



# Phonemic Awareness

PA.018

Phoneme Segmenting and Blending  
Break and Make

## Objective

The student will segment and blend phonemes in words.

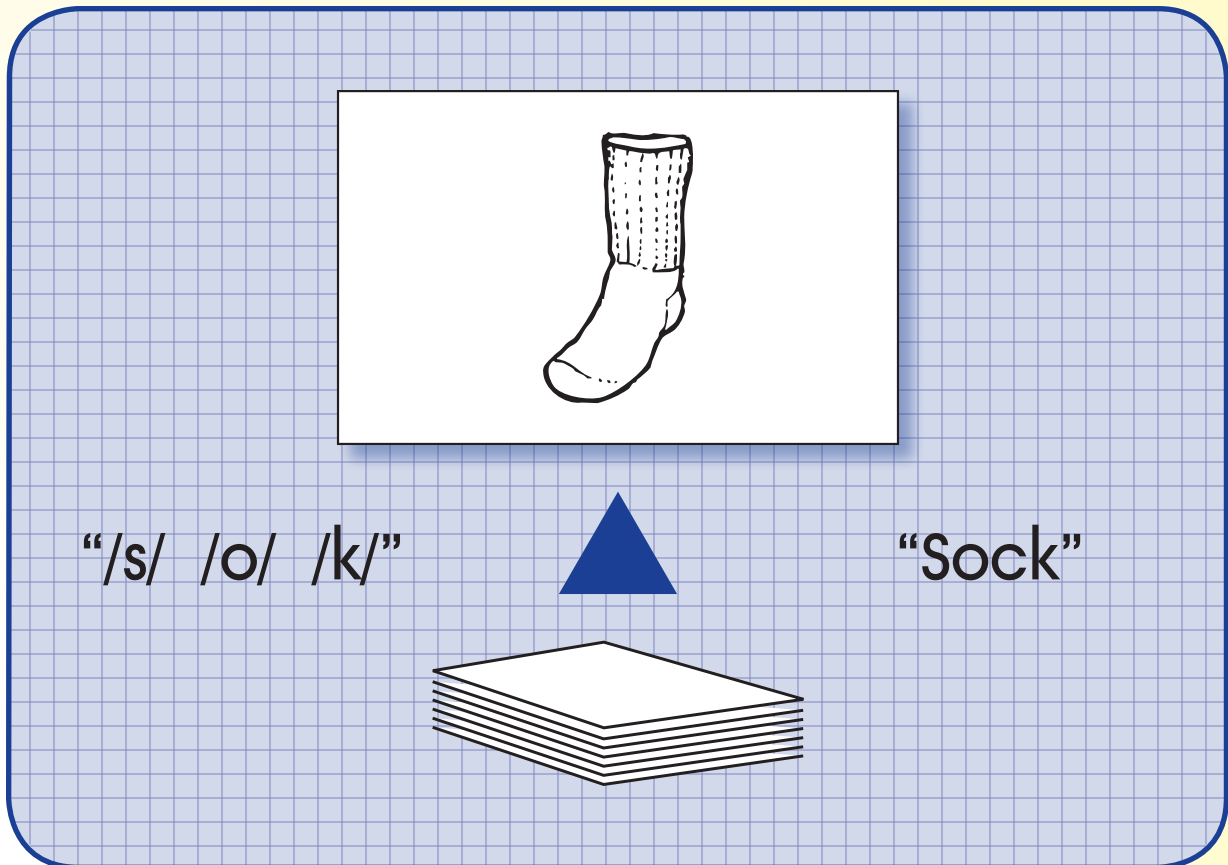
## Materials

► Picture cards (Activity Master PA.018.AM1a - PA.018.AM1e)

## Activity

Students segment and blend phonemes to make words by playing a picture card game.

1. Place picture cards face down in a stack.
2. Taking turns, student one selects the top card from the stack (without revealing the picture), and orally segments the name of the picture into phonemes (e.g., “/s/ /o/ /k/”).
3. Student two blends the sounds back together to identify the object (e.g., “sock”).
4. If correct, student two keeps the picture. If incorrect, picture card is placed at the bottom of the stack.
5. Reverse roles and continue until all cards are used.
6. Peer evaluation



The diagram is set within a blue rounded rectangle with a grid background. At the top center is a white square containing a line drawing of a sock. Below this square is a blue triangle pointing upwards. At the bottom center is a stack of several white rectangular cards. To the left of the stack is the text “/s/ /o/ /k/” and to the right is the text “Sock”.

