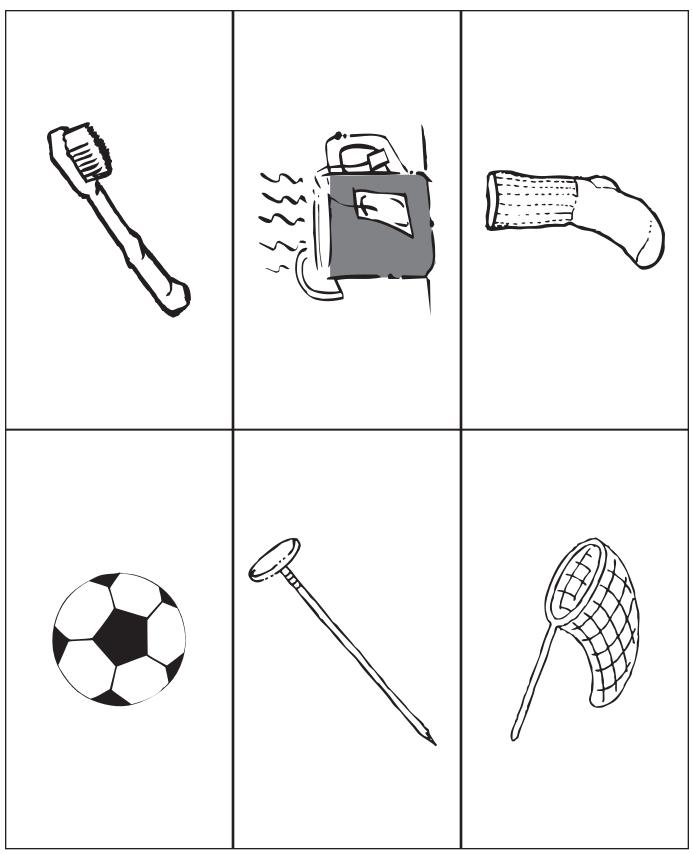
lake, snake, clip, lip, snail, nail, bag, flag, rock, clock

PA.005.AM3a Memory Match



pig, penguin, monkey, motorcycle, kangaroo, key

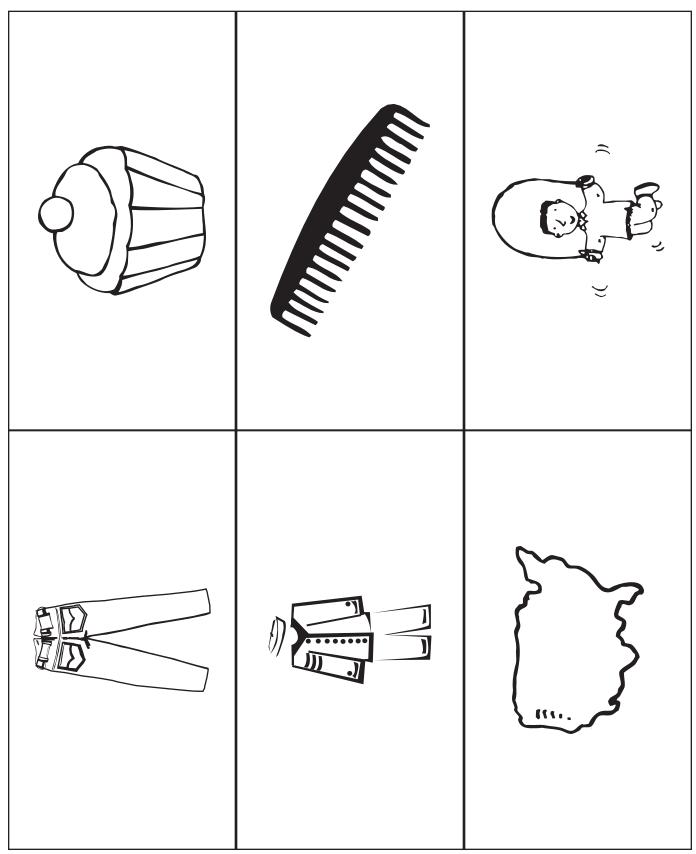
Memory Match PA.005.AM3b



toothbrush, tea, sock, soccerball, nail, net

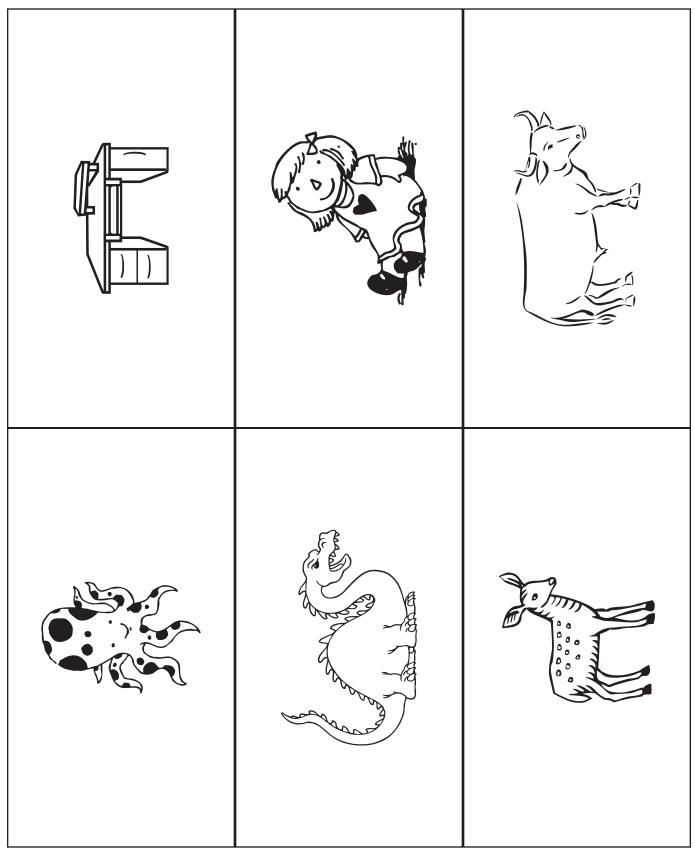


PA.005.AM3c Memory Match



cupcake, comb, jump, jeans, uniform, United States

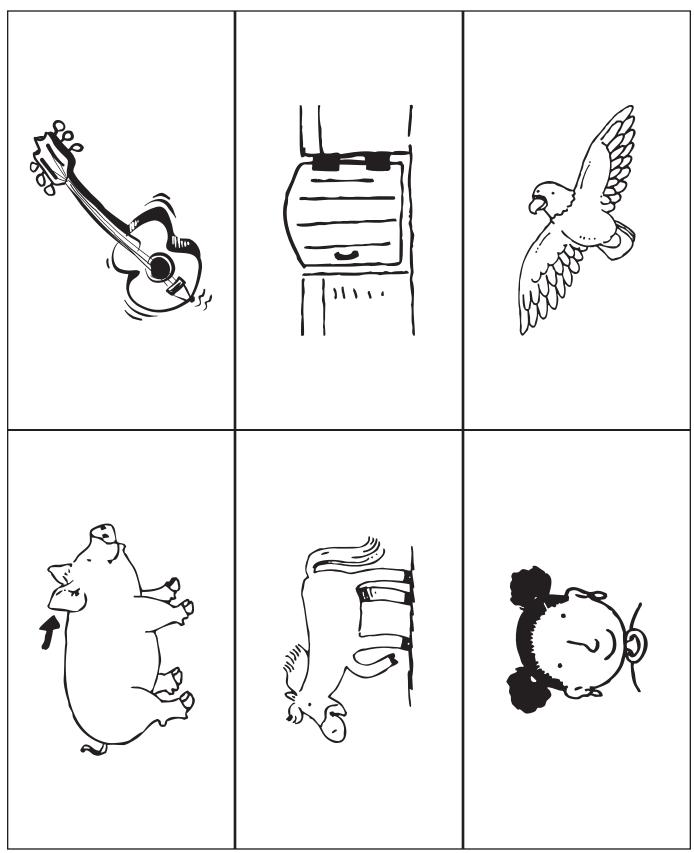
Memory Match PA.005.AM3d



desk, doll, ox, octopus, dragon, deer



PA.005.AM3e Memory Match



guitar, gate, eagle, ear, horse, head



Rhyme Recognition

PA.006

Pocket Rhymes



Objective

The students will recognize rhyming words.



