

### Sight and Sound Scout

 **Objective**

The student will identify variant correspondences in words.

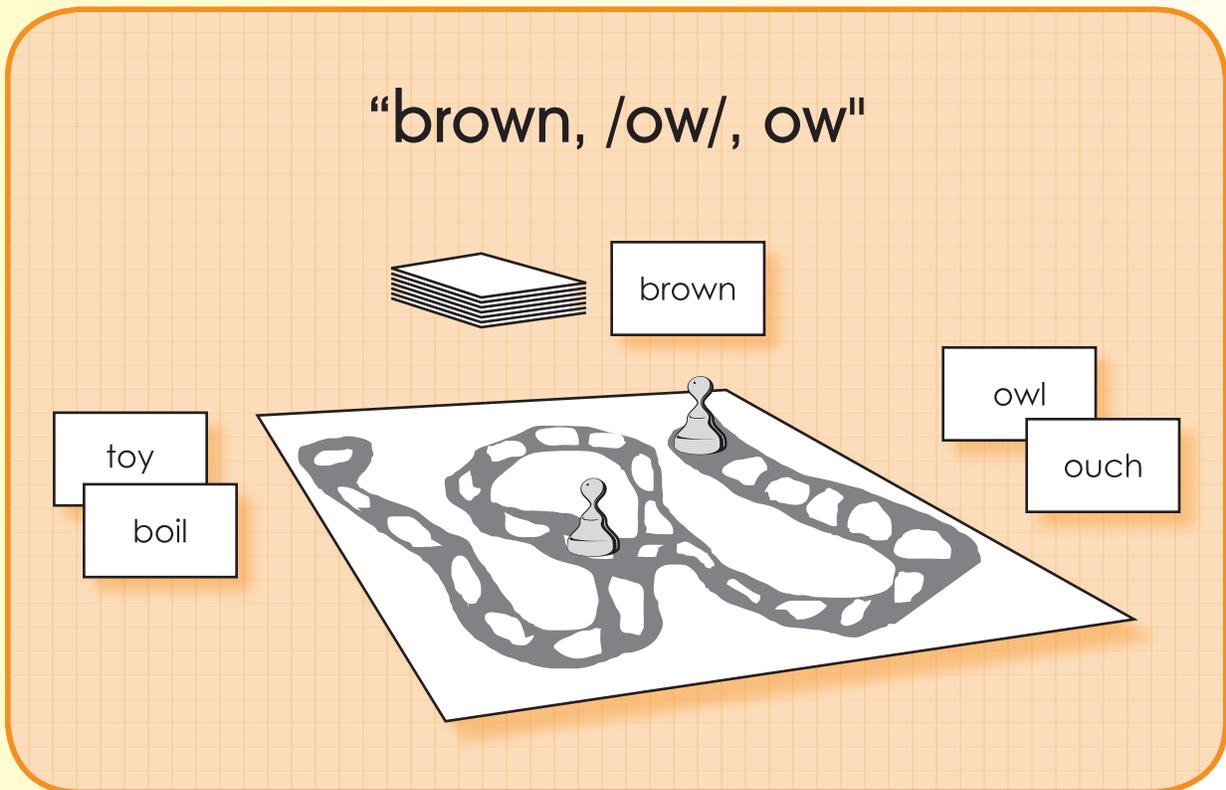
 **Materials**

- ▶ Word cards (Activity Master P.025.AM1a - P.025.AM1e)
- ▶ Sight and Sound Scout game board (Activity Master P.025.AM2a - P.025.AM2b)
- ▶ Game pieces (e.g., counters)

 **Activity**

Students match diphthong patterns (i.e., **ou**, **ow**, **oi**, **oy**) by playing a board game.

1. Place the game board and counters at the center. Place the word cards face down in a stack on the game board.
2. Taking turns, student one selects the top card from the stack. Reads word, identifies sound and letters of diphthong (e.g., “brown, /ow/, ow”).
3. Finds the next nearest word on the board containing that diphthong.
4. Moves counter to that word, reads the word on the space, and identifies the diphthong.
5. Return card to the bottom of the stack and continue until both students reach the end.
6. Peer evaluation

 **Extensions and Adaptations**

- ▶ Use the words on the game board to make word cards to sort.
- ▶ Play new game by using other target words on index cards and game board (Activity Master P.025.AM3a - P.025.AM3b).

