Objective
The student will match final phonemes in words.

Materials
- Spinner (Activity Master PA.005.AM1)
  Copy spinner on card stock.
  Cut spinner and attach arrow with a brad.
- Final phoneme picture cards (Activity Master PA.005.AM2a - PA.005.AM2d)

Activity
Students match final phonemes by playing a spinner game.
1. Place spinner at the center. Spread picture cards face up.
2. Taking turns, students spin the spinner, and say the name and the final phoneme of the picture that the arrow lands on. For example, if the spinner lands on “apple,” the student says “apple, /l/.”
3. Locate picture card that has the same final sound.
4. Say the name and final sound of the picture (e.g., “candle, /l/”). If correct, keep the card. If not correct, card remains in place.
5. Continue until all cards are used.
6. Peer evaluation

Extensions and Adaptations
- Use other picture cards and target sounds (Activity Master PA.005.AM3).
fountain, baby, window, banana, fish, jacket, apple, eraser
Final Phoneme Spin

- Pencil, candle, seal, turtle, brush, leash, dish, fish
finger, caterpillar, alligator, river, puppet, wallet, basket, rabbit
Phonemic Awareness

Final Phoneme Spin

- toe
- piano
- elbow
- volcano
- dragon
- button
- bacon
- apron

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2-3 Student Center Activities: Phonemic Awareness
Florida, candy, monkey, cookie, penny, camera, umbrella, zebra
Final Phoneme Spin