Materials

- ▶ Set of rhyming picture cards (Activity Master PA.006.AM1a PA.006.AM1g) Separate into two sets by the shape icons on the cards (circle and triangle).
- Pocket Chart
- Bag

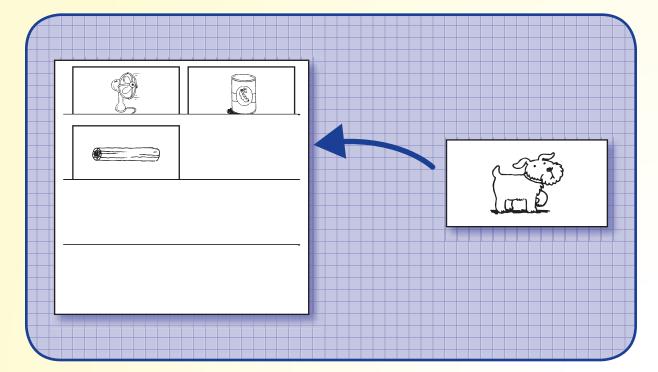
Place circle set in the bag.



Activity

Students match rhyming picture cards on a pocket chart.

- 1. Place the bag of cards containing the circle set next to the pocket chart. Display the triangle set on the pocket chart.
- 2. Taking turns, student one selects a card from the bag, names the picture, and looks for the rhyming match on the pocket chart.
- 3. If a match is made, places it next to the rhyming picture on the pocket chart. If a match is not made, returns cards to the bag.
- 4. Reverse roles and continue the game until all matches are made.
- 5. Peer evaluation

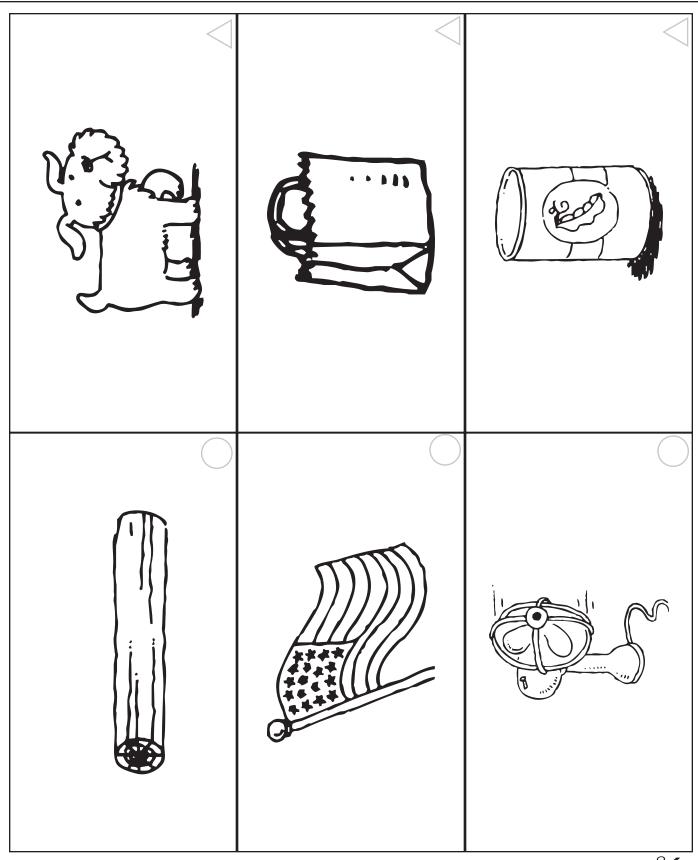




Extensions and Adaptations

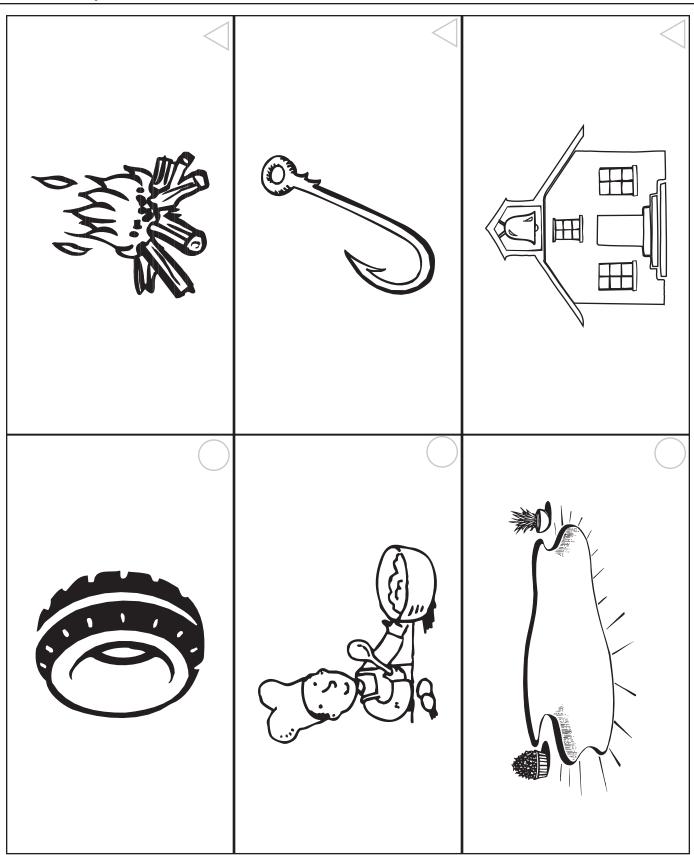
- ▶ Illustate and label rhyming pairs.
- Segment the onset and rime of matching pairs (e.g., /d/ /og/ and /l/ /og/).
- Sort pictures by initial sound.

