

P.016

Letter-Sound Correspondence

Letter-Sound Dominoes



Objective

The student will match initial phonemes to graphemes.



Materials

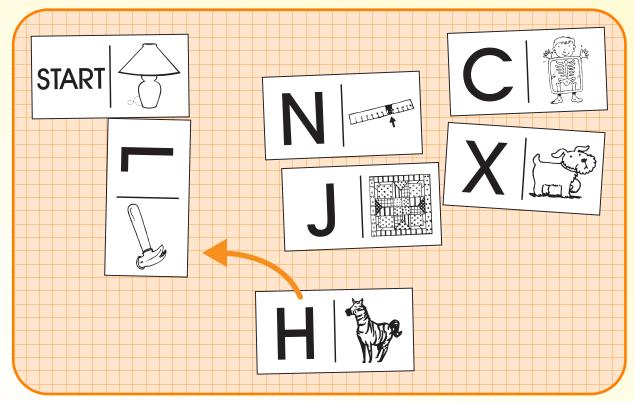
► Picture/letter domino cards Copy on card stock, laminate, and cut.



Activity

Students match initial sounds of pictures to letters while playing a domino game.

- 1. Scatter domino picture cards face up on a flat surface.
- 2. Taking turns, student one places the START domino on the table, names the picture on the other side of the domino, and says its initial sound (i.e., "lamp, /l/").
- 3. Looks for a domino with the letter that corresponds to the initial sound, names it, and says its sound (i.e., "l, /l/"). Connects the two dominoes.
- 4. Student two names the picture on the other side of the domino (i.e., "hammer"), says its initial sound (i.e., "/h/"), and finds the domino with the corresponding letter. Names the letter and says its sound (i.e., "h, /h/"). Connects it to the domino.
- 5. Continue until all dominoes are connected.
- 6. Peer evaluation

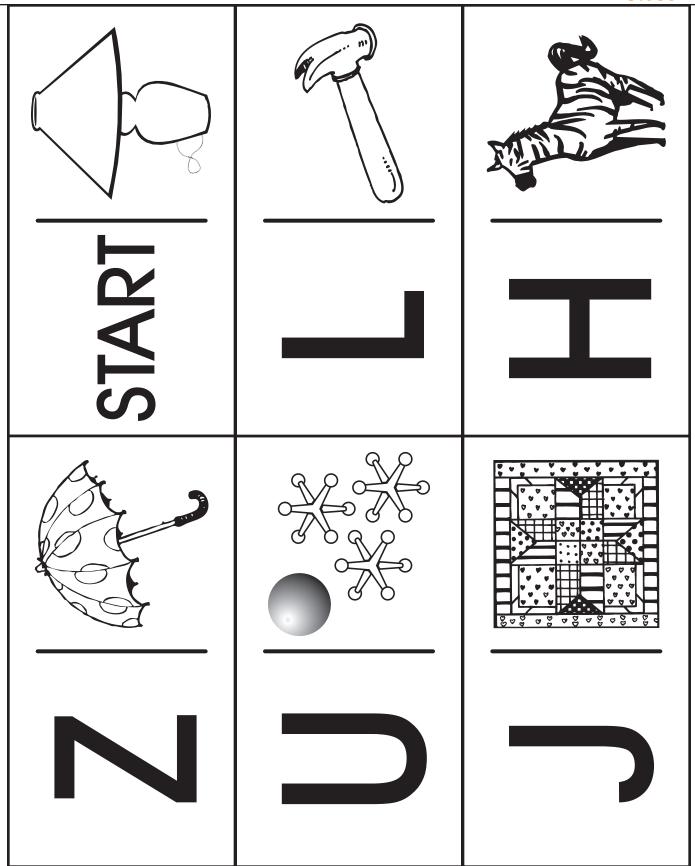




Extensions and Adaptations

- ► Make and use final sound picture/letter domino cards.
- ▶ Make and use medial sound picture/letter domino cards.
- Make and use upper- and lowercase letter domino cards.

