



## Phoneme Matching

PA. 005

### Final Phoneme Spin

#### Objective

The student will match final phonemes in words.

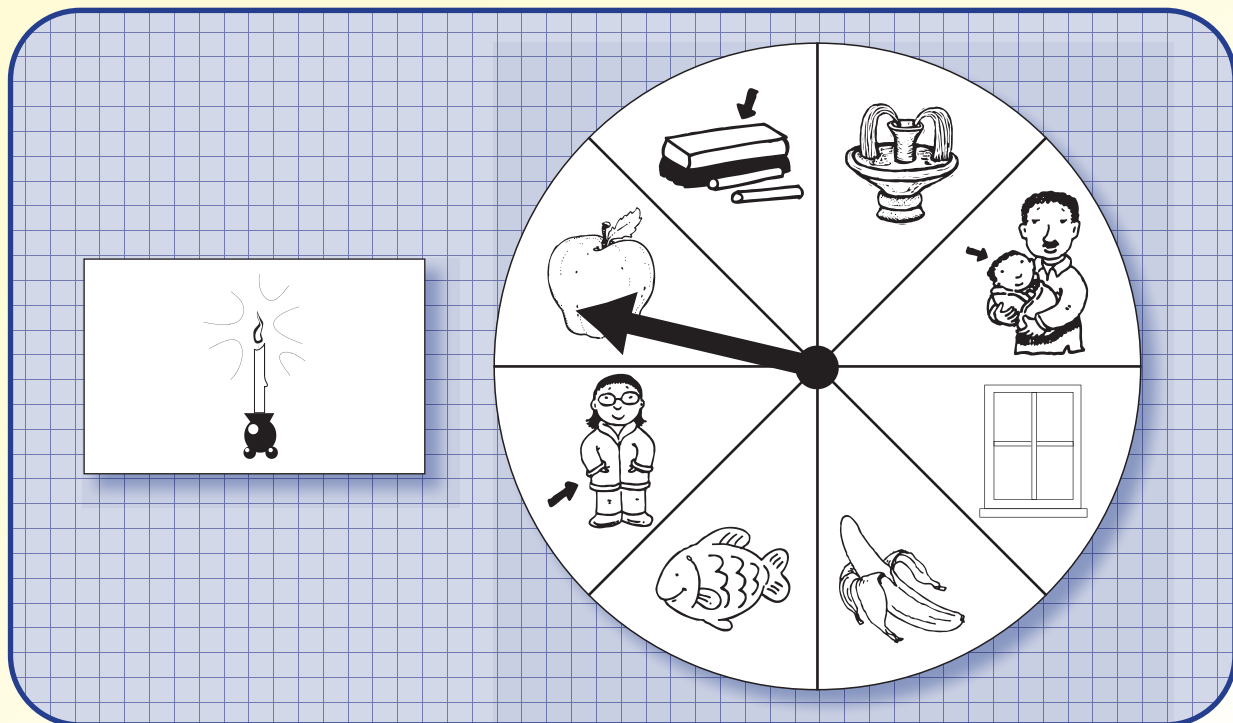
#### Materials

- ▶ Spinner  
*Copy spinner on card stock.*  
*Cut spinner and attach arrow with a brad.*
- ▶ Final phoneme picture cards

#### Activity

Students match final phonemes by playing a spinner game.

1. Place spinner at the center. Spread picture cards face up.
2. Taking turns, students spin the spinner, and say the name and the final phoneme of the picture that the arrow lands on. For example, if the spinner lands on “apple,” the student says, “apple, /l/.”
3. Locate picture card that has the same final sound.
4. Say the name and final sound of the picture (e.g., “candle, /l/”). If correct, keep the card. If not correct, card remains in place.
5. Continue until all cards are used.
6. Peer evaluation



