**Objective**

The student will gain speed and accuracy in recognizing letter-sounds.

**Materials**

- Initial sound picture cards (Activity Master P.LSC.I.1 - P.LSC.I.22 in Phonics)
  
  Choose eight to 12 target sound picture cards.

- Letter cards (Activity Master F.003.AM1a - F.003.AM1i)
  
  Choose corresponding target sound letter cards.

- Timer (e.g., digital)

**Activity**

Students match initial sounds of words to letters while playing a timed memory game.

1. Separate initial sound picture cards and letter cards. Place cards face down in different rows. Place the timer at the center.

2. Students set the timer for one minute. Taking turns, students select a picture card and a letter card. Name the picture and say its initial sound (e.g., “tire, /t/”). Name the letter and say its sound (e.g., “t, /t/”). Determine if the initial sound of the picture matches the selected letter.

3. If there is a match (e.g., tire, “t” letter card), pick up cards, place to the side, and take another turn. If cards do not match (e.g., cat, “b” letter card), return cards to their original positions and allow partner to take a turn.

4. Continue until the timer goes off.

5. Peer evaluation

**Extensions and Adaptations**

- Play using other initial sound picture cards and letter cards.
- Time how long it takes to make all matches.
- Use medial or final sound picture cards (Activity Master P.LSC.M.1-P.LSC.M.13 or P.LSC.F.1-P.LSC.F.16 in Phonics) and corresponding letter cards (Activity Master F.003.AM1a - F.003.AM1i).
Objective
The student will gain speed and accuracy in recognizing letter-sounds.

Materials
- Letter wheel spinner (Activity Master F.005.AM1)
  Copy on card stock and cut.
- Brad
  Attach arrow to the spinner with the brad.
- Letter-sound graph student sheet (Activity Master F.005.SS)
- Cup
- Counters
- Timer (e.g., digital)
- Pencils

Activity
Students say sounds of letters on a spinner in a timed activity.
1. Place the letter wheel spinner, cup, counters, and timer at the center. Provide the students with one letter-sound graph.
2. Working in pairs, student one sets the timer for one minute and says “begin.” Student two spins the arrow on the spinner, names the letter, and says its sound (e.g., “t, /t/”).
3. If correct, student one places one counter in the cup. If incorrect, no counter is placed in the cup.
4. Reverse roles and continue until the timer goes off. Count and graph the number of counters in the cup.
5. Repeat the activity attempting to increase speed and accuracy.
6. Continue until student sheet is complete.
7. Teacher evaluation

Extensions and Adaptations
- Use other letter wheel spinners. (Activity Master F.005.AM2a – F.005.AM2c)
- Make and use a wheel spinner with other letter combinations (F.005.AM3).
Fluency Letter Wheel

letter wheel spinner
Fluency Letter Wheel

Letter wheel spinner

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**Objective**

The student will gain speed and accuracy in recognizing letter-sounds.

**Materials**

- Letter cards (Activity Master F.003.AM1a - F.003.AM1i)
  *Choose a complete set of uppercase or lowercase letters.*
- YES and NO header cards (Activity Master F.006.AM1)
- YES and NO graph student sheet (Activity Master F.006.SS1a - F.006.SS1c)
  *Choose or make a graph appropriate to students' fluency level.*
- Timer (e.g., digital)
- Pencils

**Activity**

Students identify letters and their sounds in a timed activity.

1. Place the letter cards face down in a stack. Place the YES and NO header cards face up next to each other. Place the timer at the center. Provide each student with a YES and NO graph.
2. Working in pairs, student one sets the timer for one minute and tells student two to “begin.” Student two selects the top card, names the letter, and says its sound (e.g., “p, /p/”).
3. If correct, places the card in a pile under the YES header card. If incorrect, places it in a pile under the NO header card.
4. Continue until the timer goes off. Graph the number of cards in each pile in the corresponding columns on the student sheet.
5. Together, name the letters and say the sounds of the cards in the “NO” pile.
6. Reverse roles and repeat the activity attempting to increase speed and accuracy.
7. Continue until student sheet is complete.
8. Teacher evaluation

**Extensions and Adaptations**

- Combine uppercase and lowercase letters and repeat activity.
### Letter Flash

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