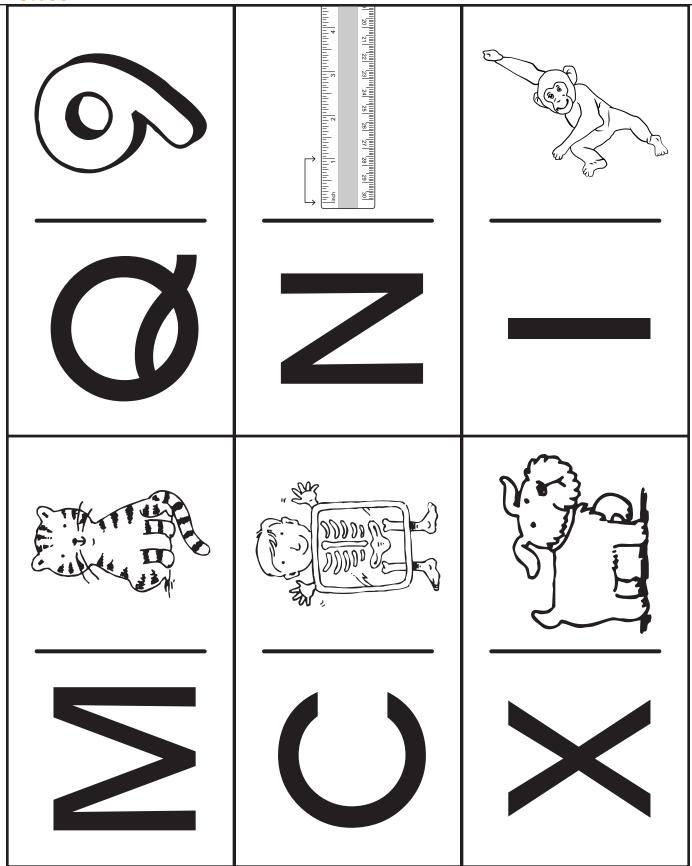
Letter-Sound Dominoes P.016



domino cards: START/lamp, L/hammer, H/zebra, Z/umbrella, U/jacks, J/quilt



P.016 Letter-Sound Dominoes

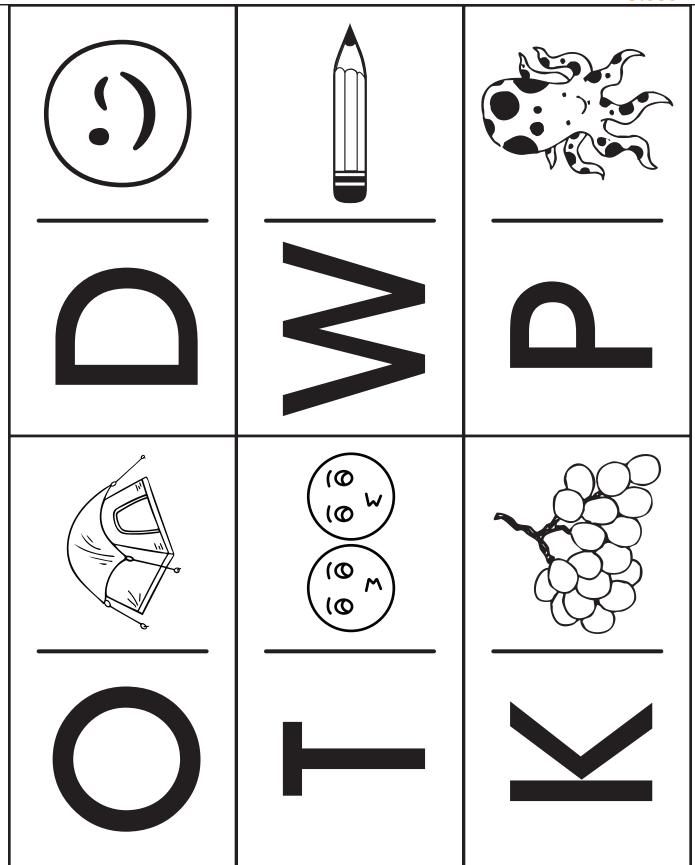


domino cards: Q/nine, N/inch, I/monkey, M/cat, C/x-ray, X/dog



K-I Student Center Activities: Phonics

Letter-Sound Dominoes P.016

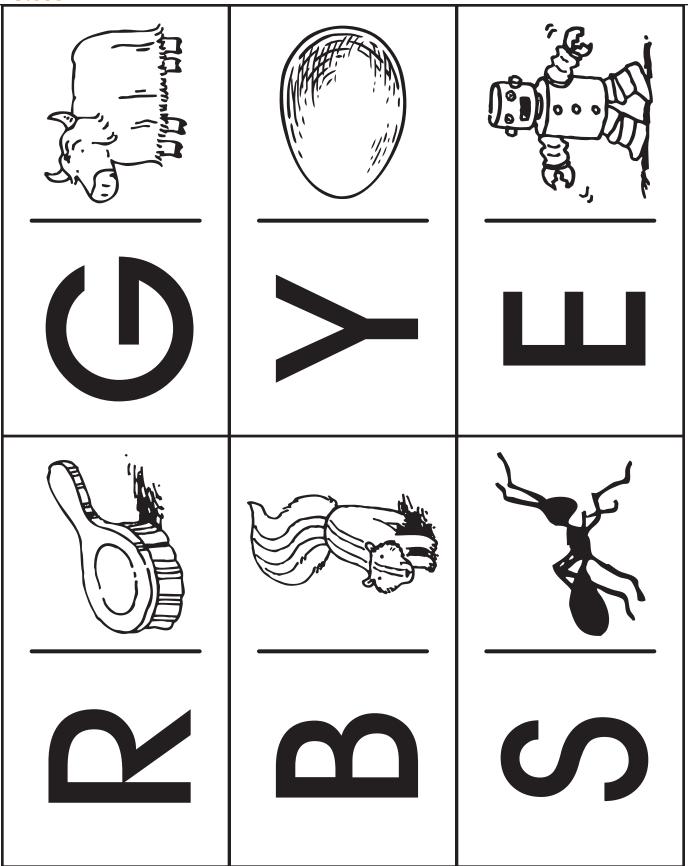


