



Phonemic Awareness

PA.015

Phoneme Segmenting

The Phoneme Game

Objective

The student will segment phonemes in words.

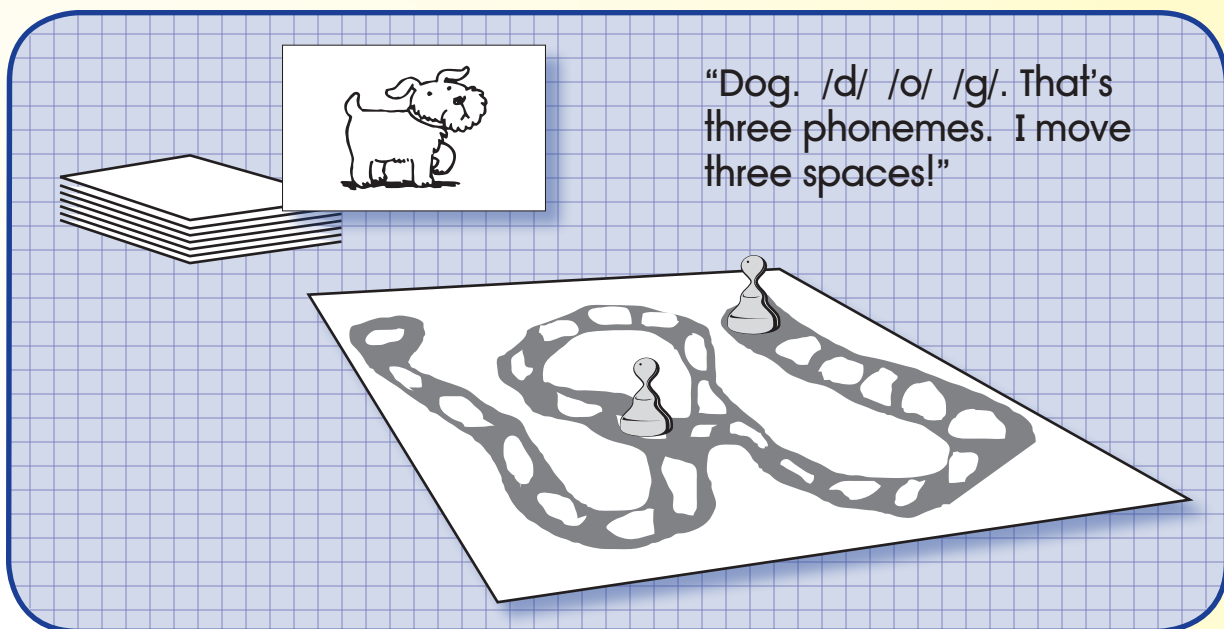
Materials

- ▶ The Phoneme Game board (Activity Master P.015.AM1a - P.015.AM1b)
Cut out and glue together. May be glued to a file folder for easy use.
- ▶ Phoneme picture cards (Activity Master P.015.AM2a - P.015.AM2b)
- ▶ Game pieces (e.g., counters)

Activity

Students count phonemes in words by playing a board game.

1. Place game board and picture cards face down in a stack on a flat surface.
Place game pieces at START.
2. Taking turns, students select the picture card on the top of the stack, say the word, and say it again segmenting it into phonemes while holding up a finger for each phoneme.
3. Count the phonemes in the word, and move game piece that many spaces (e.g., pick up picture of a dog, say “dog, /d//o//g/, that’s three phonemes” and move game piece three spaces).
4. Return picture card to the bottom of the stack.
5. Continue game until all students reach the END.
6. Peer evaluation



