Objective
The student will identify variant correspondences in words.

Materials
- Word cards (Activity Master P.025.AM1a - P.025.AM1e)
- Sight and Sound Scout game board (Activity Master P.025.AM2a - P.025.AM2b)
- Game pieces (e.g., counters)

Activity
Students match diphthong patterns (i.e., ou, ow, oi, oy) by playing a board game.
1. Place the game board and counters at the center. Place the word cards face down in a stack on the game board.
2. Taking turns, student one selects the top card from the stack. Reads word, identifies sound and letters of diphthong (e.g., “brown, /ow/, ow”).
3. Finds the next nearest word on the board containing that diphthong.
4. Moves counter to that word, reads the word on the space, and identifies the diphthong.
5. Return card to the bottom of the stack and continue until both students reach the end.
6. Peer evaluation

Extensions and Adaptations
- Use the words on the game board to make word cards to sort.
- Play new game by using other target words on index cards and game board (Activity Master P.025.AM3a - P.025.AM3b).
<table>
<thead>
<tr>
<th>oil</th>
<th>foil</th>
</tr>
</thead>
<tbody>
<tr>
<td>hoist</td>
<td>point</td>
</tr>
<tr>
<td>coil</td>
<td>toil</td>
</tr>
<tr>
<td>soil</td>
<td>boil</td>
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<tr>
<td>Noise</td>
<td>Void</td>
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<td>----------</td>
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</tr>
<tr>
<td>Joy</td>
<td>Boy</td>
</tr>
<tr>
<td>Soy</td>
<td>Loyal</td>
</tr>
<tr>
<td>Troy</td>
<td>Roy</td>
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</tbody>
</table>
bound  scout
mouth  pouch
house  chow
clown  owl
<table>
<thead>
<tr>
<th>howl</th>
<th>vow</th>
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</thead>
<tbody>
<tr>
<td>brow</td>
<td>brown</td>
</tr>
<tr>
<td>growl</td>
<td>gown</td>
</tr>
<tr>
<td>frown</td>
<td>scowl</td>
</tr>
</tbody>
</table>
Start

Sight and Sound Scout

- spoil
- enjoy
- snout
- wow
- voice

Ouch! Move back one space.

- cards
- found
- ploy
- cowboy
- doubt
- choice

Don’t be so coy, go two spaces ahead.

- vow

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2-3 Student Center Activities: Phonics
You avoid the crowd, move ahead one space.

Slip on some oil, go back two spaces.