PA.006.AMIa Pocket Rhymes



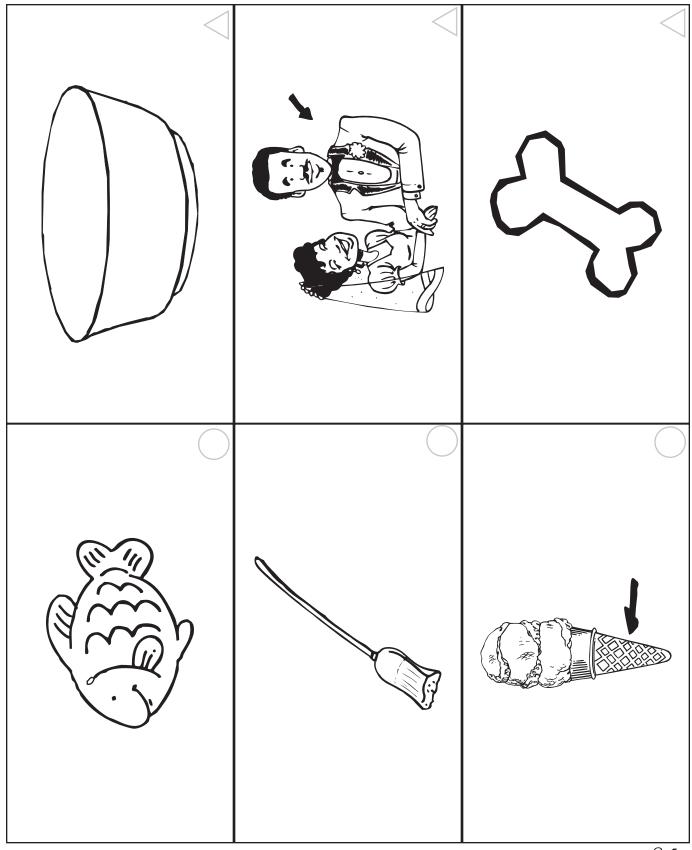
dog, log, bag, flag, can, fan

Pocket Rhymes PA.006.AMIb



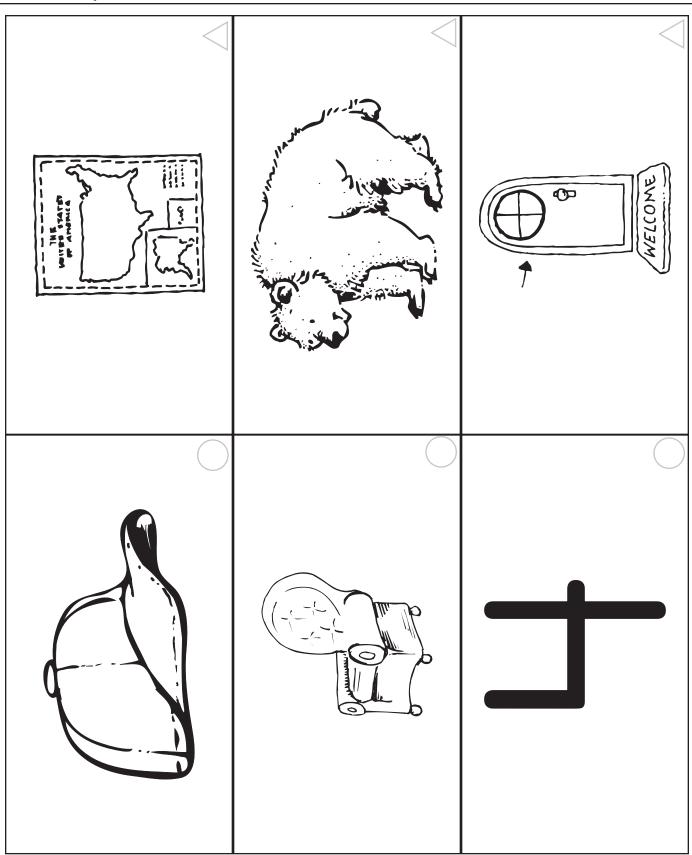
fire, tire, hook, cook, school, pool

PA.006.AMIc Pocket Rhymes



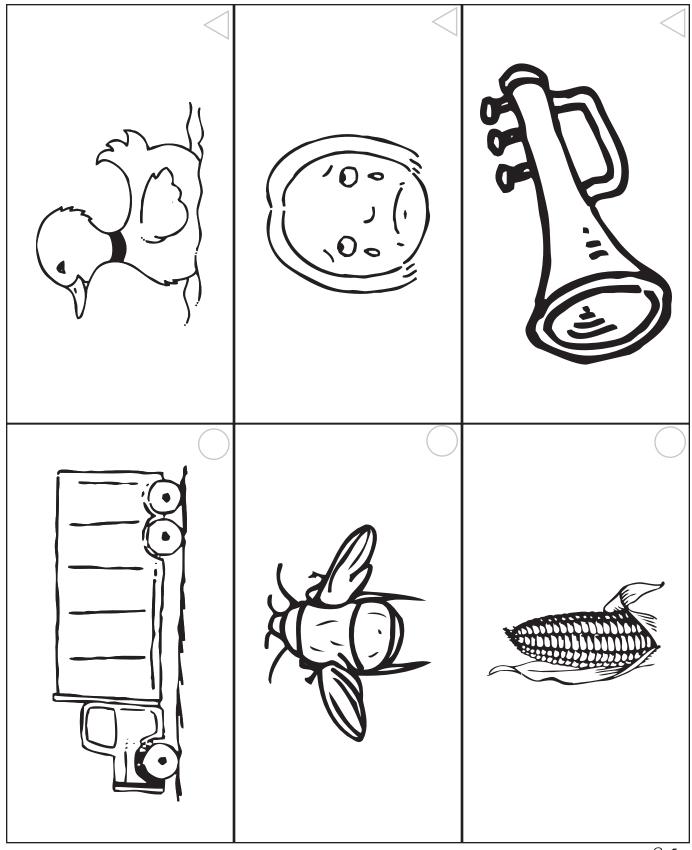
dish, fish, groom, broom, bone, cone

Pocket Rhymes PA.006.AMId



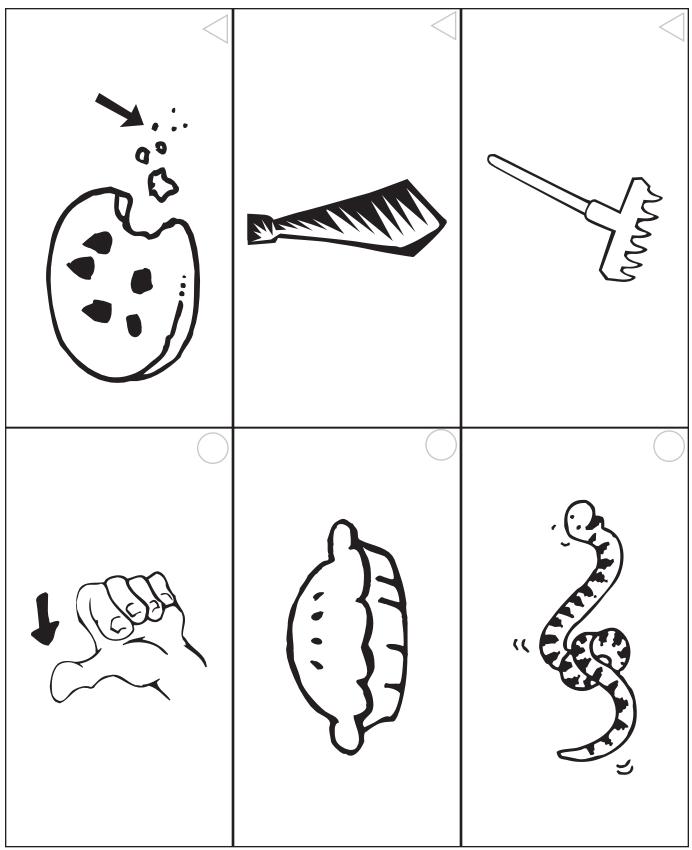
map, cap, bear, chair, door, four

PA.006.AMIe Pocket Rhymes



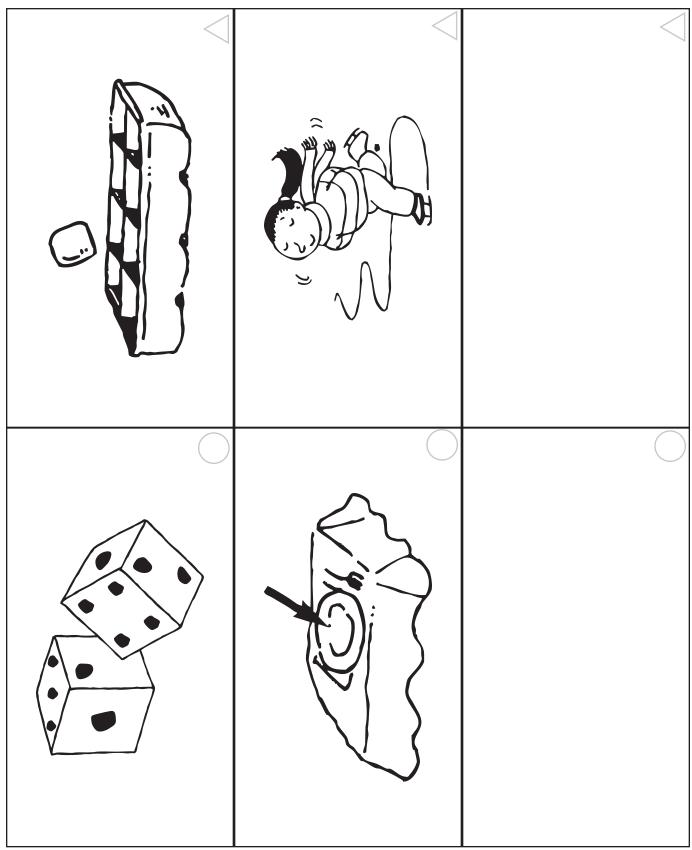
duck, truck, cry, fly, horn, corn

Pocket Rhymes PA.006.AMIf



crumb, thumb, tie, pie, rake, snake

PA.006.AMIg Pocket Rhymes



ice, dice, skate, plate



Rhyme Recognition

PA.007

Rhyme Pie



Objective

The student will recognize rhyming words.



Materials

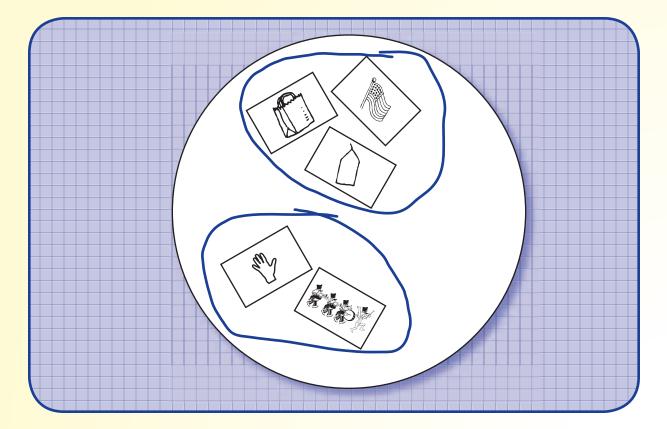
- ▶ Rhyming page (Activity Master PA.007.AM1a PA.007.AM1c)
- Construction paper circles or paper plates
- Scissors
- Glue
- Markers or crayons



Activity

Students make collages of rhyming words.