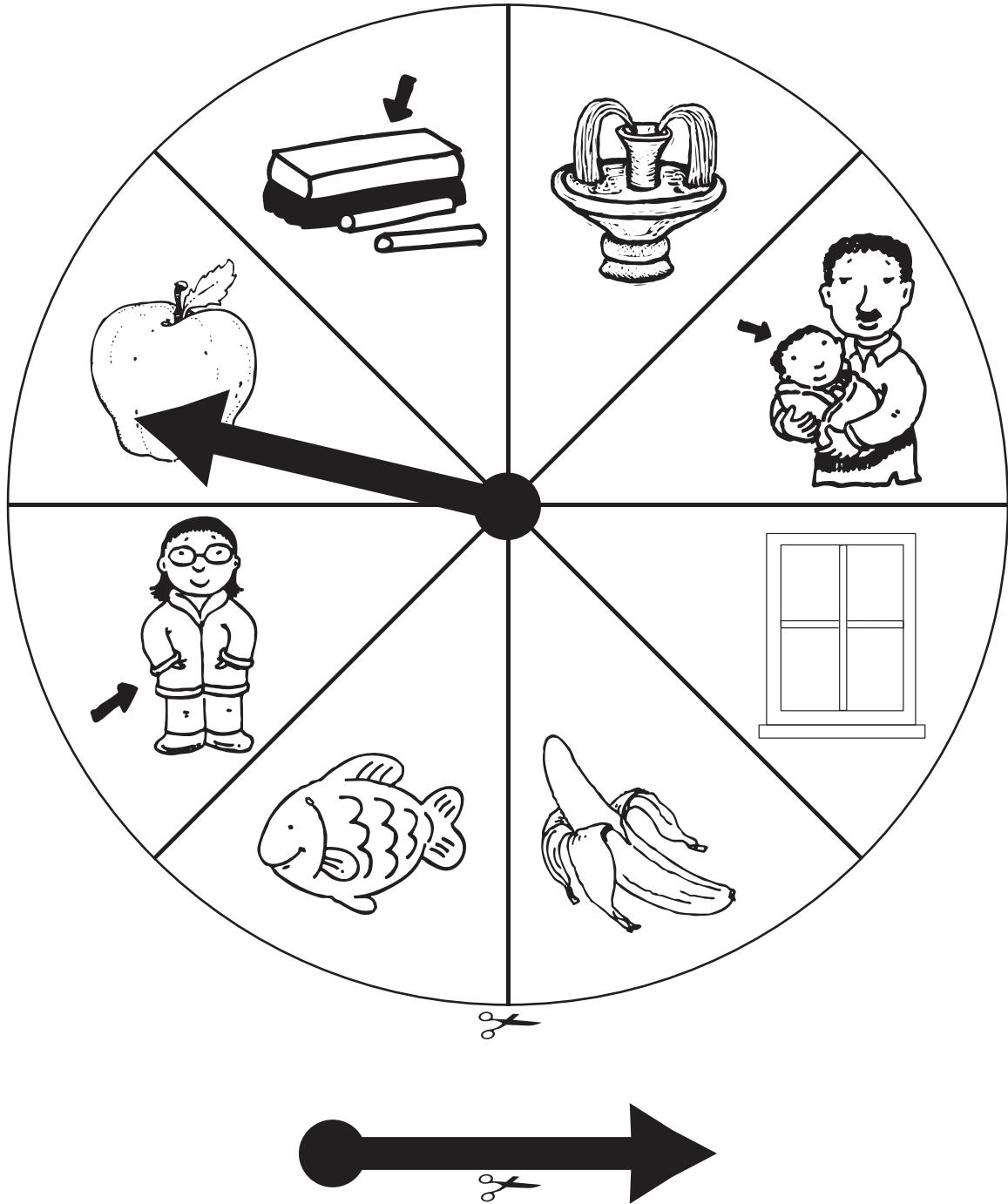
#### Extensions and Adaptations

- ▶ Use other picture cards and target sounds.

# Phonological Awareness

PA. 005

Final Phoneme Spin

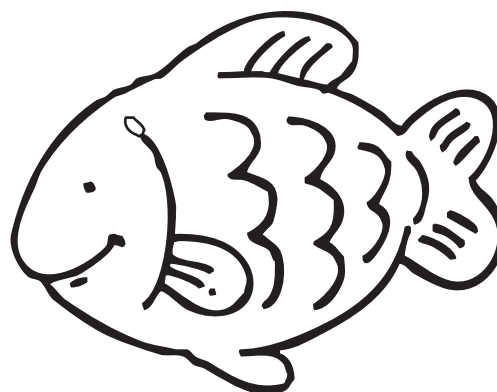
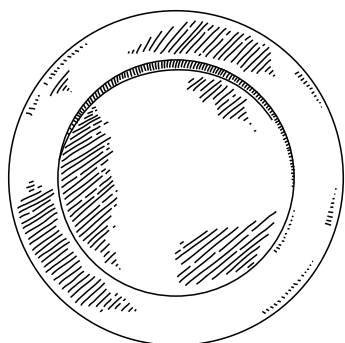
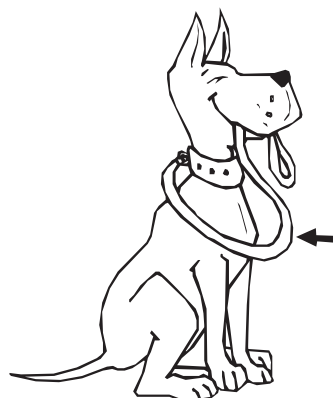
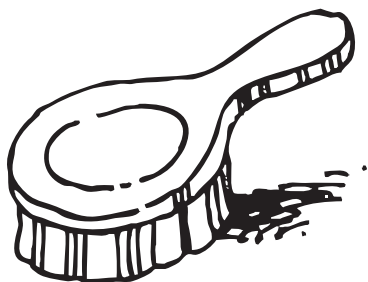
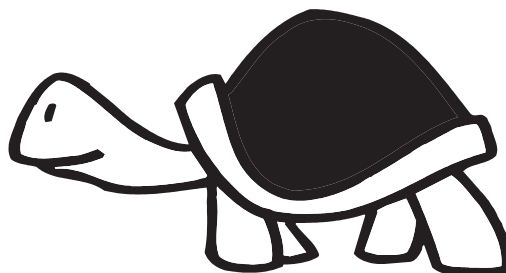
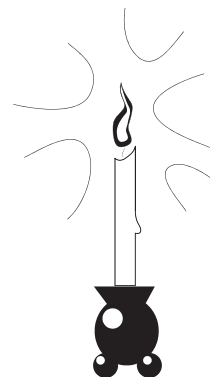
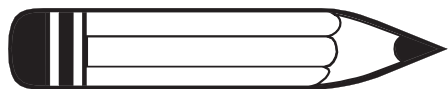


