



### Final Phoneme Pyramid

#### Objective

The student will match final phonemes in words.

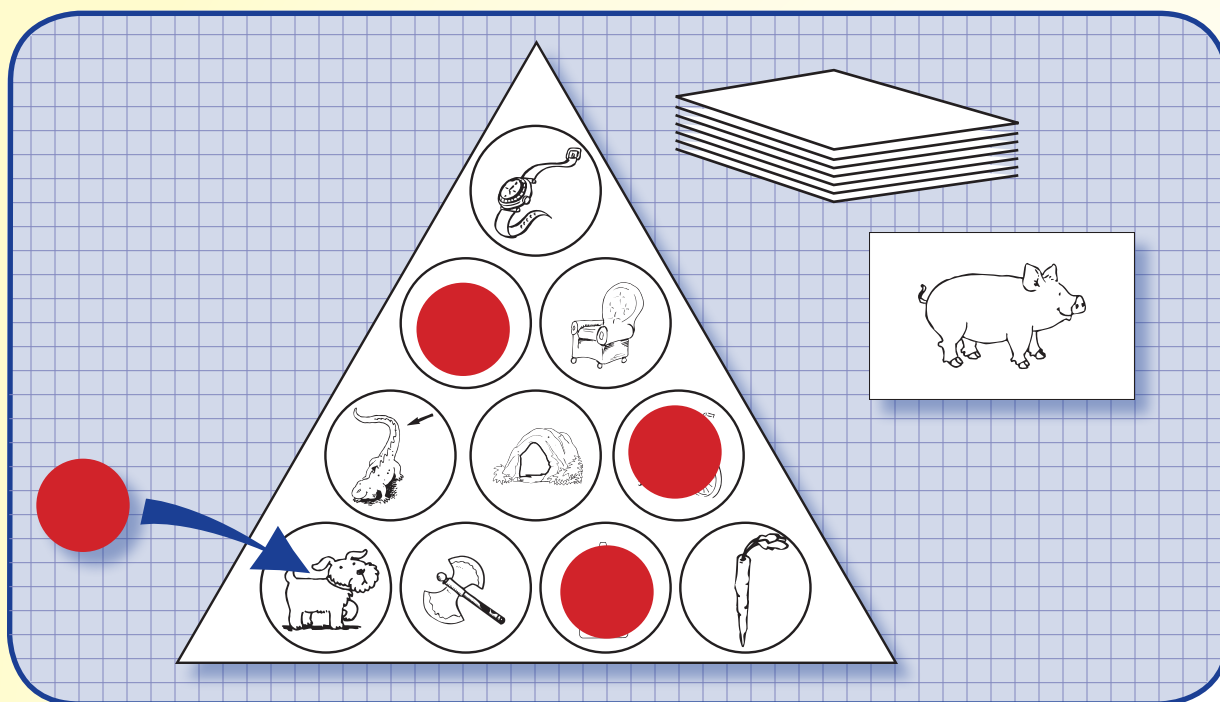
#### Materials

- ▶ Final Phoneme Pyramid picture boards (Activity Master PA.004.AM1a - PA.004.AM1b)
- ▶ Final phoneme picture cards (Activity Master PA.004.AM2a - PA.004.AM2c)
- ▶ Game pieces (e.g., counters)

#### Activity

Students match final phonemes by playing a board game.

1. Place picture cards face down in a stack at the center. Provide each student with a different Final Phoneme Pyramid picture board and game pieces.
2. Taking turns, students select a card from the stack, say the name and final phoneme of each picture. For example, “This is a picture of a pig and the final sound is /g/.”
3. Look for the picture on the Pyramid with matching final phoneme. If a match is made, say name of picture and final phoneme (i.e., “dog, /g/”). Place game piece on matching picture.
4. Return picture card to the bottom of the stack.
5. Continue activity until all matches are made.
6. Peer evaluation



