



Guessing Game



Objective

The student will manipulate onsets and rimes in words.



Materials

- ▶ Onset and rime picture cards



Activity

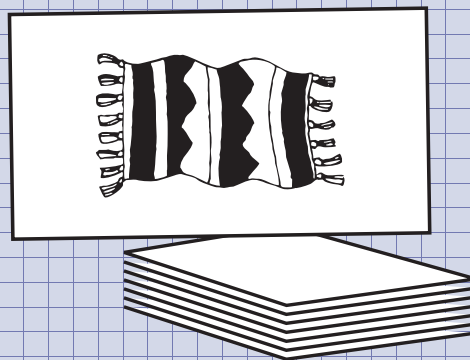
Students use onset and rime clues to guess words.

1. Place onset and rime picture cards face down in a stack on a flat surface.
2. Working in pairs, student one selects the top card so that student two cannot see it.
3. Gives clues one at a time describing onset and rime (e.g., “It begins with /r/ and rhymes with bug.”) until student two guesses a word (i.e., “rug”).
4. If correct, student one gives card to student two. If incorrect, student one gives another clue.
5. Reverse roles and continue until all picture cards are used.
6. Peer evaluation

Clue 1: “It begins with /r/and rhymes with bug.”

Clue 2: “It begins like "ran" and ends like tug.”

Clue 3: “It ends with/ug/and begins like robot.”



“Rug!”



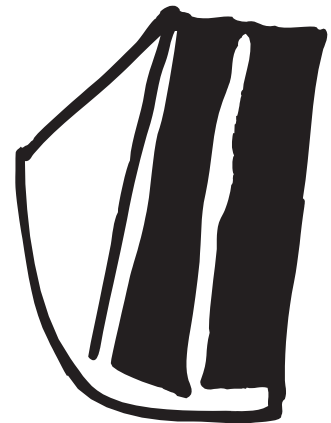
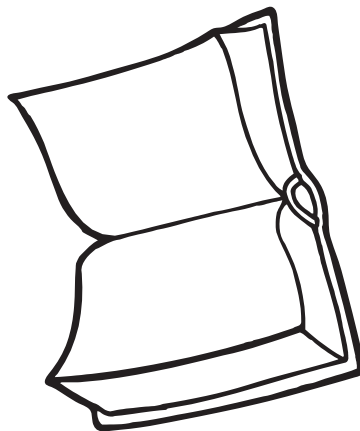
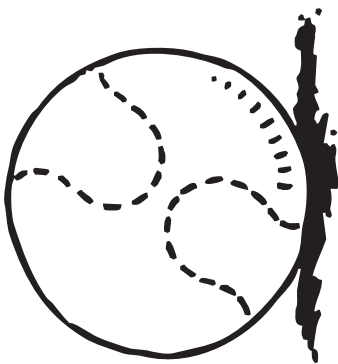
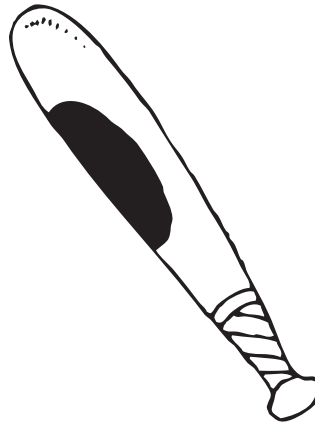
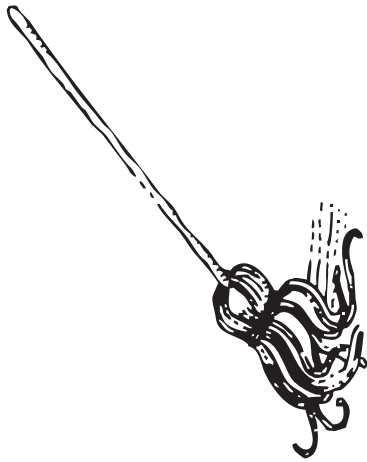
Extensions and Adaptations

- ▶ Play using other picture cards (e.g., draw or cut pictures from print resources).
- ▶ Play with all picture cards face up in rows.

Phonological Awareness

PA. 024

Guessing game



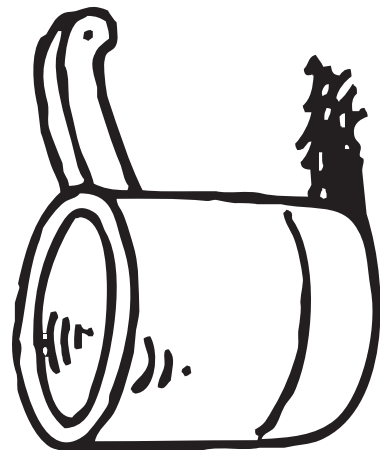
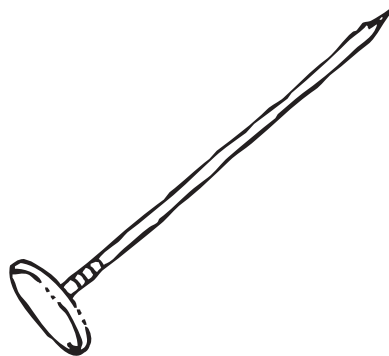
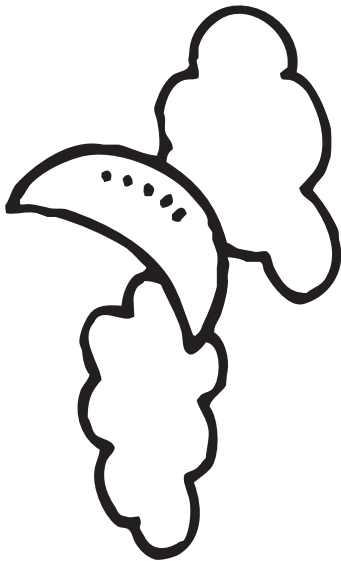
onset and rime picture cards: mop, bat, fox, ball, book, cake



Phonological Awareness

Guessing Game

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onset and rime picture cards: bear, duck, rug, moon, nail, pot

