Objective
The student will match final phonemes in words.

Materials
- Final Phoneme Pyramid picture boards
- Final phoneme picture cards
- 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.
hopscotch, pear, feet, mail, box, desk, leg, five, zoo, moon
watch, seven, chair, tail, cave, bike, dog, ax, glue, carrot
bat, doughnut, couch, peach, stair, hair, basketball, wheel
<table>
<thead>
<tr>
<th>6</th>
<th>Cow</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Corn</td>
</tr>
<tr>
<td>4</td>
<td>Button</td>
</tr>
<tr>
<td>3</td>
<td>Lock</td>
</tr>
<tr>
<td>2</td>
<td>Snake</td>
</tr>
<tr>
<td>1</td>
<td>Pig</td>
</tr>
</tbody>
</table>

six, ox, corn, button, lock, snake, pig, frog
Final Phoneme Pyramid

sleeve, stove, igloo, kangaroo