- 1. Provide the student with a rhyming page, scissors, glue, and a marker.
- 2. Student cuts out the pictures.
- 3. Groups rhyming pictures and glues in sets on construction paper.
- 4. Circles the matching rhyming picture sets.
- 5. Teacher evaluation

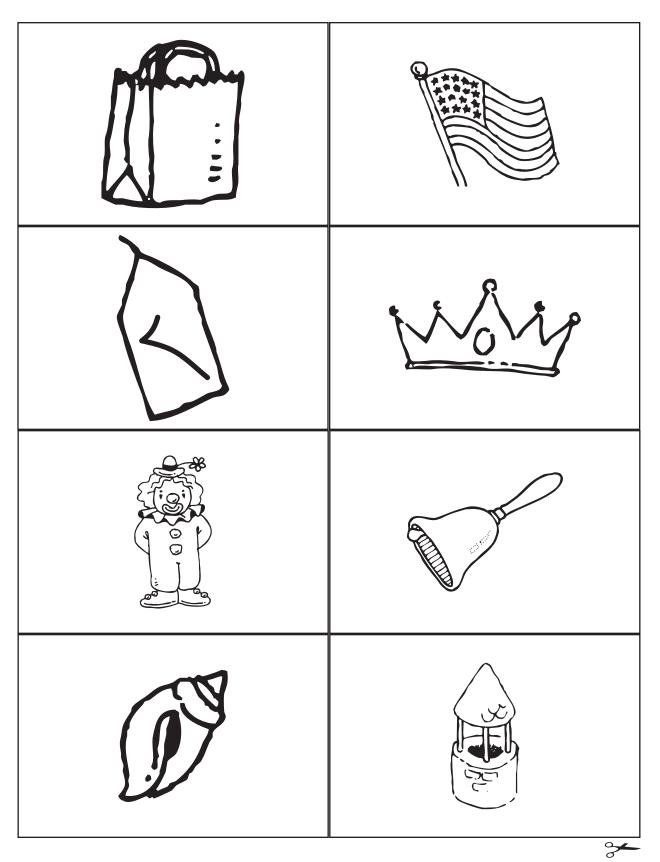




Extensions and Adaptations

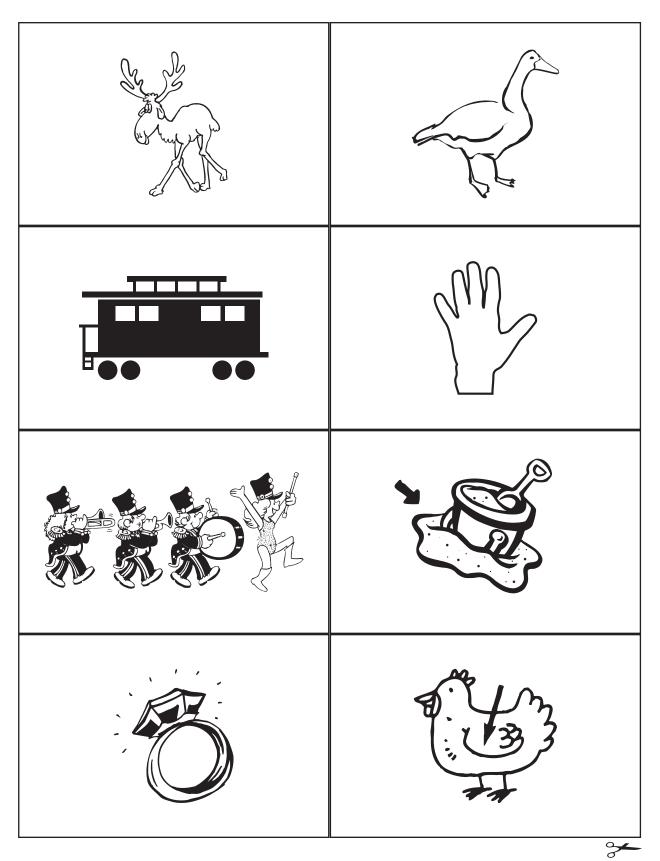
- Use rhyming pictures from print media.
- Draw objects that rhyme.

PA.007.AMIa Rhyme Pie



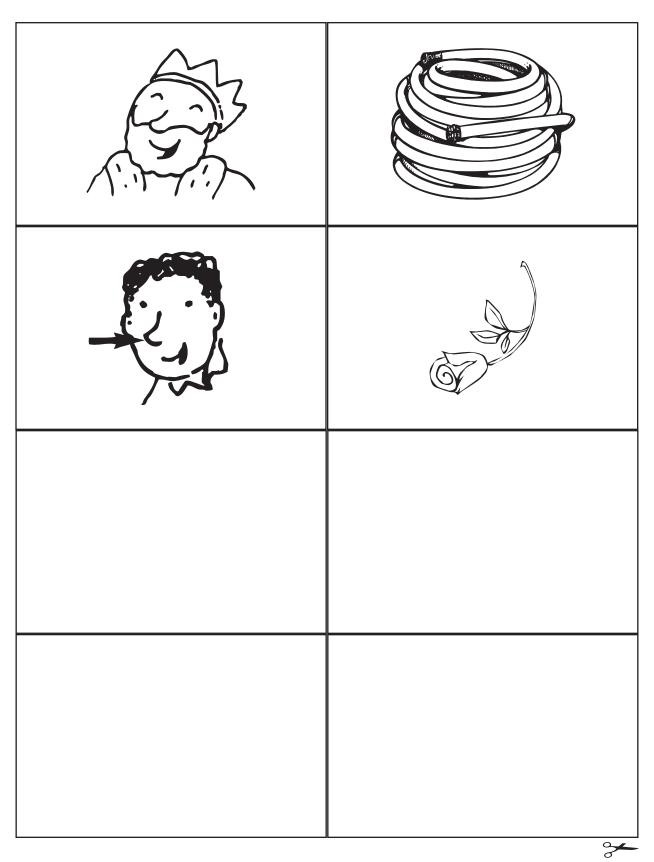
bag, flag, tag, crown, clown, bell, shell, well

Rhyme Pie PA.007.AMIb



moose, goose, caboose, hand, band, sand, ring, wing

PA.007.AMIc Rhyme Pie



king, hose, nose, rose



Rhyme Recognition

PA.008

Rhyme Closed Sort



Objective

The student will recognize rhyming words.



Materials

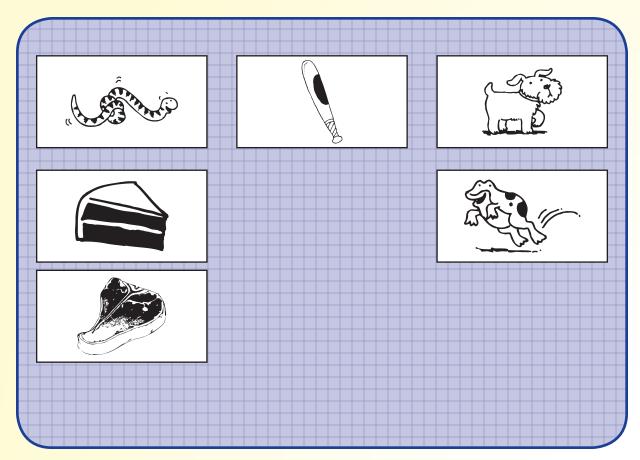
- Pocket chart
- ▶ Set of rhyming picture cards (Activity Master PA.008.AM1a PA.008.AM1h)
- Basket



Activity

Students sort rhyming picture cards on a pocket chart.

