

PA.013

Sentence Segmentation

Nursery Rhymes



Objective

The student will segment sentences into words.



Materials

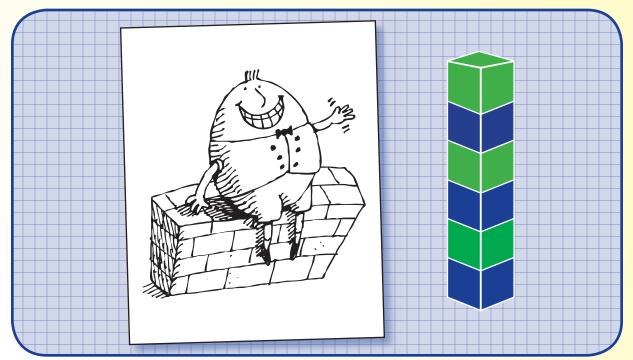
- Nursery rhyme picture cards (Activity Master PA.013.AM1a PA.013.AM1c) Write the number of words in the first sentence of each rhyme on the back of each card.
- Interlocking cubes



Activity

Students count the words in sentences and stack interlocking cubes to equal the number of words counted.

- 1. Place nursery rhyme picture cards face up in a stack. Place the cubes on a flat surface.
- 2. The student selects the top nursery rhyme picture card and says the rhyme.
- 3. Repeats the first sentence and stacks the number of cubes to equal the number of words (e.g., "Humpty Dumpty sat on a wall." There are six words in the sentence and the student stacks six cubes).
- 4. Places the stack of cubes below the matching picture.
- 5. Turns card over and checks the number on the back to see if it corresponds to the number of cubes.
- 6. Continues until all nursery rhyme cards are used.
- 7. Self check



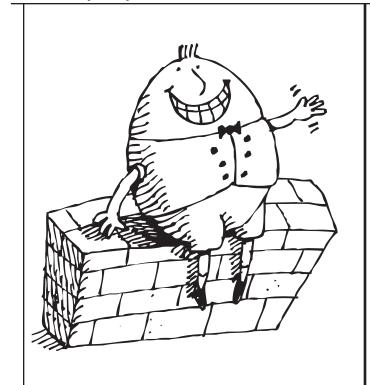


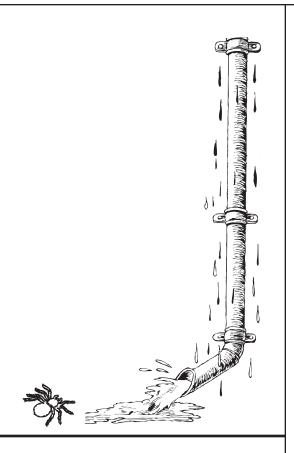
Extensions and Adaptations

- Name the rhyme that has the most words in the first sentence.
- Make other nursery rhyme cards to use in the activity.

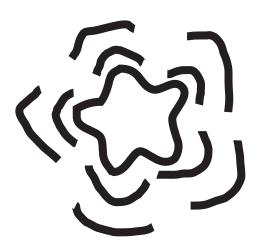
Nursery Rhymes

PA.013.AMIa









nursery rhyme picture cards:

humpty dumpty, eency-weency spider, london bridge, twinkle, twinkle little star ©2005 The Florida Center for Reading Research (Revised, 2008)

