

Phoneme Matching

PA.029

Phoneme Go Fish



Objective

The student will match initial phonemes in words.



Materials

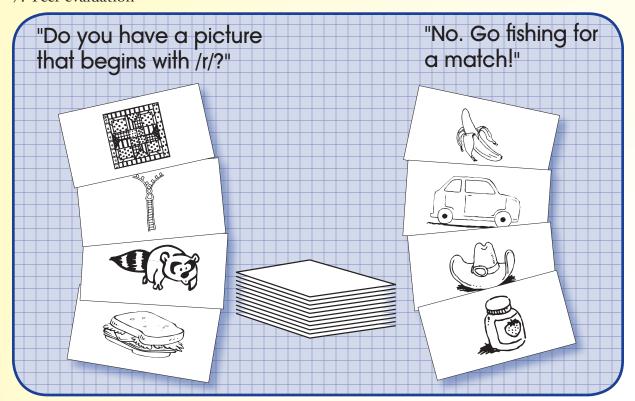
Initial sound picture cards (Activity Master PA.029.AM1a - PA.029.AM1f).



Activity

Students group initial sound pictures while playing a Go Fish game.

- 1. Mix picture cards into three separate and equal stacks. Each student gets one stack and the remaining stack is the "pond."
- 2. Working in pairs, students name their cards, pair by initial sound, and put aside the matching sets.
- 3. Student one looks at his remaining cards and asks for a picture card that begins with a certain letter-sound (e.g., "Do you have a picture that begins with /r/?").
- 4. If yes, student one takes the card, names the card, and says the initial sound of both pictures, places match aside, and takes another turn. If no, student two says, "Go fishing for a match!"
- 5. Student one then selects a card from the "pond."
- 6. Continue until all cards are matched.
- 7. Peer evaluation

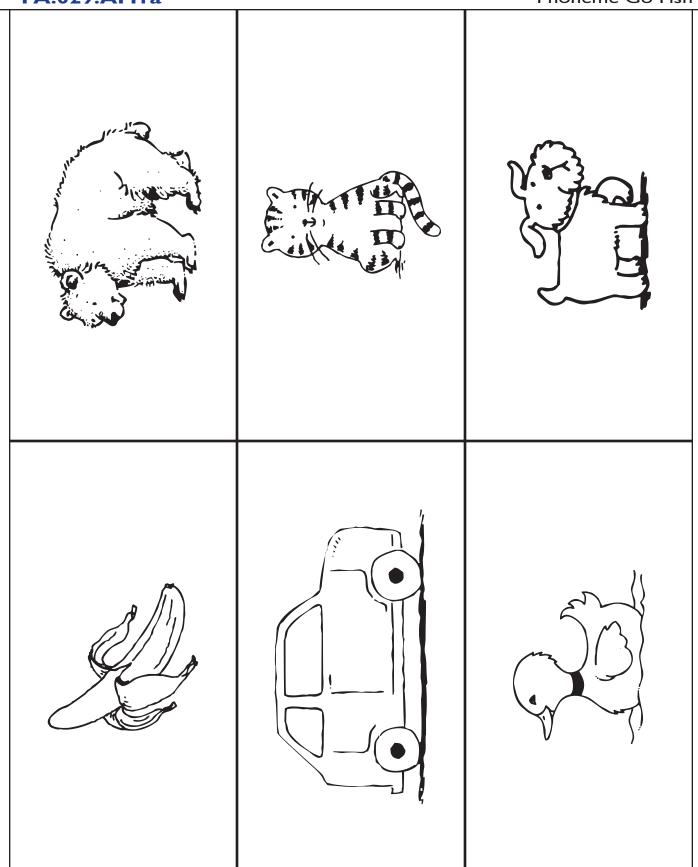




Extensions and Adaptations

- ▶ Play with other intial sound picture cards (Activity Master P.LSC-I.1 P.LSC-I.22).
- Play with final or medial sound picture cards (Activity Master P.LSC-F.1 P.LSC-F.16 or Activity Master P.LSC-M.1 - P.LSC-M.13).