domino cards: D/wink, W/pencil, P/octopus, O/tent, T/kiss, K/grapes



Phonics

P.016 Letter-Sound Dominoes

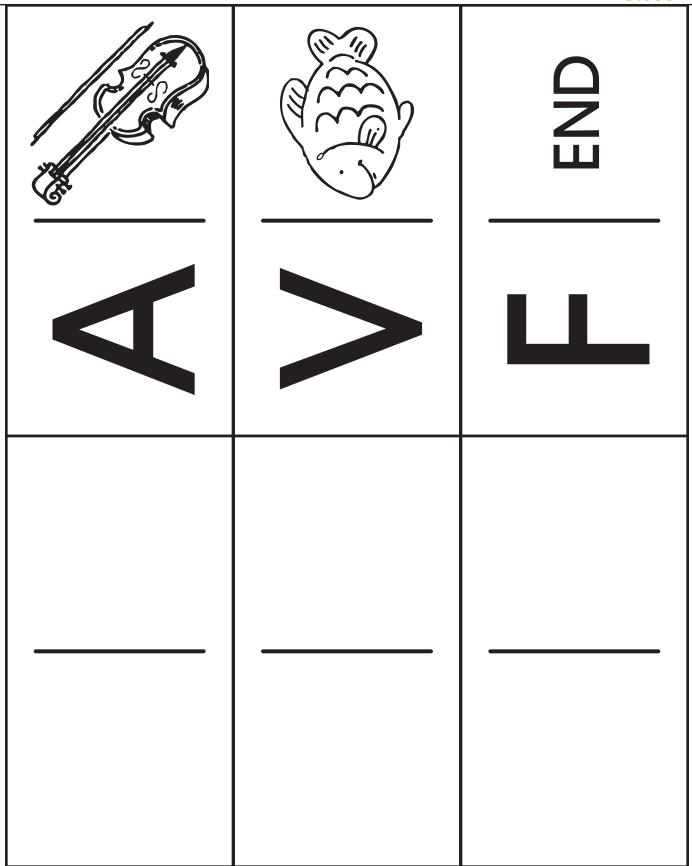


domino cards: G/yak, Y/egg, E/robot, R/brush, B/skunk, S/ant



Phonics

Letter-Sound Dominoes P.016



domino cards: A/violin, V/fish, F/END



Phonics

P.016	Letter-Sound Dominoes

K-I Student Center Activities: Phonics