K-1 Student Center Activities: Phonology

PA.013.AM1b

Nursery Rhymes

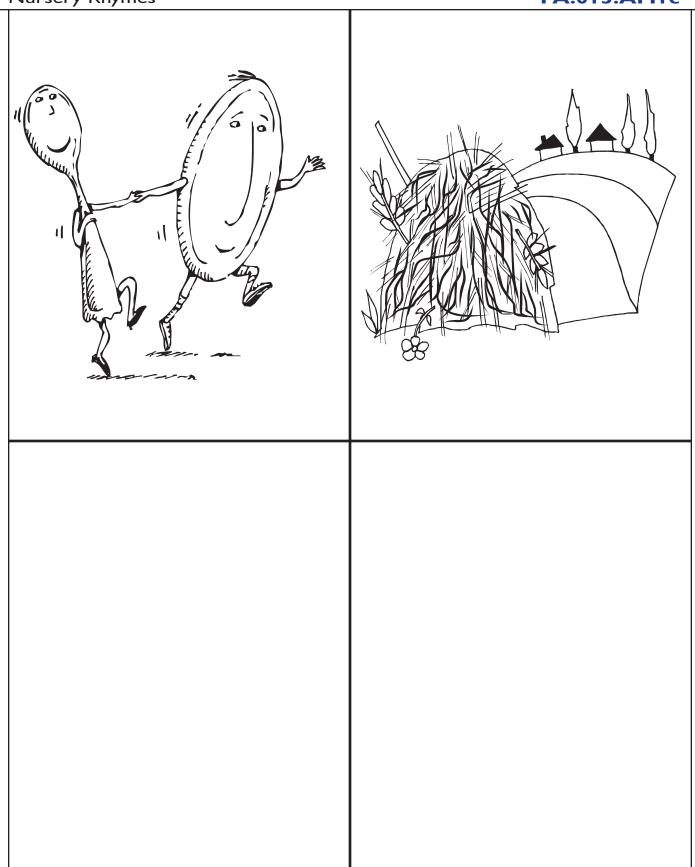


nursery rhyme picture cards:

five little speckled frogs, jack and jill, jack be nimble, star light star bright

K-I Student Center Activities: Phonological Awareness

Nursery Rhymes PA.013.AMIc



3



PA.014

Sentence Segmentation

Sentence Game



Objective

The student will segment sentences into words.



Materials

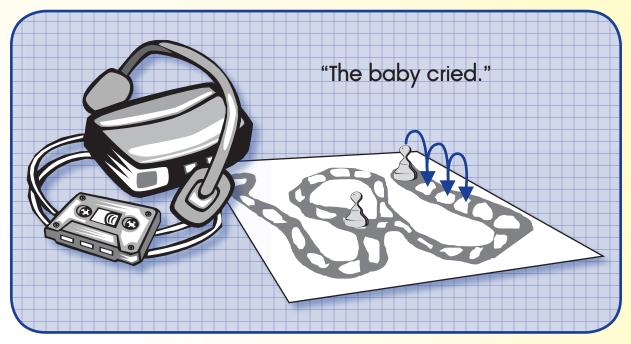
- Tape player
- ▶ Blank cassette tape
- Script (Activity Master PA.014.AM1a PA.014.AM1b) Record on tape.
- Headphones
- Sentence Game board (Activity Master PA.014.AM2a PA.014.AM2b) Copy on card stock, assemble, and laminate.
- Game pieces (e.g., counters)



Activity

Students count words in sentences while playing a listening game.

- 1. Place the tape player, headphones, and scripted tape at the center. Place the Sentence Game board on a flat surface. Place game pieces on the START space.
- 2. Students put on the headphones and listen to the directions on the tape.
- 3. Taking turns, students listen to the sentence once. Listen again while moving the game piece one space per word.
- 4. Continue until all students reach the END space.
- 5. Peer evaluation





Extensions and Adaptations

- Listen to and extend sentences to advance more spaces (e.g., "Puppies are cute." Student expands to, "The spotted puppies are super cute.").
- Play using additional sentences.

Sentence Game PA.014.AMIa

Teacher Script

Preparation:

Record each item and allow time for student to move game piece, or instruct student to pause the tape before listening to the next sentence.

Please note: It is important to say sentences at an even rate; not to emphasize each word.

Teacher begins recording:

I will say a sentence two times. The first time I will say "listen" and you will listen very carefully. Then I will say "listen and move." I will repeat the sentence and you will move your game piece one space for every word I say. After you have taken your turn, it will be the next player's turn. If you run out of sentences and still have not reached the end, rewind the tape and play the sentences again.

Place your game pieces on "start" and let's begin.

Listen: Puppies are cute.

Listen and move: Puppies are cute.

Listen: Cookies are easy to bake.

Listen and move: Cookies are easy to bake.

Listen: Reading is fun.

Listen and move: Reading is fun.

