



Final Phoneme Memory

Objective

The student will match final phonemes in words.

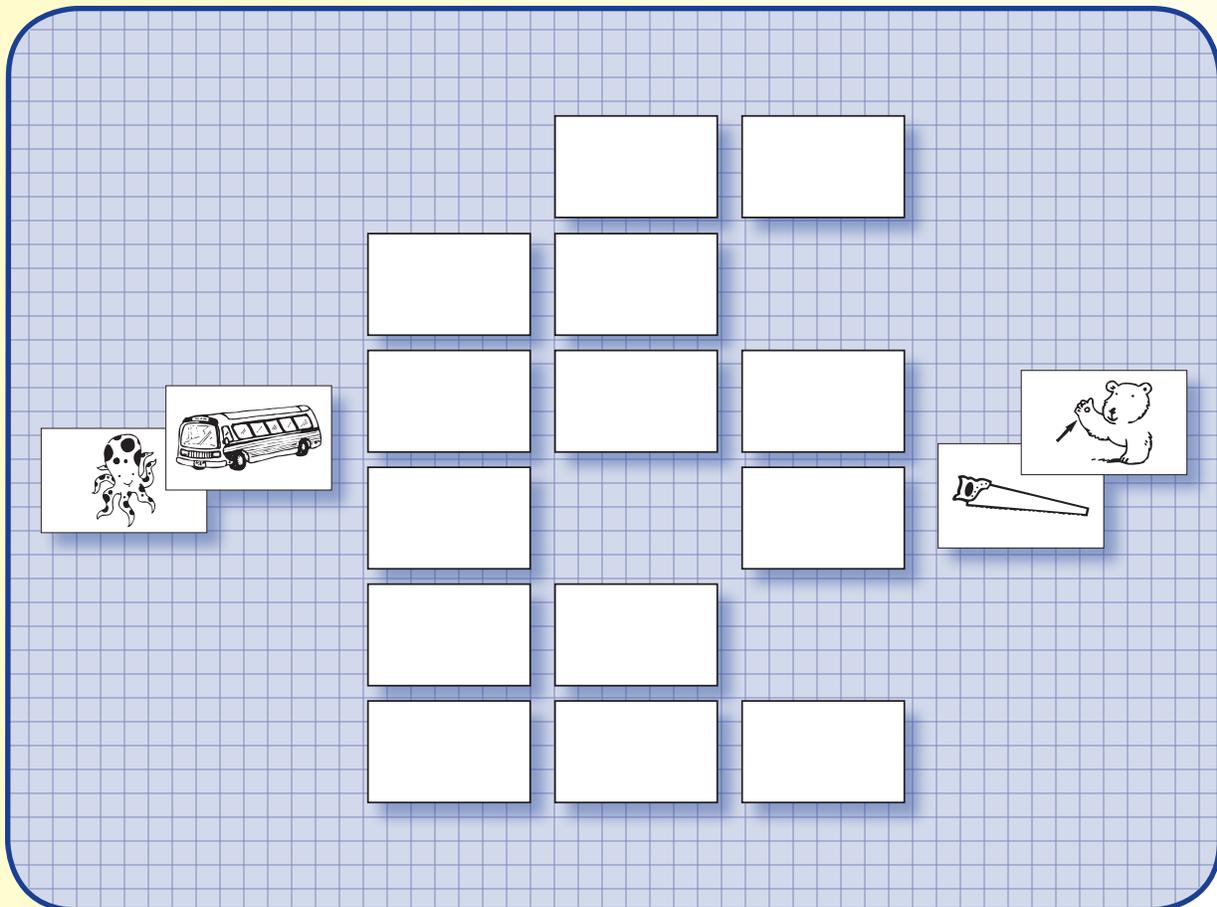
Materials

- ▶ Final phoneme memory picture cards (Activity Master PA.003.AM1a - PA.003.AM1c)

Activity

Students match final phonemes by playing a memory game.

1. Place final phoneme memory picture cards face down in rows.
2. Taking turns, students turn over two cards and name the picture on each card.
3. Identify the final phoneme of each picture and state whether or not they match (e.g., “bus, /s/ and octopus, /s/; both end with the same sound”). If final phonemes match, keep cards. If a match is not made, put each card face down in the original spot.
4. Reverse roles and continue until all the matches are made.
5. Peer evaluation



