



Beanstalk Climb

Objective

The student will identify variant correspondences in words.

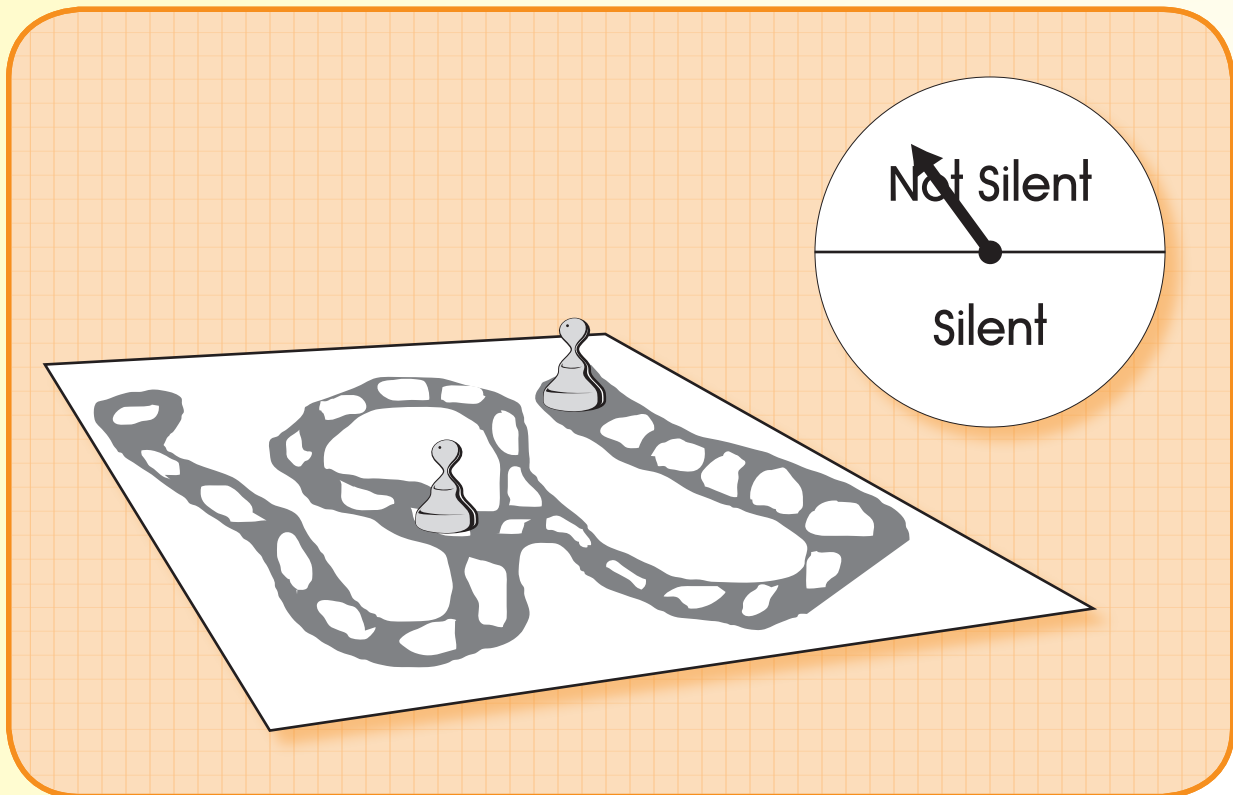
Materials

- ▶ Spinner (Activity Master P.027.AM1)
- ▶ Game board (Activity Master P.027.AM2a - P.027.AM2b)
Target letters are b, k, w, and l. They are not underlined.
- ▶ Game pieces (e.g., counters, colored or different beans)