Listen: The man wore a hat.

Listen and move: The man wore a hat.

Listen: He laughed.

Listen and move: He laughed.

Listen: She helped the teacher.

Listen and move: She helped the teacher.

Listen: It was raining.

Listen and move: It was raining.

Listen: I sang.

Listen and move: I sang.

Listen: The baby cried.

Listen and move: The baby cried.

Listen: He saw his mother.

Listen and move: He saw his mother.

Listen: Squirrels climb trees.

Listen and move: Squirrels climb trees.

Listen: Grandpa rode the train.

Listen and move: Grandpa rode the train.

Listen: My sister danced.

Listen and move: My sister danced.

PA.014.AMIb Sentence Game

Listen: All animals eat.

Listen and move: All animals eat.

Listen: The sun was bright.

Listen and move: The sun was bright.

Listen: Mice are nice.

Listen and move: Mice are nice.

Listen: Birds fly.

Listen and move: Birds fly.

Listen: Mike ran home.

Listen and move: Mike ran home.

Listen: A balloon floated high.

Listen and move: A balloon floated high.

Listen: Grandmother hugs me.

Listen and move: Grandmother hugs me.

Listen: The children played games.

Listen and move: The children played games.

Listen: We wear coats.

Listen and move: We wear coats.

Listen: Mom cooks.

Listen and move: Mom cooks.

Listen: She pets the cat.

Listen and move: She pets the cat.

Listen: Fish swim in the pond.

Listen and move: Fish swim in the pond.

Listen: An elephant is big.

Listen and move: An elephant is big.

Listen: Dogs chase cats.

Listen and move: Dogs chase cats.

Listen: I like to read.

Listen and move: I like to read.

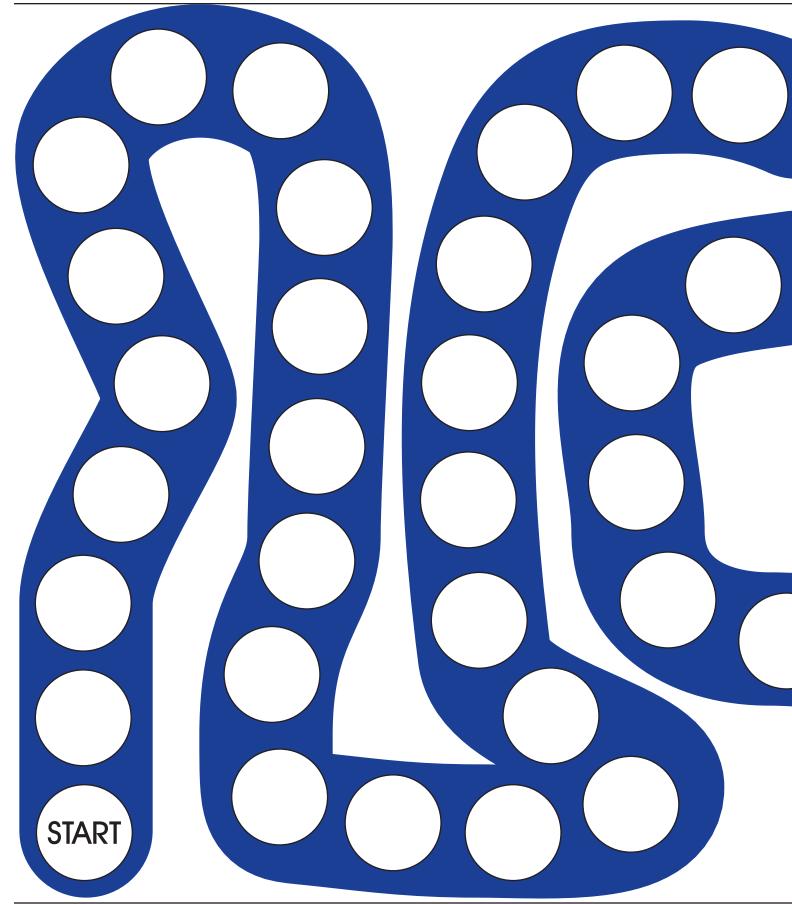
Listen: We eat lunch at noon.

