Objective
The student will match final phonemes to graphemes.

Materials
- Letter-Sound Pyramid triangles (Activity Master P.018.AM1a - P.018.AM1b)
  *Note: There are two triangles marked “A” and “B.”*
- Final sound picture cards (Activity Master P.018.AM2a - P.018.AM2b)
- Game pieces (e.g., counters)

Activity
Students match final sounds of words to letters while playing a pyramid game.
1. Place final sound picture cards face down in a stack. Provide each student with a different triangle and game pieces.
2. Taking turns, students select the top card from the stack, name the picture and say its final sound (e.g., “shovel, /l/”).
3. Look for letter on triangle that corresponds to final sound (i.e., “l”).
4. If letter is found, place game piece on that spot and place picture card in a discard pile. If no letter is found which matches, place picture card at the bottom of the stack.
5. Continue until all matches are made.
6. Peer evaluation

Extensions and Adaptations
- Use other triangles (Activity Master P.018.AM3a - P.018.AM3b) and picture cards (Activity Master P.018.AM4a - P.018.AM4b).
- Make other triangles (Activity Master P.018.AM5) for use with initial or medial sounds.
letter-sound triangle A
Phonics

Letter-Sound Pyramid

letter-sound triangle B

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final sound picture cards: shovel, book, frog, broom, carrot, seven
final sound picture cards: bulb, piano, leaf, ship, cloud, octopus
letter-sound triangle B
final sound picture cards: sandwich, cow, straw, kangaroo, three, hay
final sound picture cards: graph, tooth, fish, toy, tea, glue