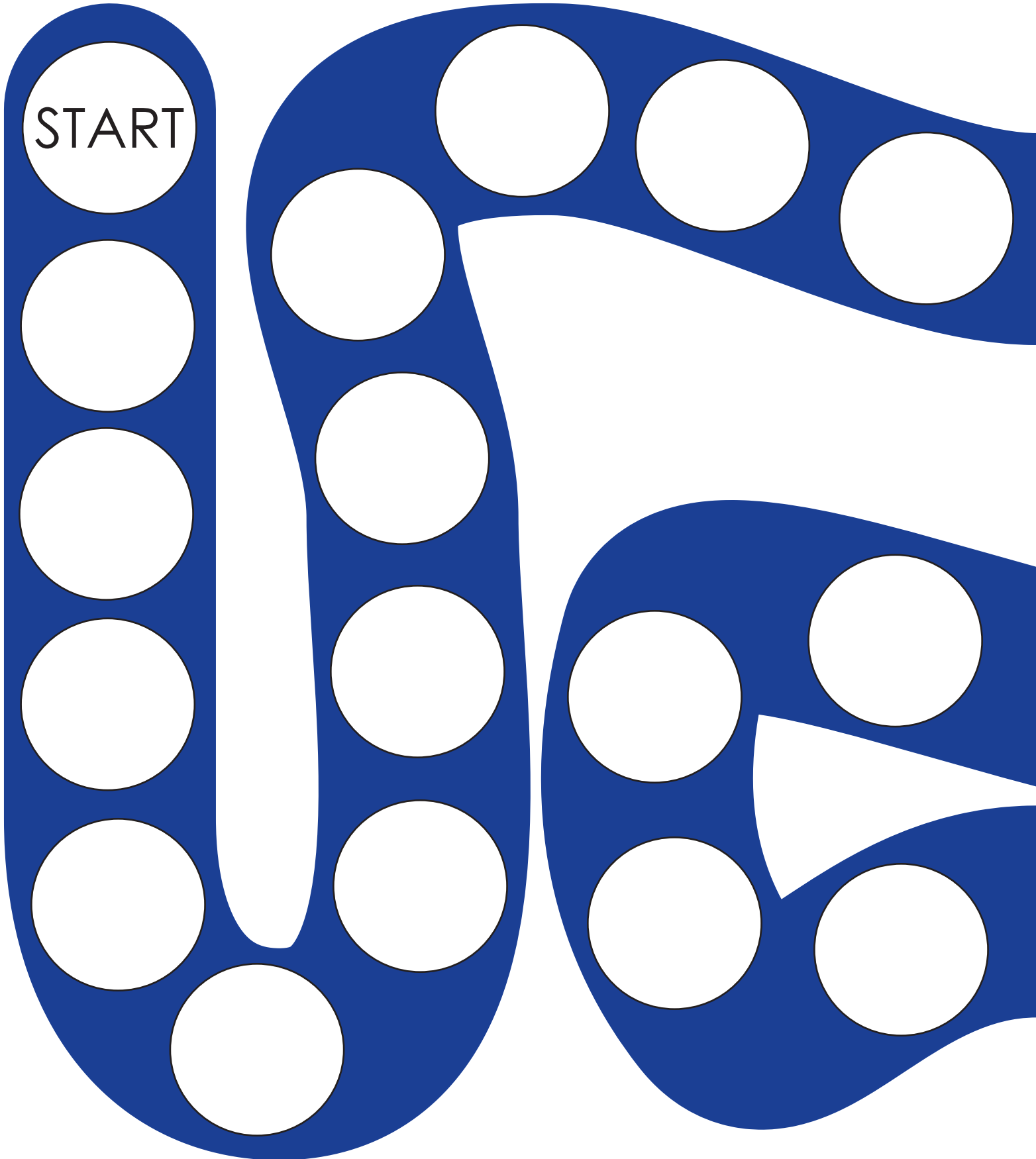
Extensions and Adaptations

- ▶ Make more picture cards to use with game board (e.g., draw, cut pictures from magazines).