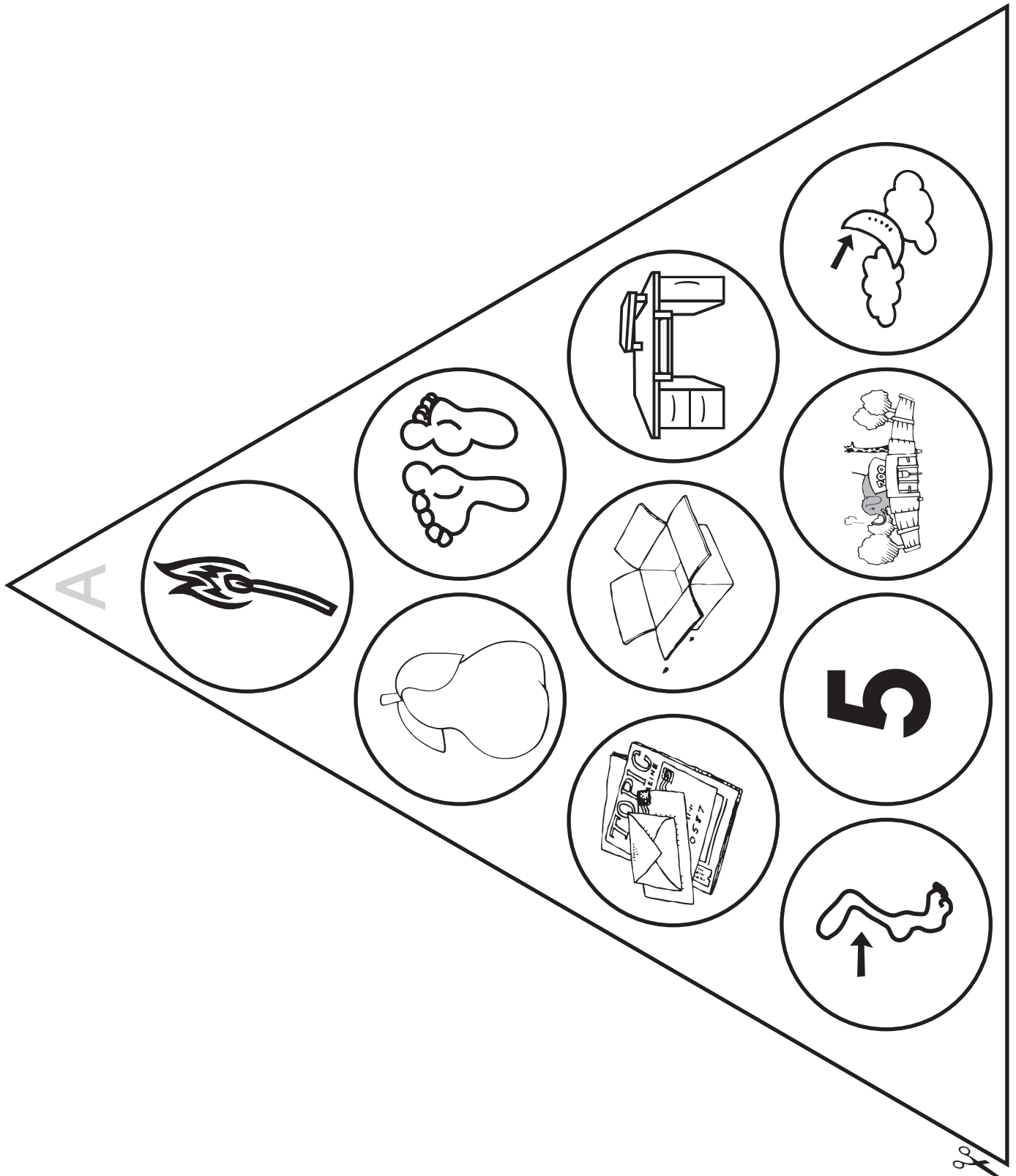
#### Extensions and Adaptations

- ▶ Sort picture cards by final phoneme.