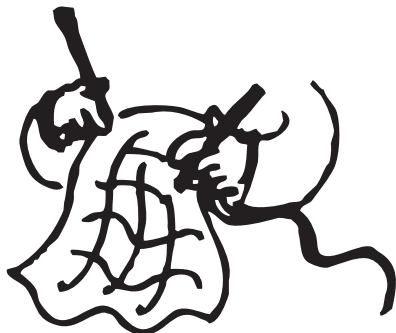
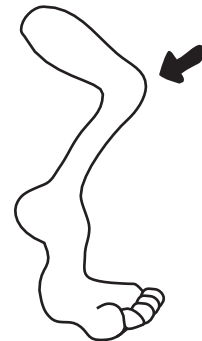
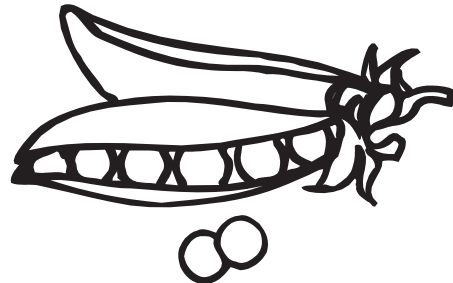
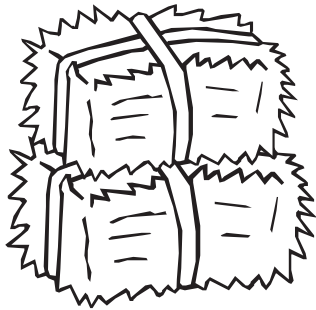
## Extensions and Adaptations

► Sort by number of phonemes.

# Phonemic Awareness

Break and Make

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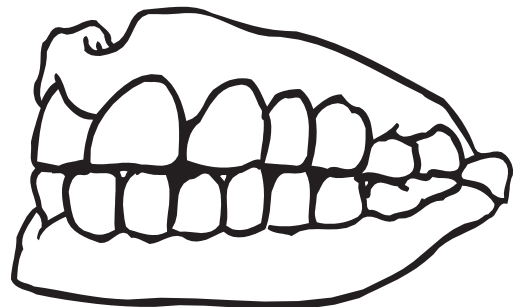
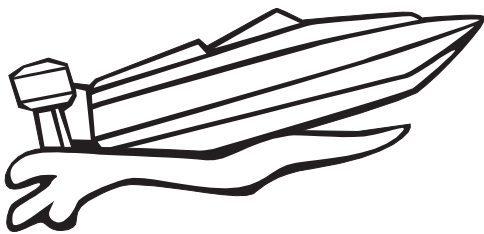
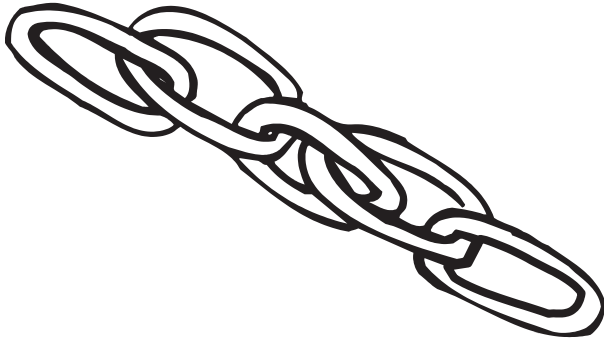
hay - 2, jar - 2, cow - 2, pea - 2, saw - 2, knee - 2, sew - 2, toe - 2



# Phonemic Awareness

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Break and Make



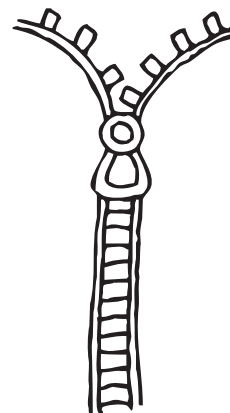
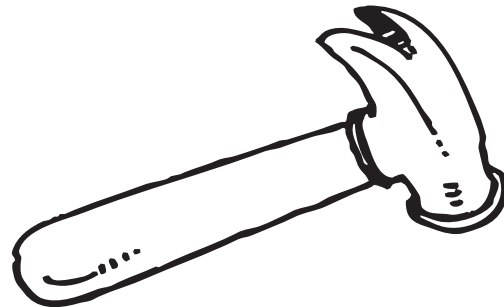
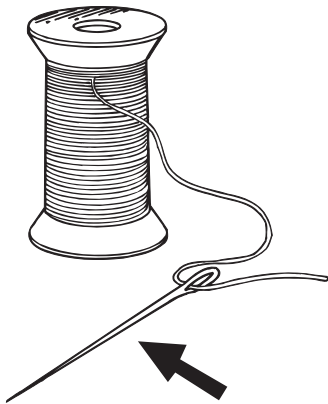
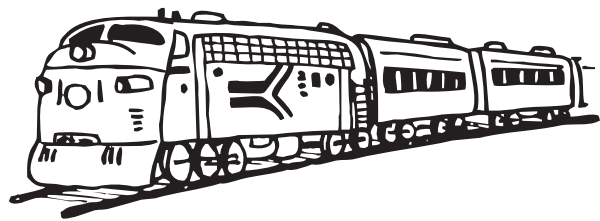
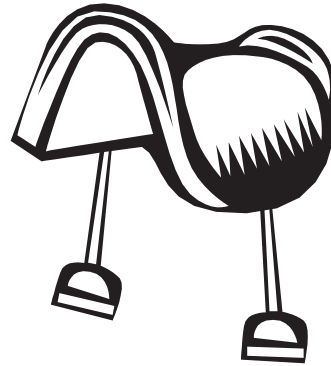
chain - 3, girl - 3, feet - 3, house - 3, boat - 3, sock - 3, seal - 3, teeth - 3



