



Letter-Sound Folder Sort

Objective

The student will match final phonemes to graphemes.

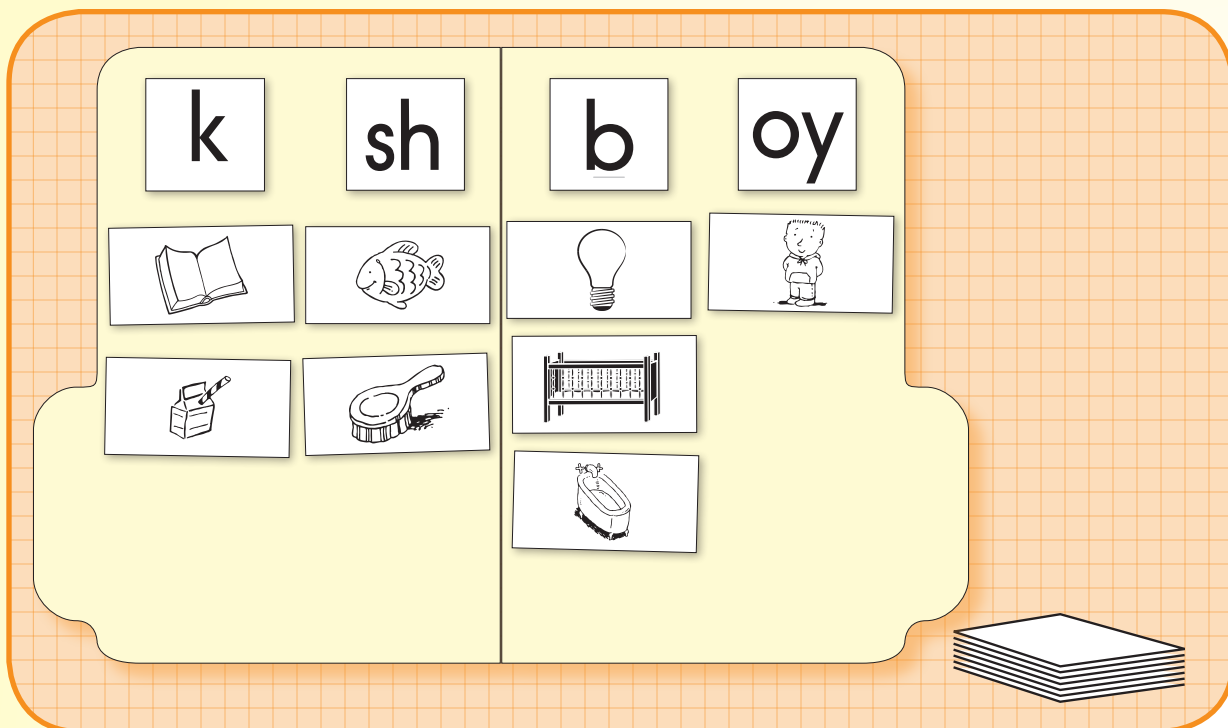
Materials

- ▶ Letter/letter combination cards (Activity Master P.019.AM1a - P.019.AM1b)
Choose four target letters or letter combination cards.
- ▶ File folder
Tape or glue target cards horizontally across the top of the file folder.
- ▶ Final sound picture cards (Activity Master P.LSC-F.1 - P.LSC-F.16)
Choose picture cards that correspond to target letters.

Activity

Students sort final sound picture cards to letters on a file folder.

1. Place the open file folder on a flat surface. Place the final sound picture cards face up in a stack next to the file folder.
2. Taking turns, students select a card, name the picture, and say its final sound (e.g., “crib, /b/”).
3. Look for letter(s) on folder that corresponds to final sound, name it (i.e., “b”), and place the final sound picture card below that letter(s).
4. Continue until all cards are sorted.
5. Peer evaluation



Extensions and Adaptations

- ▶ Use other target letter(s).
- ▶ Sort initial or medial sounds (Activity Master P.LSC-I.1 - P.LSC-I.22 or P.LSC-M.1 - P.LSC-M.13).

b

d

f

g

k

l

m

n

o

p

s

t

letter/letter combination cards



Phonics

Letter-Sound Folder Sort

P.019.AM1b

x

ar

sh

th

ch

ng

ow

aw

oo

oy

letter/letter combination cards





Objective

The student will match medial phonemes to graphemes.