- 1. Place one picture card from each rhyme on the top row of the pocket chart. Place the remaining picture cards in the basket under the chart.
- 2. Taking turns, students draw a card from the basket, name the picture, and look for the rhyme match on the pocket chart.
- 3. Place the card in the correct column.
- 4. Peer evaluation



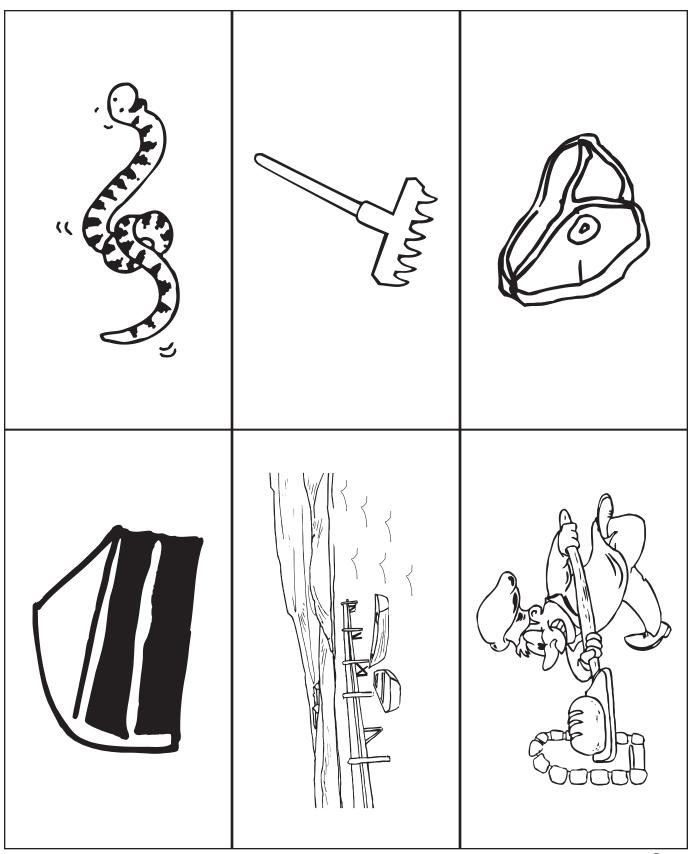


Extensions and Adaptations

- Use other rhyme families.
- Complete closed sort with initial sounds (Activity Master PA.008.AM2a -PA.008.AM2d).