# Phonemic Awareness

PA.004.AM1a

Final Phoneme Pyramid

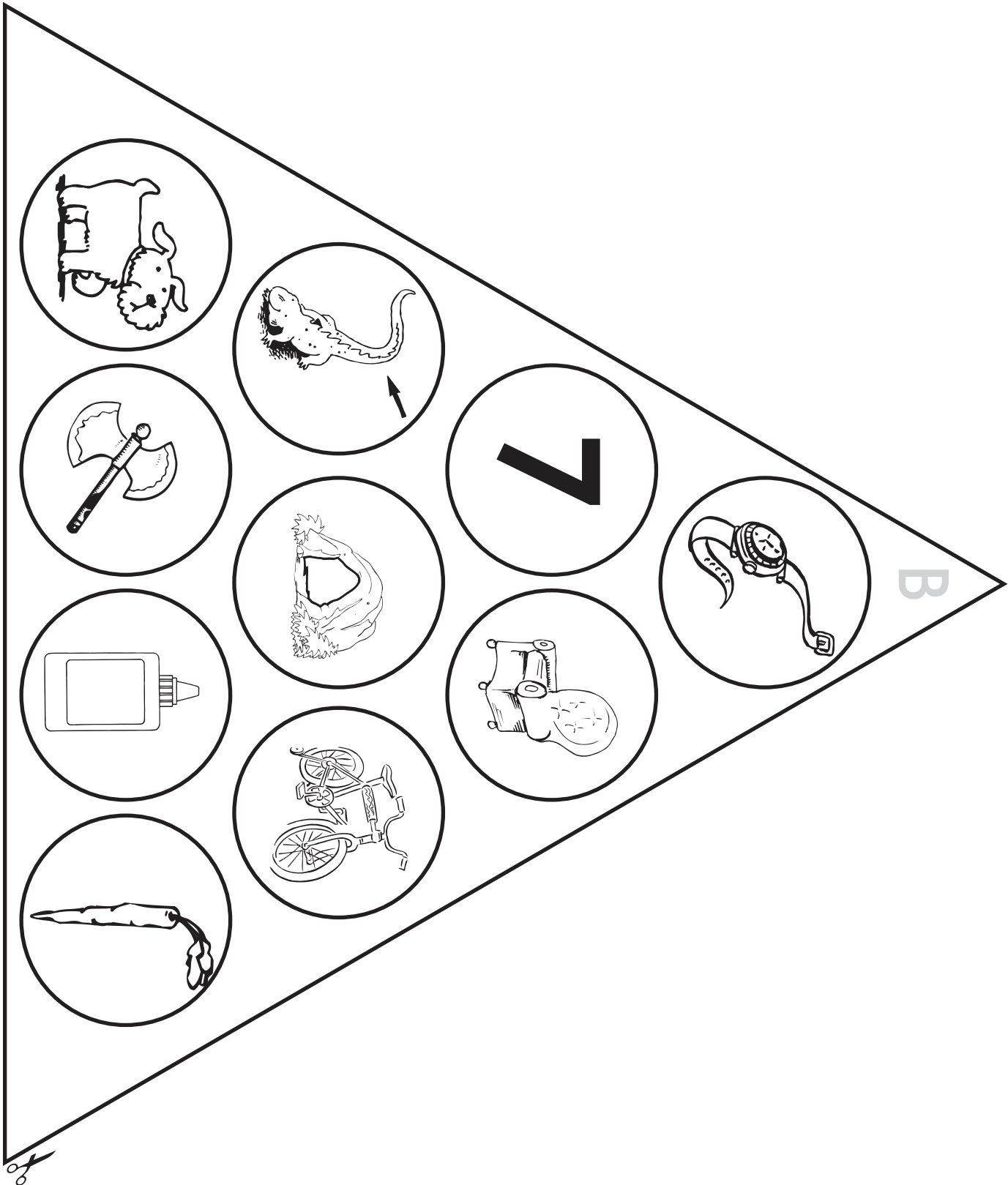


match, pear, feet, mail, box, desk, leg, five, zoo, moon

# Phonemic Awareness

Final Phoneme Pyramid

PA.004.AM1b

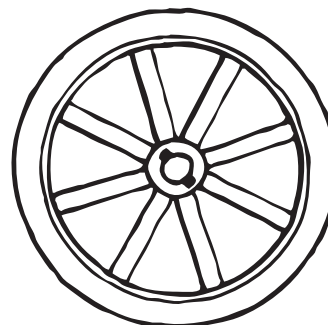
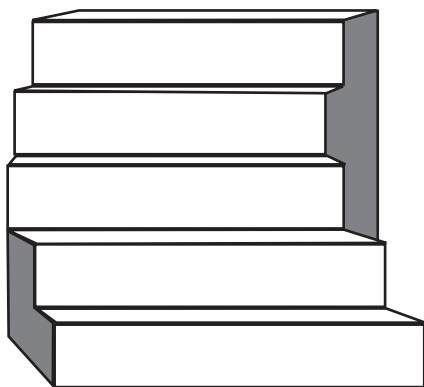
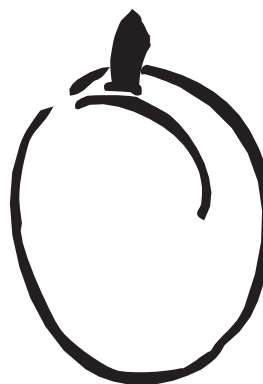
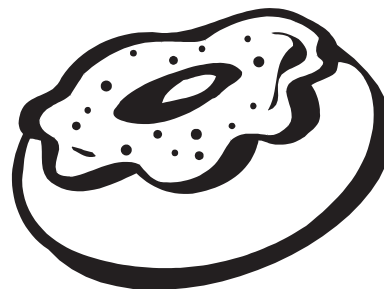