# Phonemic Awareness

Break and Make

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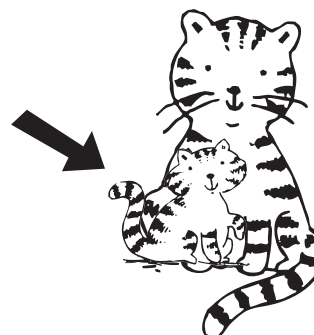
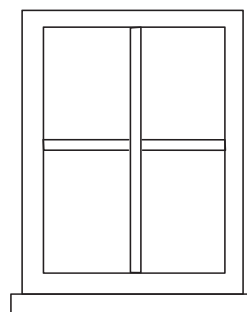
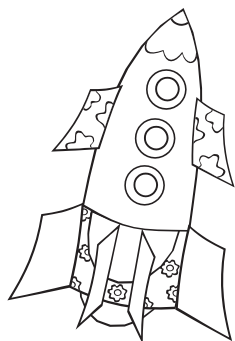
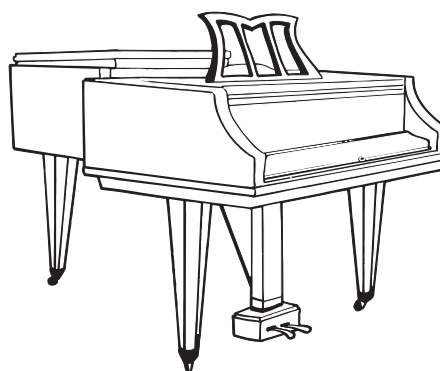
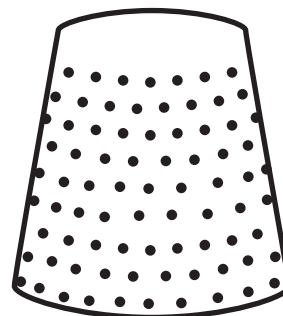
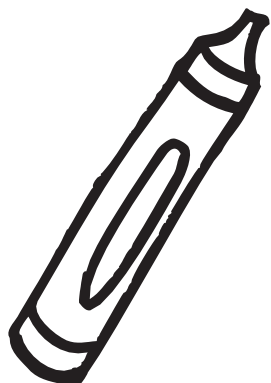
tent - 4, saddle - 4, drum - 4, train - 4, needle - 4, hammer - 4, bottle - 4, zipper - 4



# Phonemic Awareness

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Break and Make

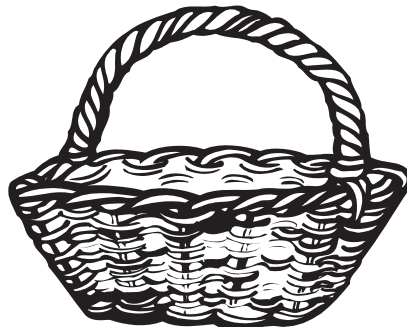
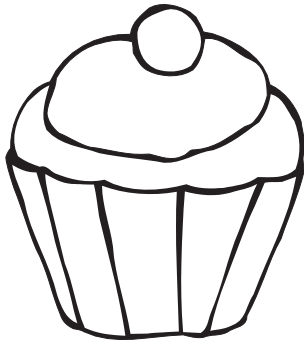
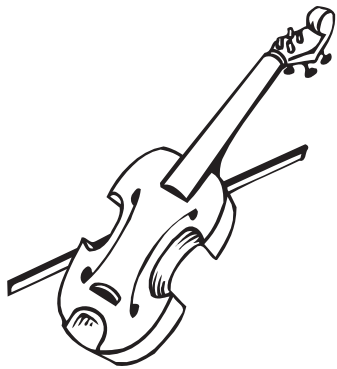
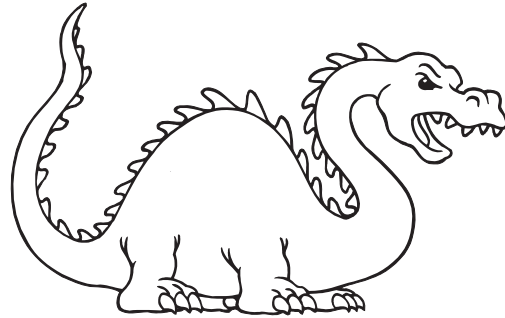


crayon - 5, thimble - 5, eraser - 5, piano - 5, rocket - 5, window - 5, zebra - 5, kitten - 5

# Phonemic Awareness

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snowman - 6, dragon - 6, violin - 6, tractor - 6, cupcake - 6, backpack - 6, fountain - 6, basket - 6