PA.029.AMIa Phoneme Go Fish



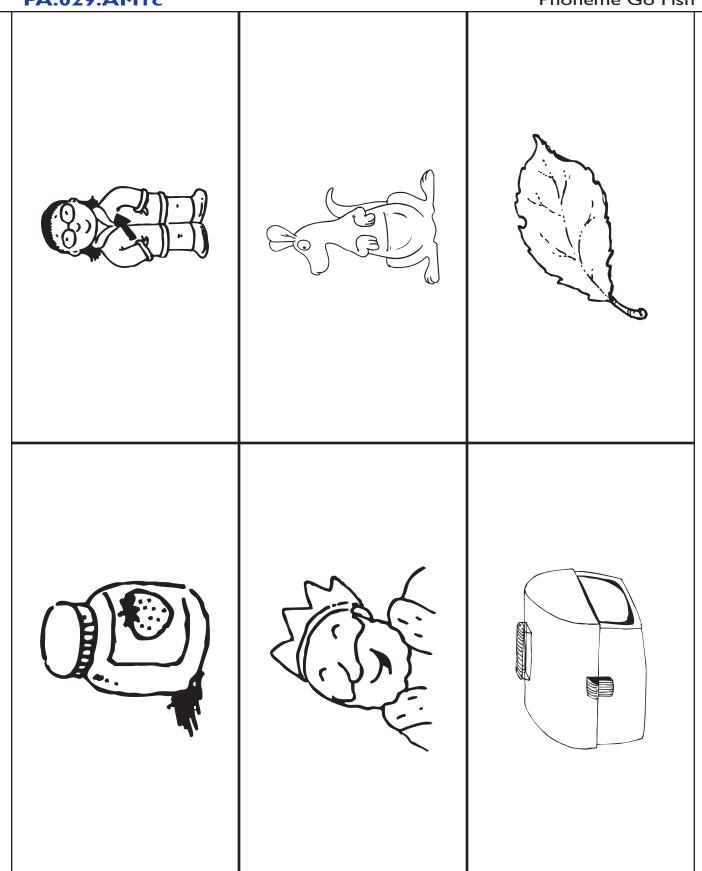
initial sound picture cards: bear, cat, dog, banana, car, duck



Phoneme Go Fish **PA.029.AMIb**

initial sound picture cards: fence, goat, hat, fish, garden, horse

PA.029.AMIc Phoneme Go Fish



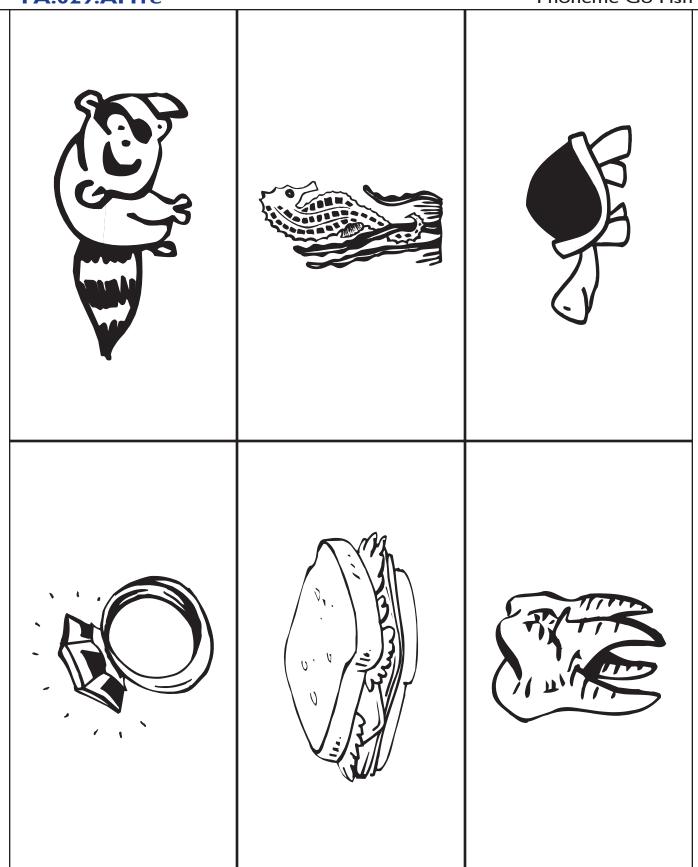
initial sound picture cards: jacket, kangaroo, leaf, jam, king, lunchbox



Phoneme Go Fish **PA.029.AMId**

initial sound picture cards: necklace, penny, quilt, nickel, piano, queen

PA.029.AMIe Phoneme Go Fish



initial sound picture cards: raccoon, seahorse, turtle, ring, sandwich, tooth



Phoneme Go Fish **PA.029.AMIf**

initial sound picture cards: vase, yo-yo, zipper, van, yarn, zebra