PA.008.AMIa

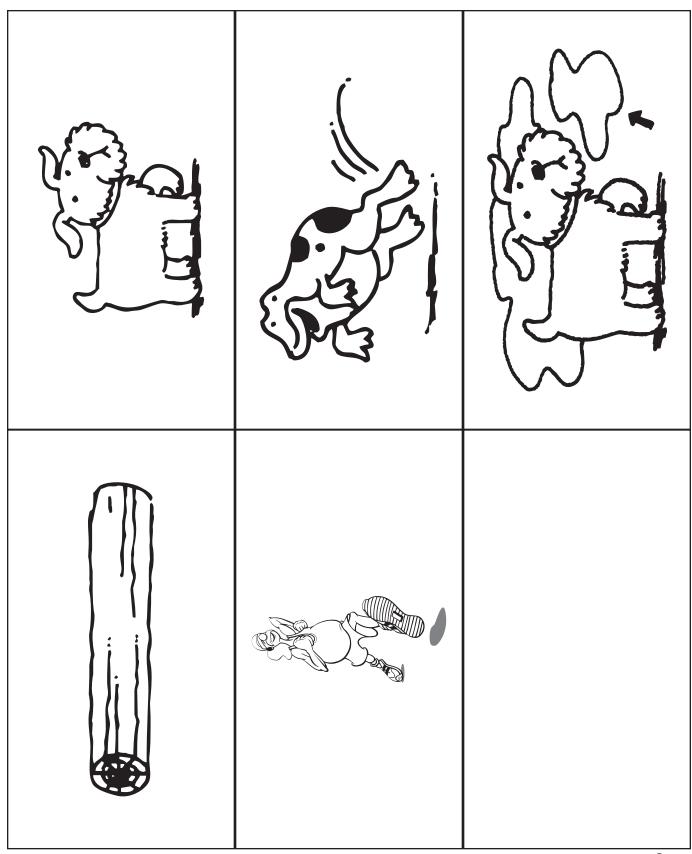
Rhyme Closed Sort



3

Rhyme Closed Sort

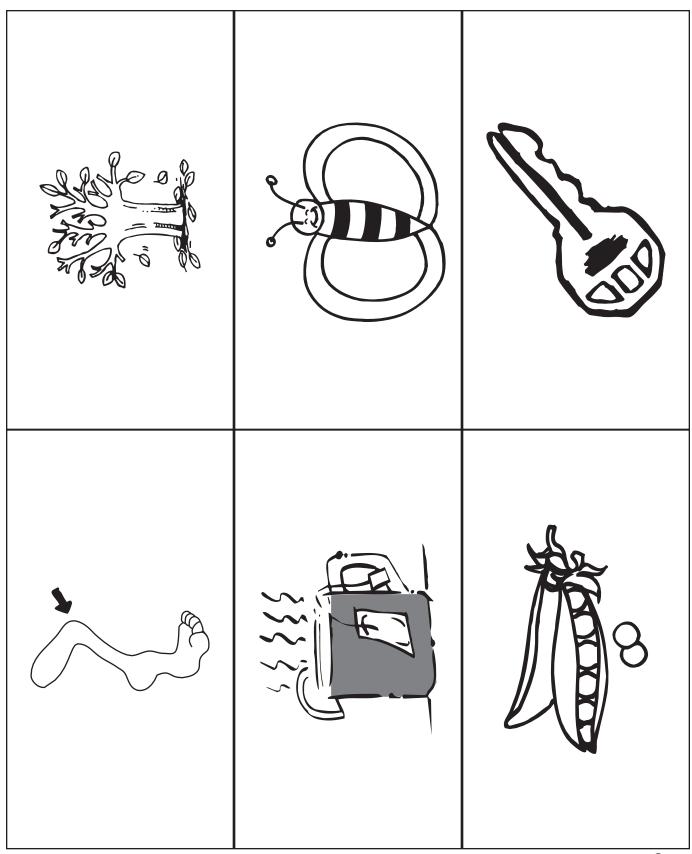
PA.008.AMIb



3

PA.008.AMIc

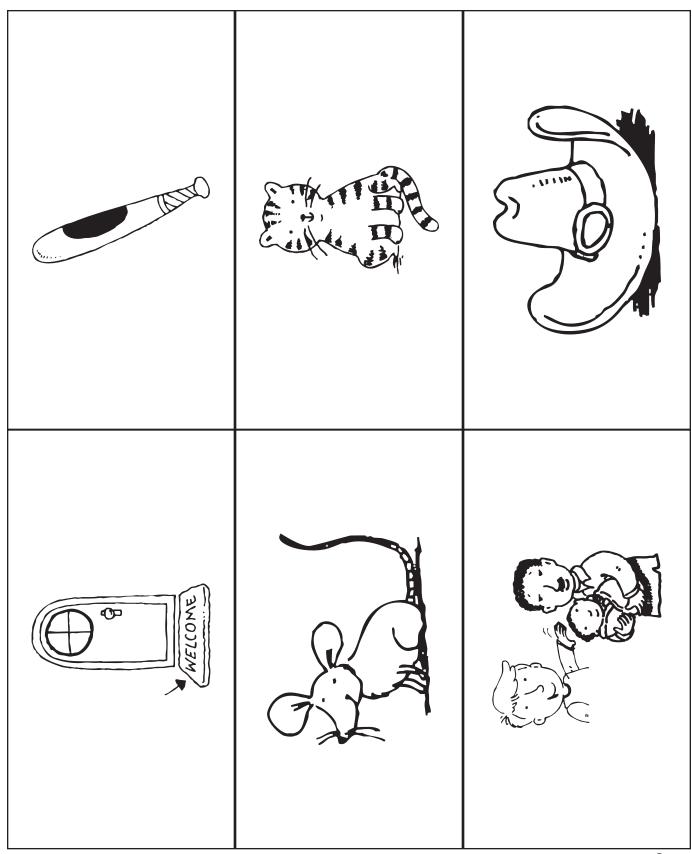
Rhyme Closed Sort



tree, knee, bee, tea, key, pea

Rhyme Closed Sort

PA.008.AMId

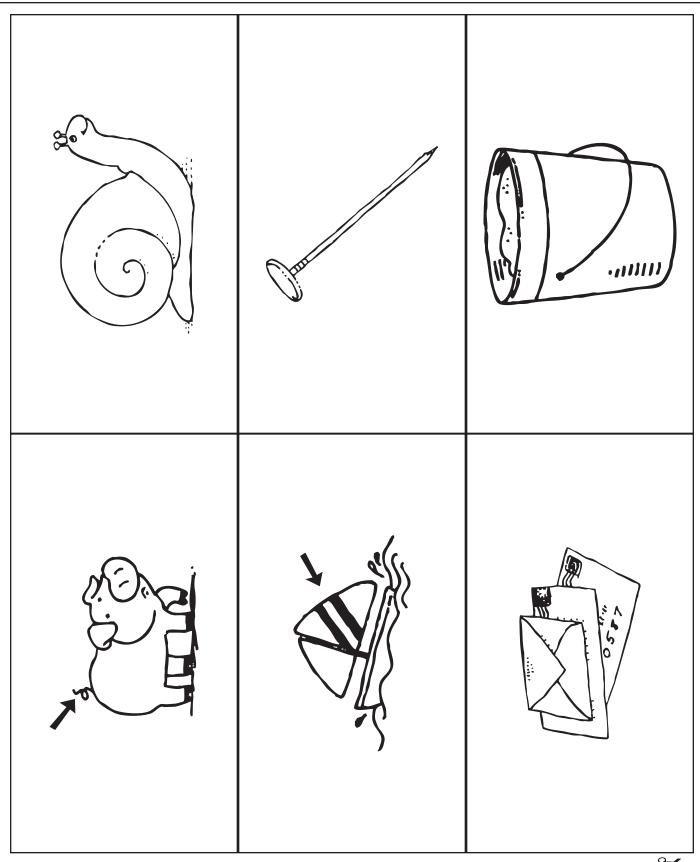


bat, mat, cat, rat, hat, pat



PA.008.AM1e

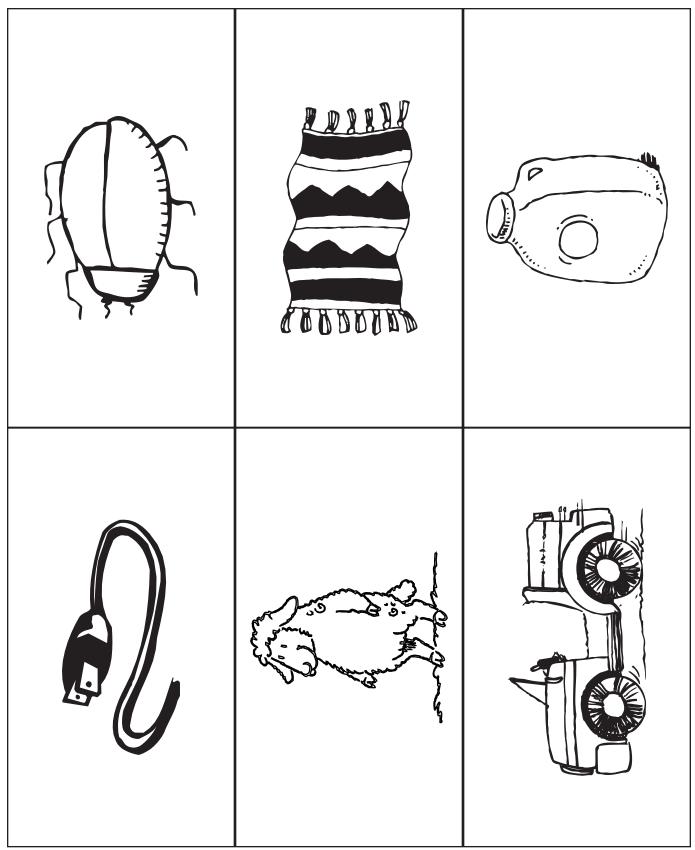
Rhyme Closed Sort



snail, nail, pail, tail, sail, mail

Rhyme Closed Sort

PA.008.AMIf

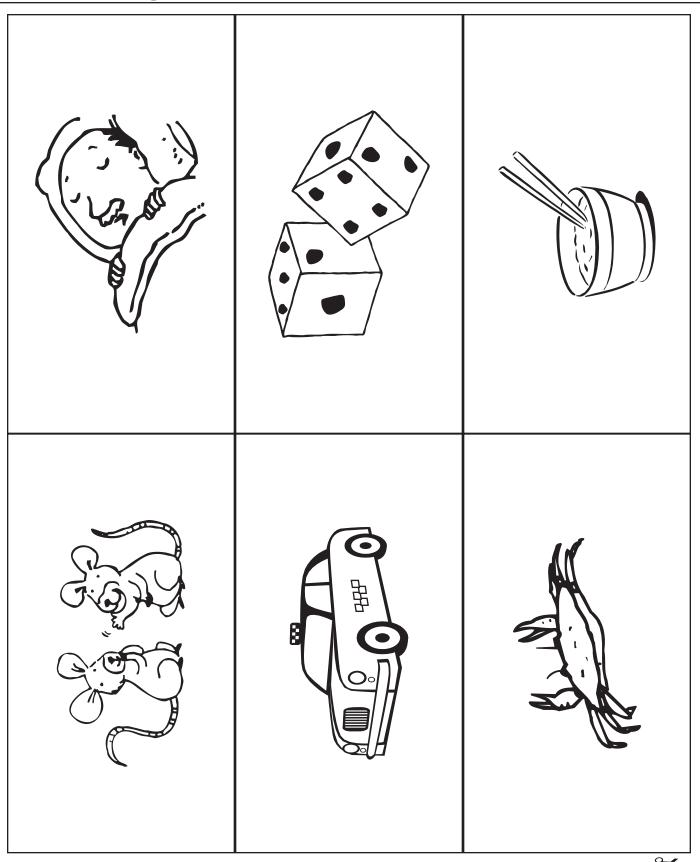


bug, rug, jug, plug, sheep, jeep



PA.008.AMIg

Rhyme Closed Sort

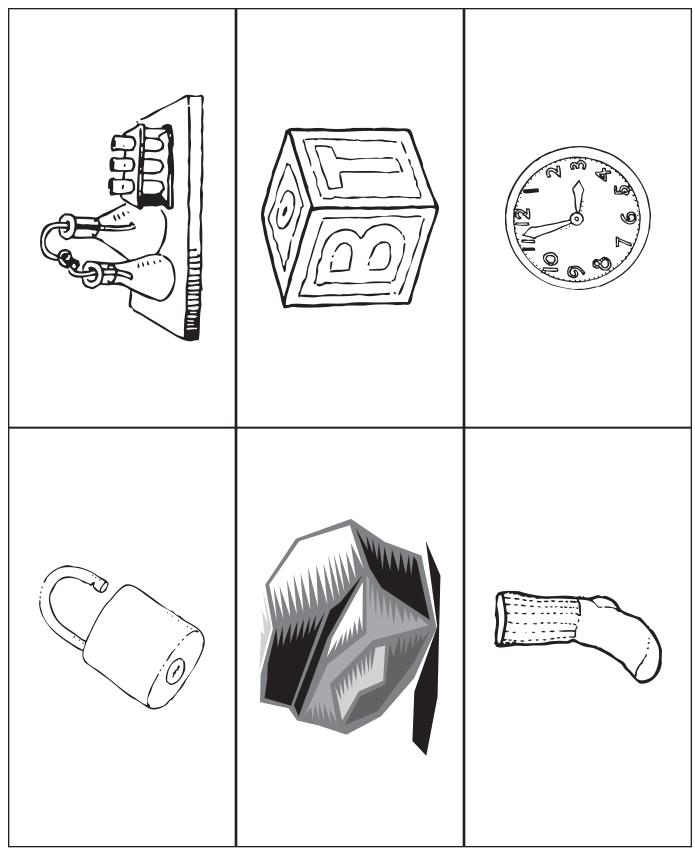


sleep, dice, rice, mice, cab, crab

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Rhyme Closed Sort

PA.008.AMIh

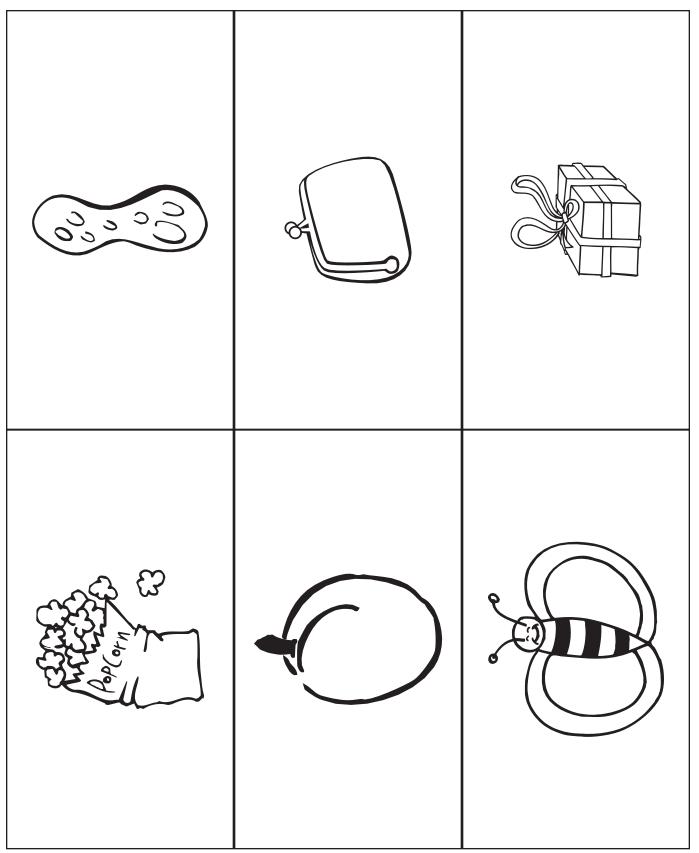


lab, block, clock, lock, rock, sock



PA.008.AM2a