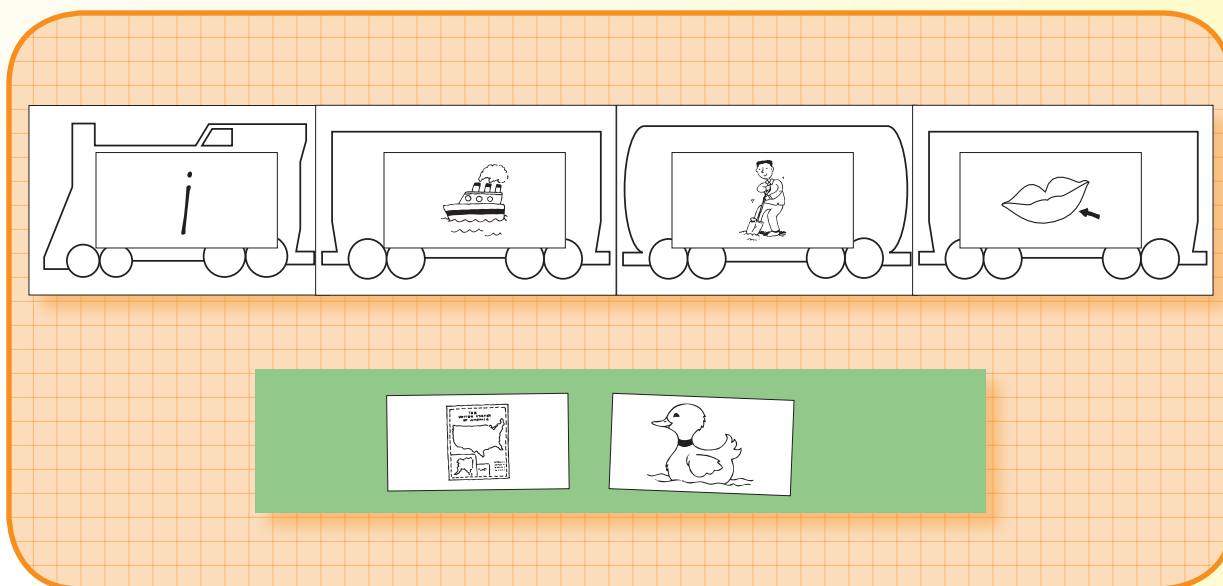
Materials

- ▶ Letter-Sound Train engine and caboose (Activity Master P.020.AM1)
- ▶ Letter-Sound Train cars (Activity Master P.020.AM2)
Copy six times.
- ▶ Construction paper
Use as the platform.
- ▶ Index card
Label the card with the letter "i".
Attach it to the train engine.
- ▶ Medial sound picture cards (Activity Master P.020.AM3a - P.020.AM3c)

Activity

Students match medial sounds in words to the target letter on a train.

1. Place the engine, cars, and caboose in a line on a flat surface. Place medial sound picture cards face down in a stack. Place the platform at the center.
2. Taking turns, students select the top card, name it, and say its medial sound (e.g., "duck, /u/"). State the letter that makes that sound (i.e., "u").
3. Determine if medial sound matches target letter. If it matches, place card on a train car. If it does not match, place on the platform.
4. Continue until all cards are sorted.
5. Peer evaluation



Extensions and Adaptations

- ▶ Use other target medial sound cards (Activity Master P.LSC-M.1 - P.LSC-M.13).
- ▶ Use target and non-target initial or final objects or sound picture cards (Activity Master P.LSC-I.1 - P.LSC-I.22 or P.LSC-F.1 - P.LSC-F.16).