watch, seven, chair, tail, cave, bike, dog, ax, glue, carrot

# Phonemic Awareness

PA.004.AM2a

Final Phoneme Pyramid



bat, doughnut, couch, peach, stair, hair, basketball, wheel

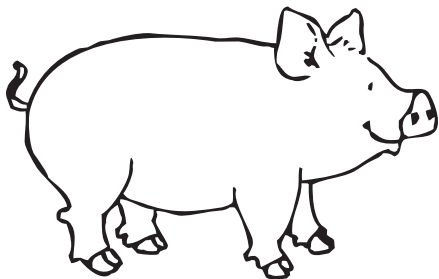
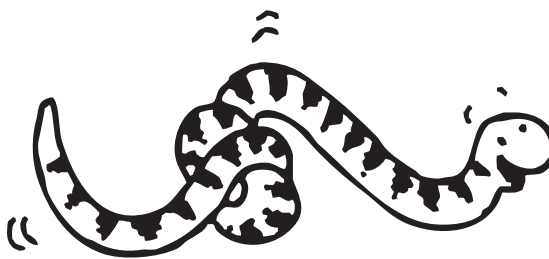
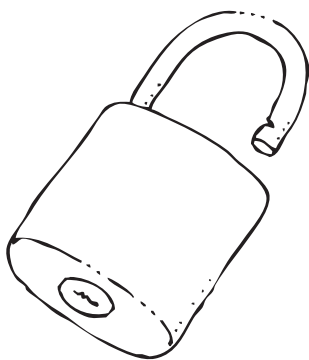
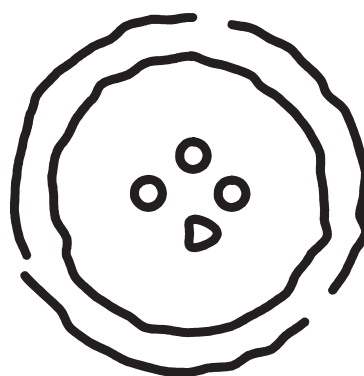
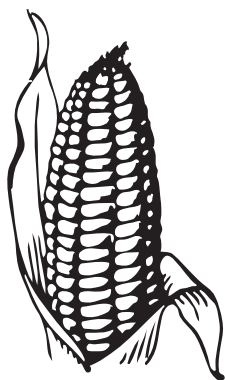


# Phonemic Awareness

Final Phoneme Pyramid

PA.004.AM2b

6



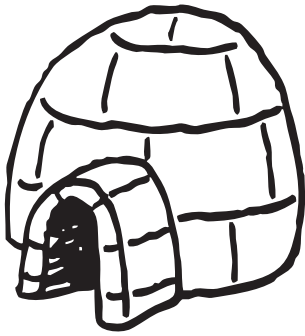
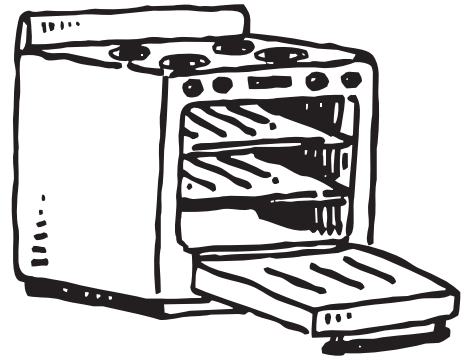
six, ox, corn, button, lock, snake, pig, frog



# Phonemic Awareness

PA.004.AM2c

Final Phoneme Pyramid



sleeve, stove, igloo, kangaroo