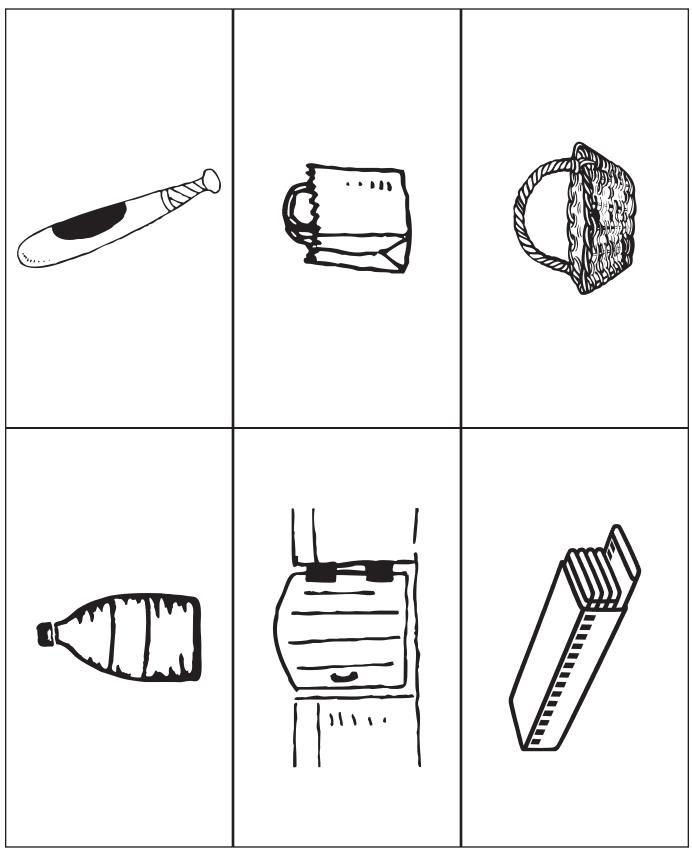
Rhyme Closed Sort - Extension (initial sound)



peanut, purse, present, popcorn, peach, bee

Rhyme Closed Sort - Extension (initial sound)

PA.008.AM2b

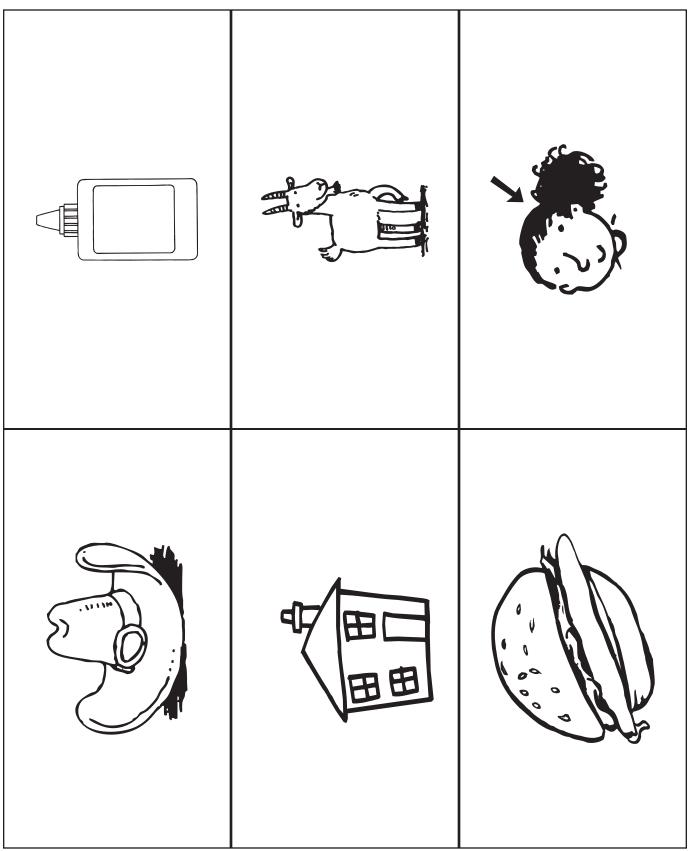


bat, bag, basket, bottle, gate, gum



PA.008.AM2c

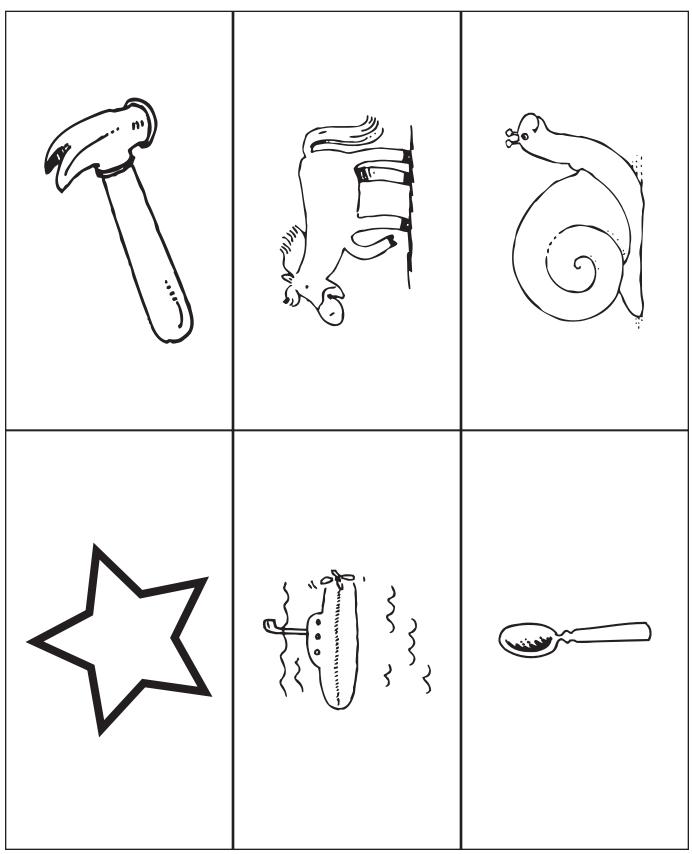
Rhyme Closed Sort - Extension (initial sound)



glue, goat, hair, hat, house, hamburger

Rhyme Closed Sort - Extension (initial sound)

PA.008.AM2d



hammer, horse, snail, star, submarine, spoon





PA.009

Rhyme Recognition and Production

Rhyme Flip Book



Objective

The student will produce rhyming words.



Materials

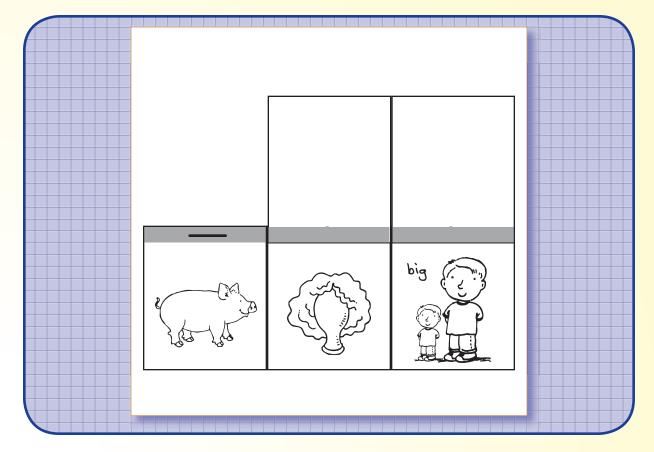
- Rhyme book pages (Activity Master PA.009.AM1a PA.009.AM1g)
- Pencils, crayons, or markers
- Stapler



Activity

Students find two rhyming pictures and illustrate a third picture.