oil

foil

hoist

point

coil

toil

soil

boil



# Phonics

Sight and Sound Scout

P.025.AM1b

noise

void

joy

boy

soy

loyal

Troy

Roy



decoy

toy

destroy

employ

loud

flour

south

trout



# Phonics

Sight and Sound Scout

P.025.AM1d

bound

scout

mouth

pouch

house

chow

clown

owl



howl

vow

brow

brown

growl

gown

frown

scowl



# Phonics

Sight and Sound Scout

P.025.AM2a

START

spoil

enjoy

snout

wow

voice

cards

cowboy

vow

doubt

choice

Ouch!  
Move back  
one space.

found

ploy

Don't be  
so coy, go  
two spaces  
ahead

crowd

joist

END

hound

ouch

You avoid  
the crowd,  
move ahead  
one space.

how

ground

joint

drown

broil

coy

Slip on  
some oil, go  
back two  
spaces.

round

foul

joyful

cloud

coin

annoy

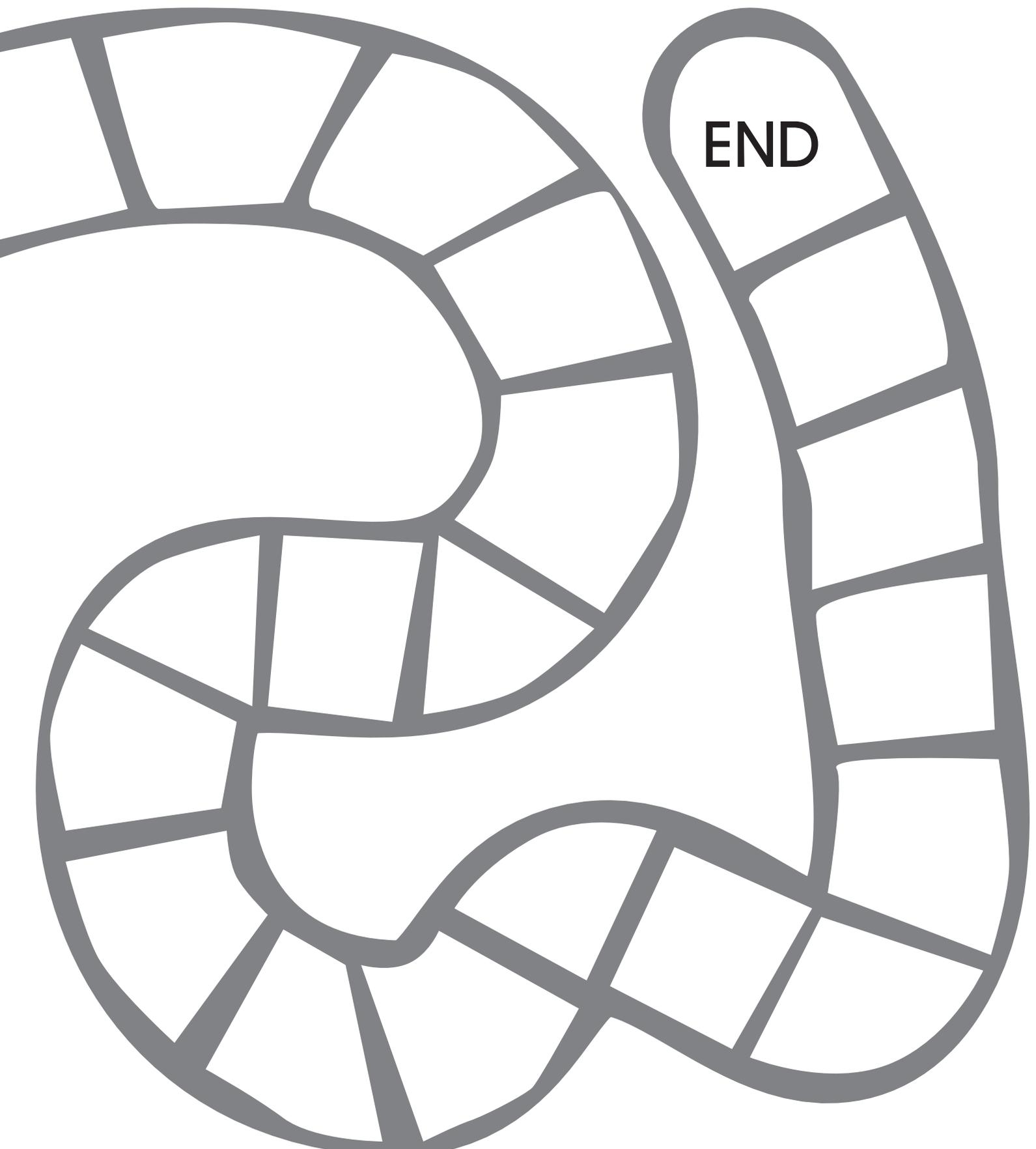
# Phonics

Sight and Sound Scout

P.025.AM3a

START

cards



END