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Phonemic Awareness

PA.015.AM1b

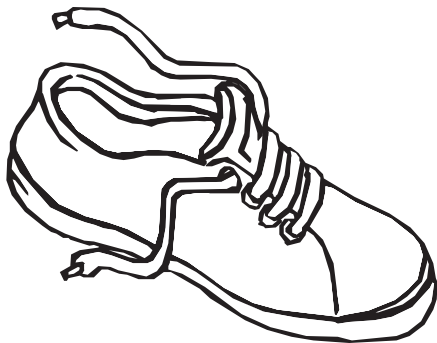
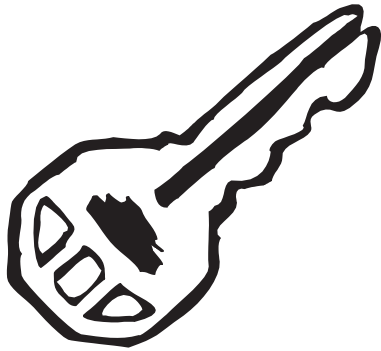
The Phoneme Game



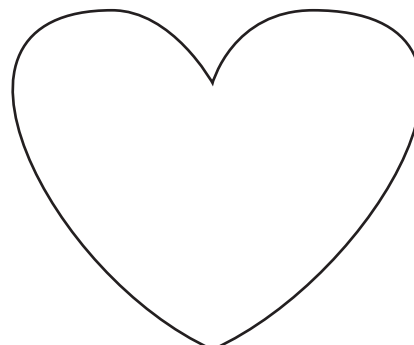
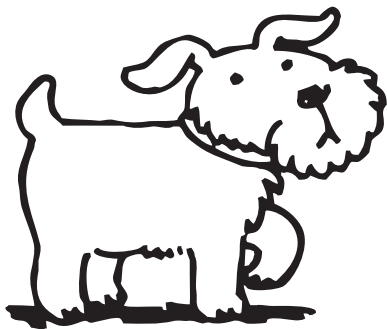
Phonemic Awareness

The Phoneme Game

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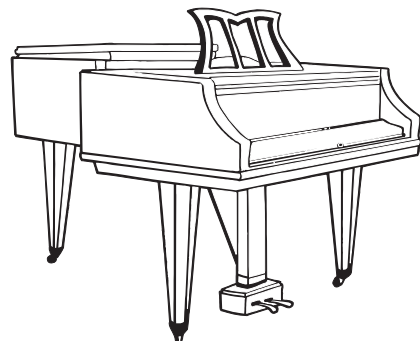
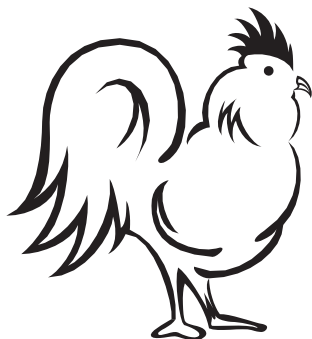
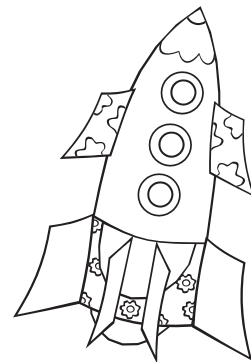
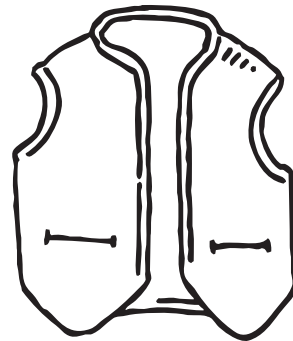
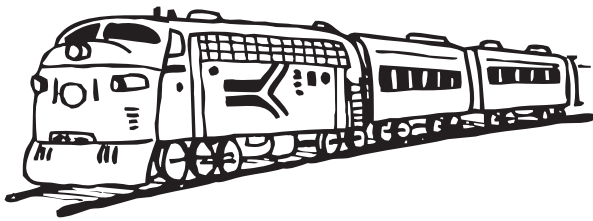
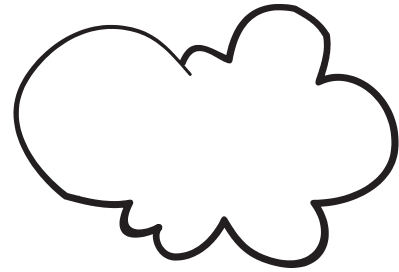
key - 2, tie - 2, shoe - 2, two - 2, dog - 3, tree - 3, fly - 3, heart - 3



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The Phoneme Game



glass - 4, cloud - 4, train - 4, vest - 4, lamp - 4, rocket - 5, rooster - 5, piano - 5