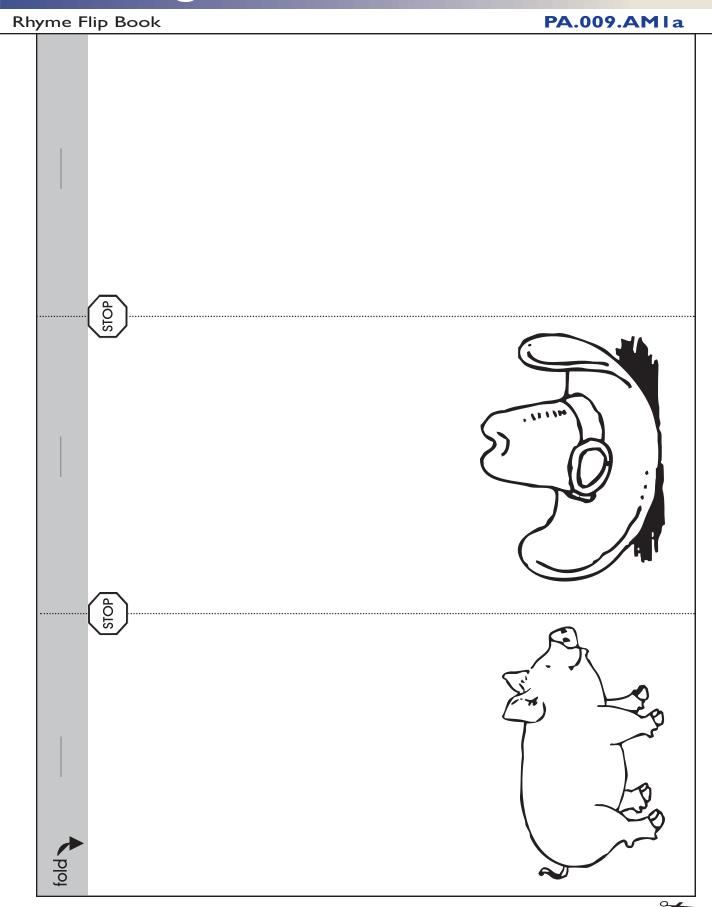
- 1. Place crayons and stapler at the center. Provide the student with rhyme book pages.
- 2. Student makes a flip book using the rhyme book pages. Cuts, compiles, and staples the book.
- 3. Student flips through the pages in the book and finds two pictures that rhyme.
- 4. On a blank page, draws a picture of a word that rhymes with the two pictures.
- 5. The book is finished when there are three rhyming pictures for each set.
- 6. Teacher evaluation

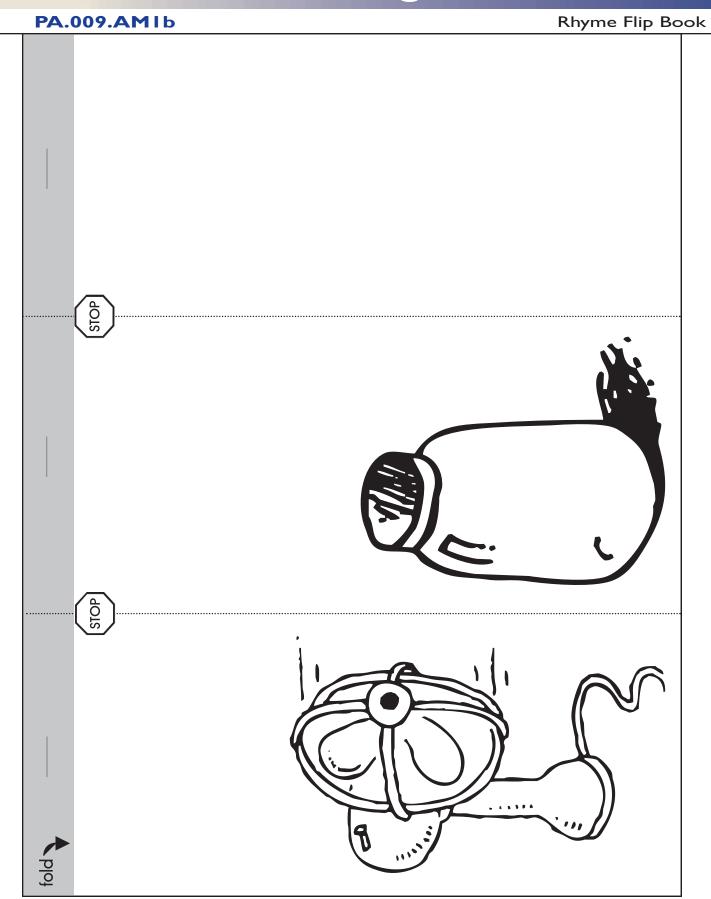


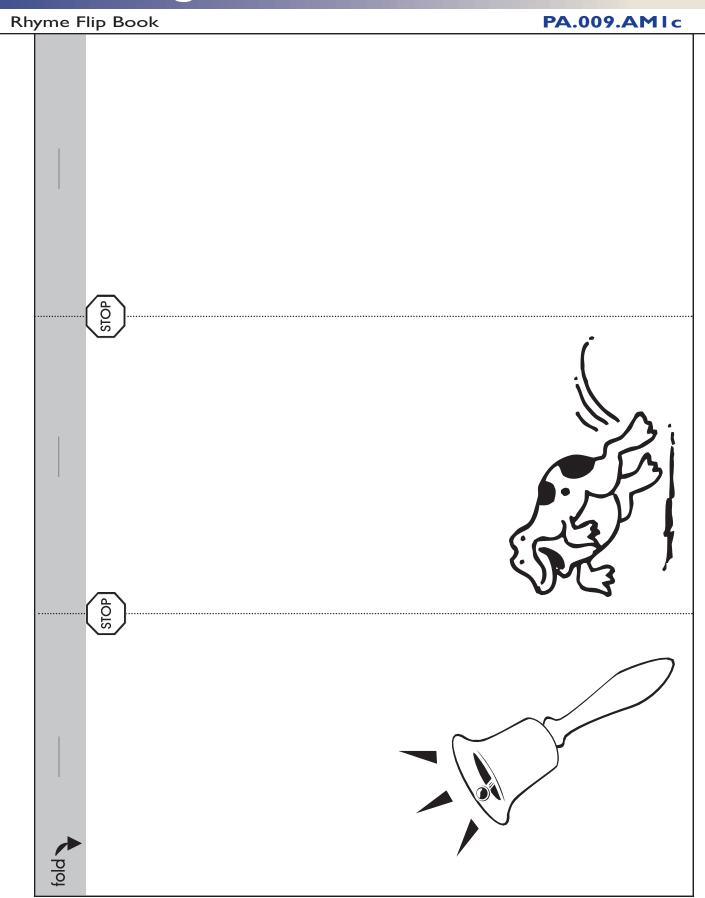


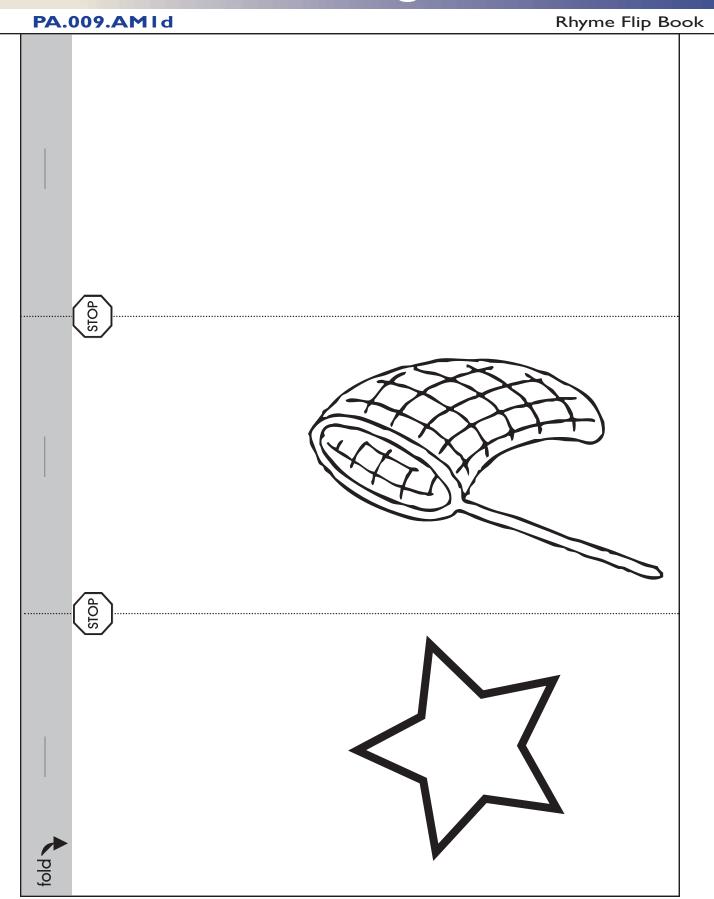
Extensions and Adaptations

- Write the rhyming words underneath each picture.
- Exchange books with a partner and compare rhyming words in the teacher-led group.
- Make additional flip book pages (Activity Master PA.009.AM1h).









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