fountain, baby, window, banana, fish, jacket, apple, eraser

# Phonological Awareness

Final Phoneme Spin

PA. 005



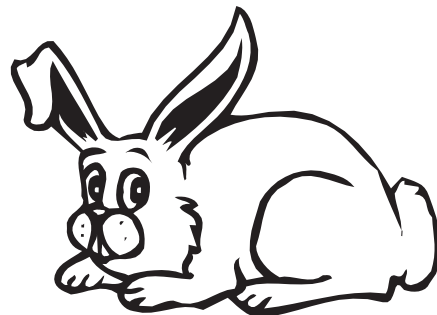
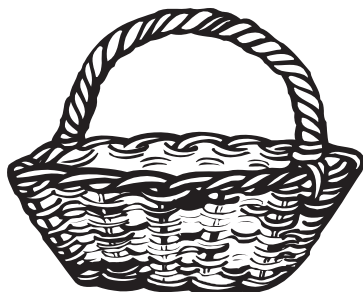
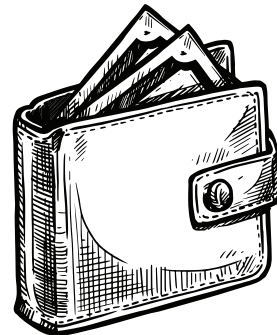
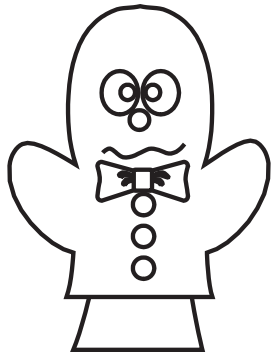
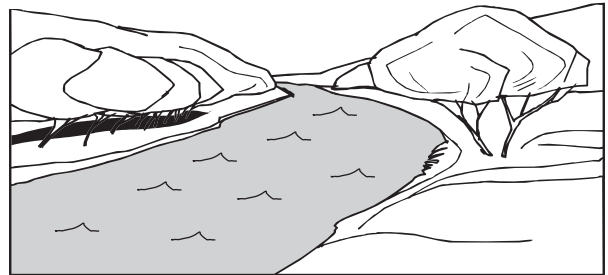
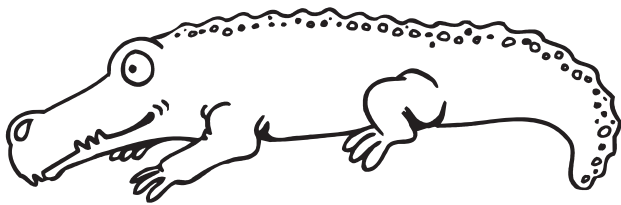
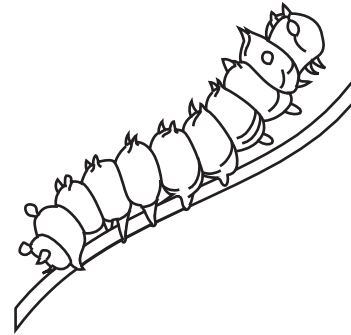
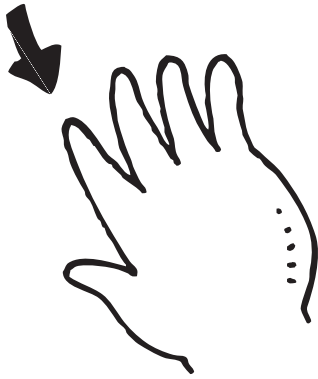
pencil, candle, seal, turtle, brush, leash, dish, fish



