

PA. 008 **Rhyme**

Rhyming Game



Objective

The student will recognize rhyming words.



Materials

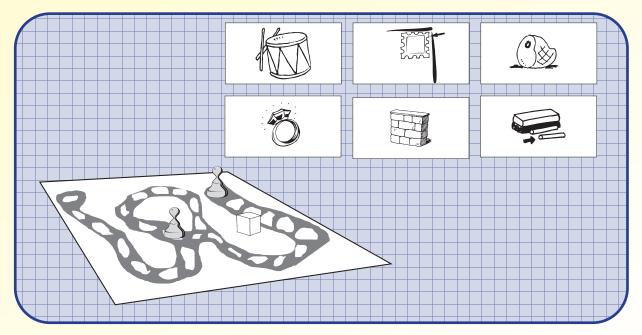
- Rhyming Game board Copy on card stock, assemble, and laminate.
- ► Rhyming picture cards
- ▶ Number cube Copy on card stock and assemble.
- ► Game pieces (e.g., counters)



Activity

Students match rhyming words while playing a game.

- 1. Place Rhyming Game board, number cube, and rhyming picture cards face up in rows on a flat surface. Place game pieces on the START space.
- 2. Taking turns, students roll the number cube and move game piece according to the number
- 3. Name the picture where the game piece lands (e.g., "lamp") and look at the cards to find a rhyming match.
- 4. If a match is made, say the match (i.e., "stamp, lamp"). If unable to make a match, then return the game piece to its previous space.
- 5. Continue until all students reach the END space.
- 6. Peer evaluation





Extensions and Adaptations

- Play using print media or illustrate additional picture cards.
- ► Play by stating rhyming words.

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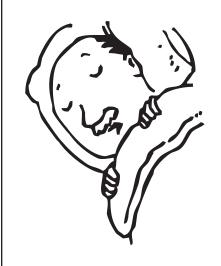
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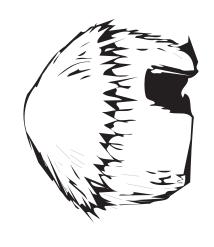


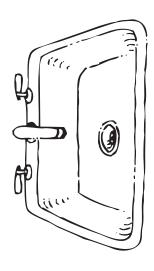
Rhyming Game PA. 008

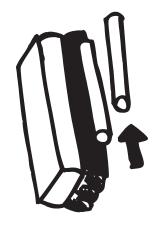
pictures on the game board: pie, hand, hen, king, dish, jam rhyming picture cards: eye, sand, pen, ring, fish, ham

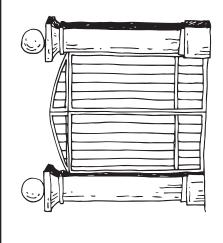
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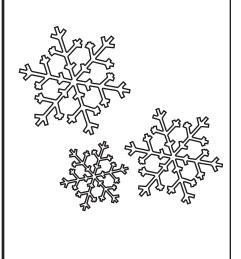












pictures on the game board: sheep, nut, wink, walk, skate, bow rhyming picture cards: sleep, hut, sink, chalk, gate, snow



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pictures on the game board: cat, lip, lamp, crib, lock, mop rhyming picture cards: hat, ship, stamp, bib, dock, hop

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pictures on the game board: gum, paw, ball, mail, fox, bag rhyming picture cards: drum, straw, wall, sail, box, tag

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