Activity

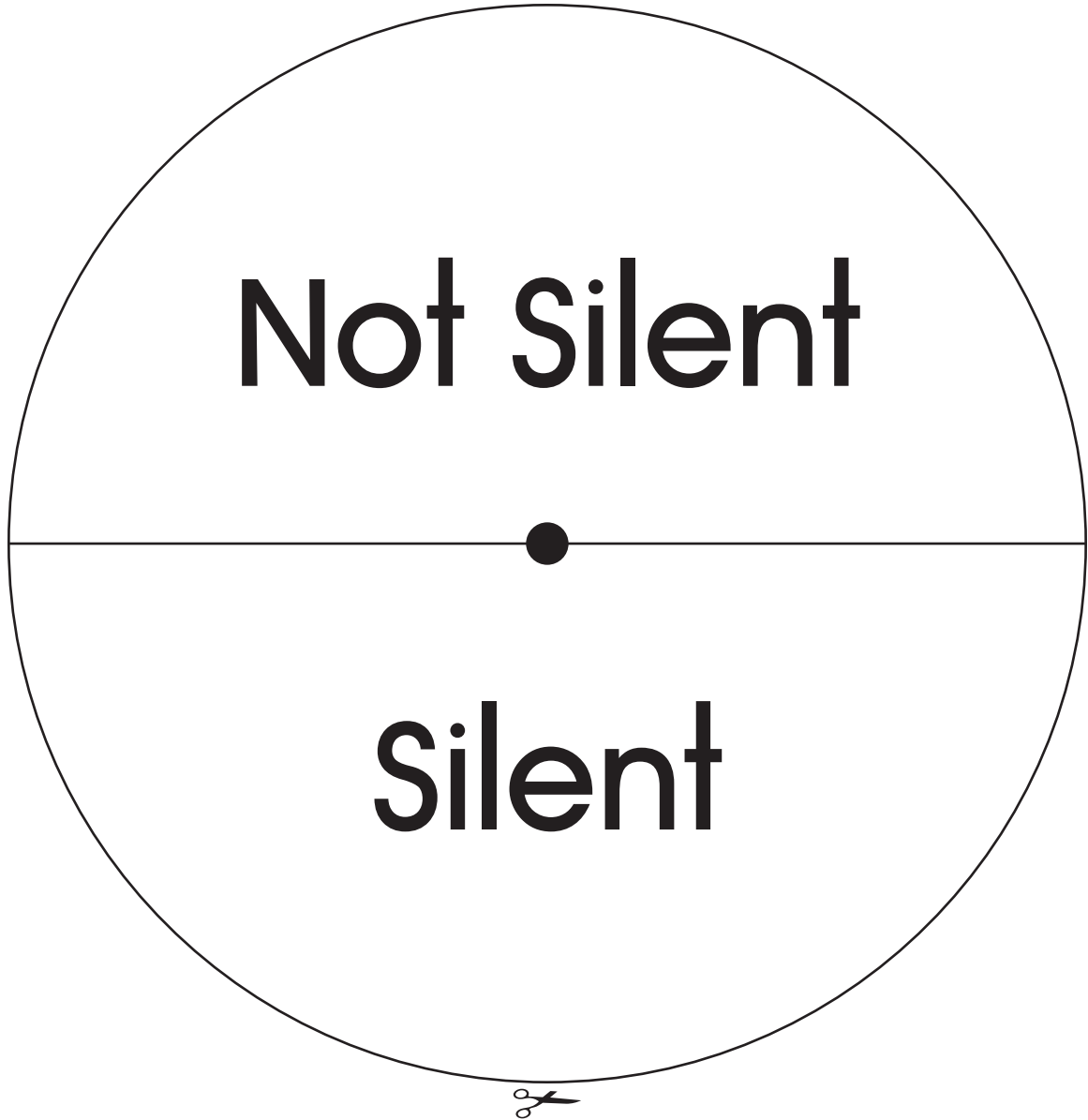
Students identify words with and without silent letters by playing a board game.

1. Place the game board, counters, and spinner at the center.
2. Taking turns, students spin the spinner.
3. Move game piece to the next word on the game board with a word that matches the letter described on the spinner (e.g., spinner lands on silent letter and the student finds the next word on the game board with a silent letter).
4. Read the word and place game piece on that word.
5. Continue until both students reach the end of the game board.
6. Peer evaluation



Extensions and Adaptations

- ▶ Use the words on the game board to make word cards to sort.



Phonics

Beanstalk Climb

P.027.AM2a

START

comb

kangaroo

pretzel

chalk

wrong



bell

soak

wrote

absent

knuckle

wire

born

crumb