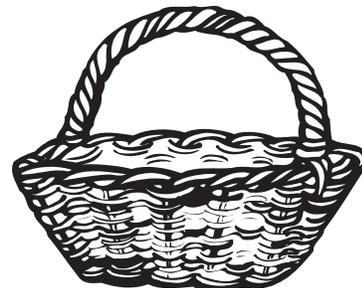
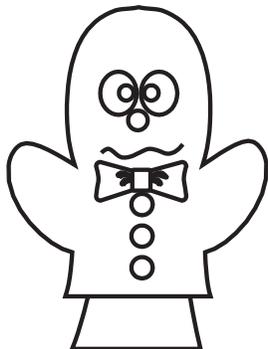
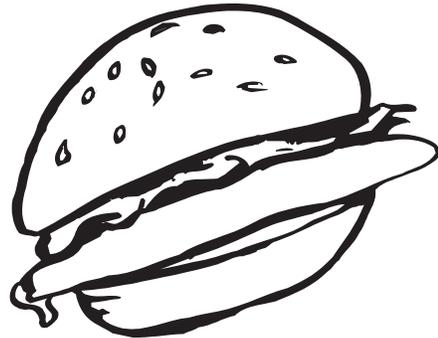
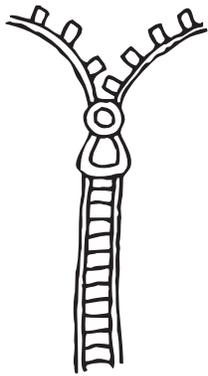
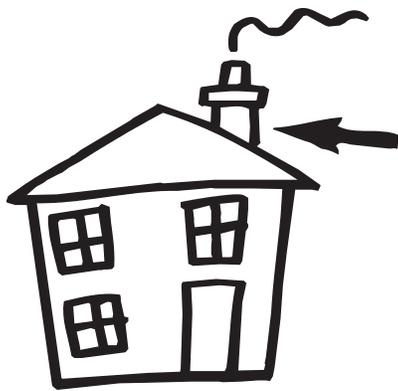
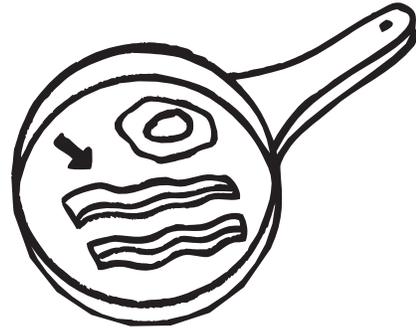
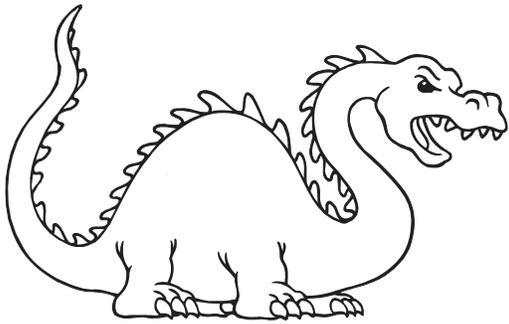
Extensions and Adaptations

- ▶ Use other picture cards to match final phonemes.
- ▶ Use other picture cards to match initial or medial phonemes.

Phonemic Awareness

PA.003.AM1a

Final Phoneme Memory



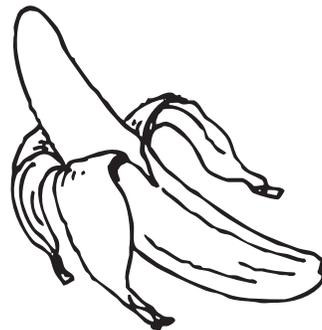
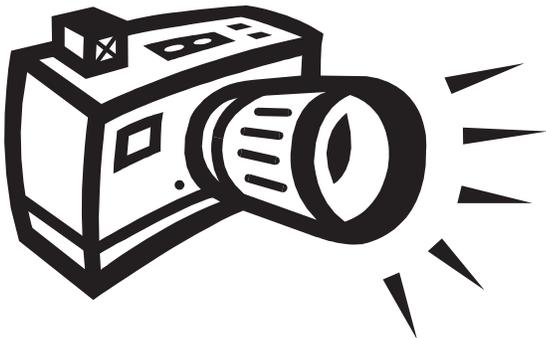
dragon, bacon, chimney, tree, zipper, hamburger, puppet, basket



Phonemic Awareness

Final Phoneme Memory

PA.003.AM1b



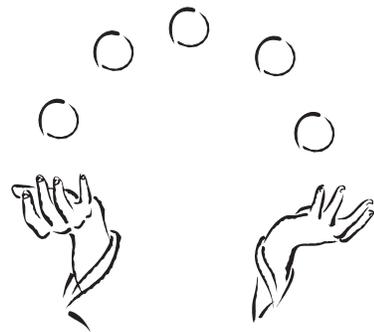
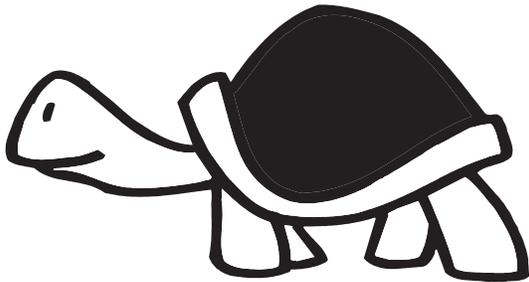
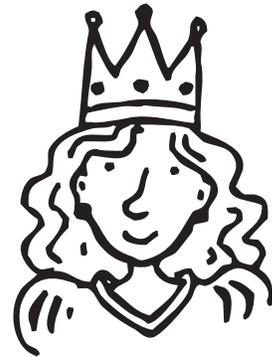
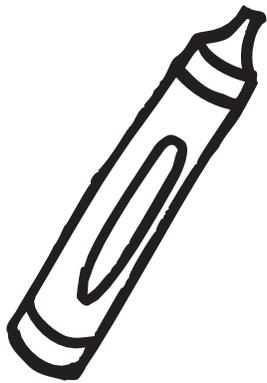
tornado, rainbow, couch, match, camera, banana, octopus, bus



Phonemic Awareness

PA.003.AM1c

Final Phoneme Memory



paw, saw, crayon, queen, turtle, juggle, well, pail