Listen and move: We eat lunch at noon.

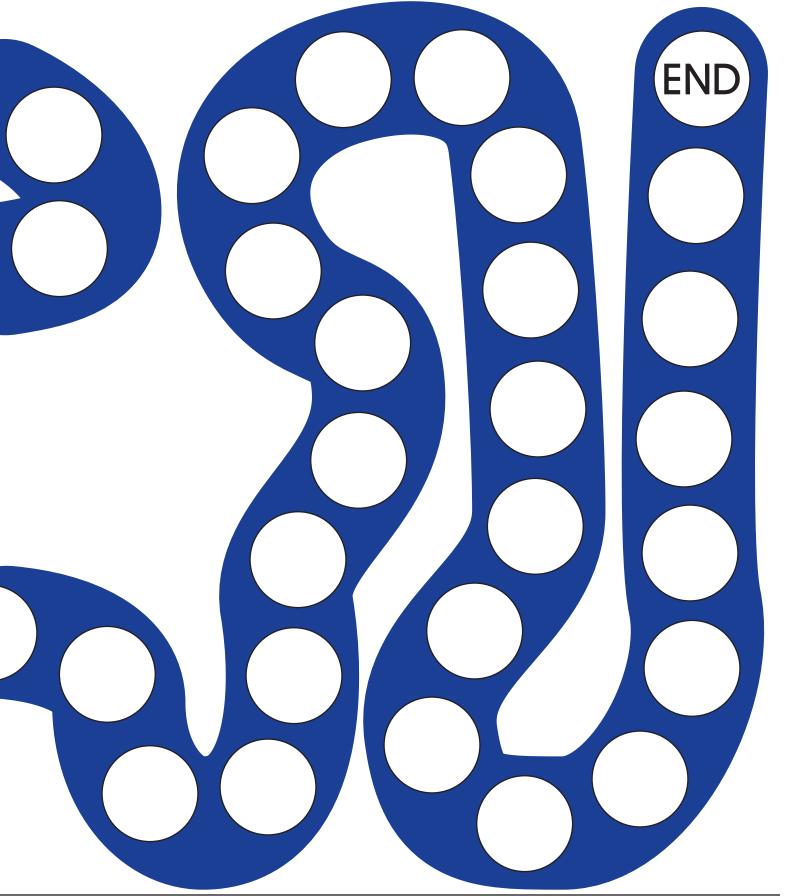
Listen: A giraffe is tall.

Listen and move: A giraffe is tall.

Sentence Game PA.014.AM2a



PA.014.AM2b Sentence Game





Sentence Segmentation

PA.015

Sentence Graph



Objective

The student will segment sentences into words.



Materials

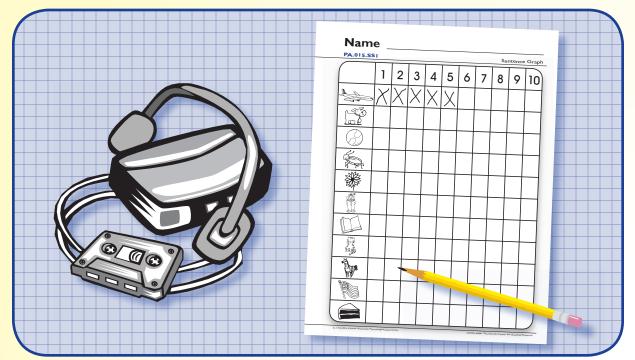
- Tape player
- Blank tape
- Script (Activity Master (PA.015.AM1a PA.015.AM1b) Record on tape.
- Headphones
- Student sheet (Activity Master PA.015.SS1)
- Pencil



Activity

Students count and graph words while listening to taped sentences.

- 1. Place the tape player, headphones, and scripted tape at the center. Provide the student with a student sheet.
- 2. The student puts on the headphones and listens to the directions on the tape.
- 3. Listens to the sentence. Listens again while marking one box per word. Listens a third time while checking marks.
- 4. Continues until student sheet is complete.
- 5. Teacher evaluation





Extensions and Adaptations

- Graph other sentences.
- Make and use other graphs (Activity Master PA.015.SS2).