# Phonological Awareness

PA. 005

Final Phoneme Spin



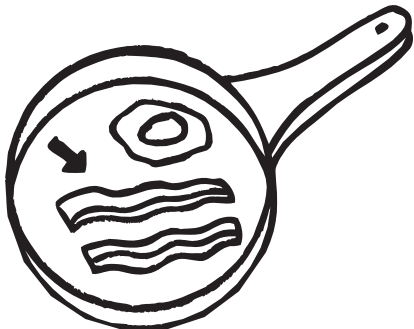
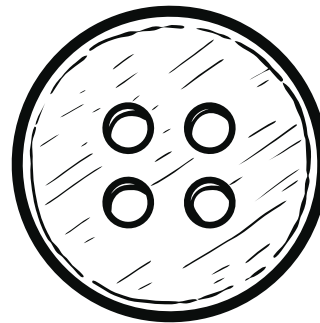
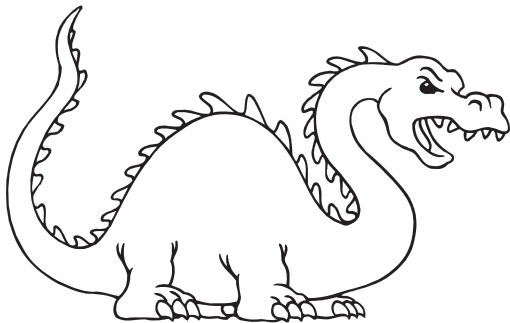
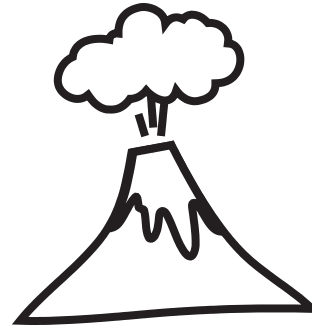
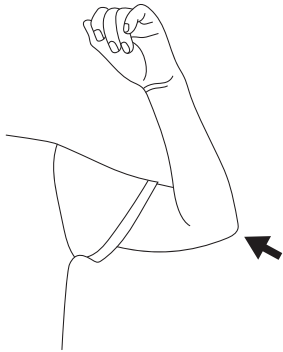
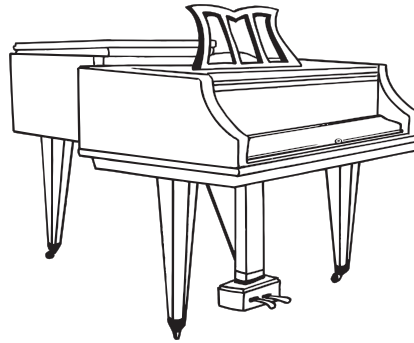
finger, caterpillar, alligator, river, puppet, wallet, basket, rabbit



# Phonological Awareness

Final Phoneme Spin

PA. 005



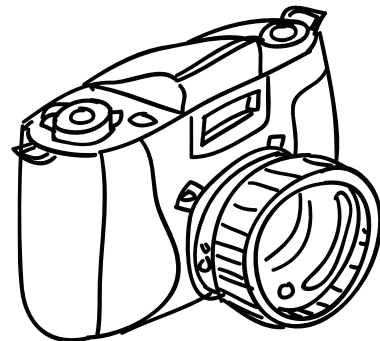
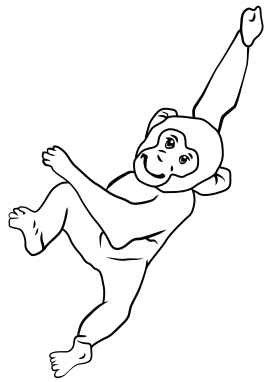
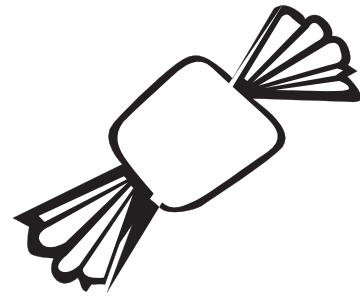
toe, piano, elbow, volcano, dragon, button, bacon, apron



# Phonological Awareness

PA. 005

Final Phoneme Spin



Florida, candy, monkey, cookie, penny, camera, umbrella, zebra



# Phonological Awareness

Final Phoneme Spin

PA. 005