PA.015.AM1a

Sentence Graph

Teacher Script

Preparation:

Record each item and allow time for student to answer, or instruct student to pause the tape before listening to the next sentence.

Please note: It is important to say sentences at an even rate; not to emphasize each word.

Teacher begins recording:

On your student sheet you will find 12 pictures. I will say "find a picture." You will put your pencil in the first box next to that picture. I will then say a sentence three times. The first time I will say "listen" and you will listen very carefully. Then I will say "mark" and I will repeat the sentence. You will put one "X" in a box for every word I say. The first "X" goes in the box under number 1, the second "X" goes in the box under number 2, and so on. Then I will say "listen and check." I will say the sentence a third time while you check your marks.

Let's try one.

Find the jet. When you find it, put your pencil in the box next to it.

Listen: The jet was very loud. Mark: The jet was very loud.

Listen and check: The jet was very loud.

Did you make five "X's"?

Now we will begin.

Find the dog.

Listen: The dog is brown with white spots. Mark: The dog is brown with white spots.

Listen and check: The dog is brown with white spots.

Find the baseball.

Listen: The team ran to the playground to play baseball. Mark: The team ran to the playground to play baseball.

Listen and check: The team ran to the playground to play baseball.

Find the insect.

Listen: Insects always have three body parts and six legs. Mark: Insects always have three body parts and six legs.

Listen and check: Insects always have three body parts and six legs.

Find the flower.

Listen: Yellow and blue flowers grew in the yard. Mark: Yellow and blue flowers grew in the yard.

Listen and check: Yellow and blue flowers grew in the yard.

Sentence Graph PA.015.AMIb

Find the clown.

Listen: Clowns wear funny clothes and shoes. Mark: Clowns wear funny clothes and shoes.

Listen and check: Clowns wear funny clothes and shoes.

Find the book.

Listen: She likes to read every night before going to sleep. Mark: She likes to read every night before going to sleep.

Listen and check: She likes to read every night before going to sleep.

Find the cat.

Listen: The cat jumped over the log. Mark: The cat jumped over the log.

Listen and check: The cat jumped over the log.

Find the zebra.

Listen: We saw a zebra at the zoo. Mark: We saw a zebra at the zoo.

Listen and check: We saw a zebra at the zoo.

Find the flag.

Listen: There are fifty stars on the flag. Mark: There are fifty stars on the flag.

Listen and check: There are fifty stars on the flag.

Find the cake.

Listen: Grandmother will bake a special chocolate cake for my birthday. Mark: Grandmother will bake a special chocolate cake for my birthday.

Listen and check: Grandmother will bake a special chocolate cake for my birthday.

PA.015.SS1

Sentence Graph

1	2	3	4	5	6	7	8	9	10

Sentence Graph PA.015.SS2

1	2	3	4	5	6	7	8	9	10
									Ш
									Ц
									Ц
									Ц
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Syllables PA.016

Clapping Names



Objective

The student will segment syllables in words.



Materials

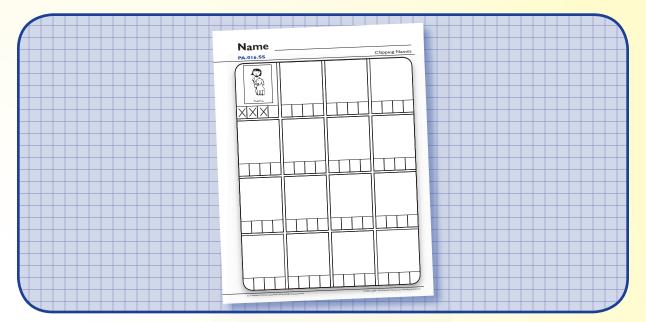
- Student photographs Make multiple copies.
- Clapping hands (Activity Master PA.016.AM1) Copy twice, cut, attach to popsicle sticks, and decorate.
- ▶ Student sheet (Activity Master PA.016.SS)
- Glue
- Pencils



Activity

Students clap and chart the number of syllables in classmates' names.

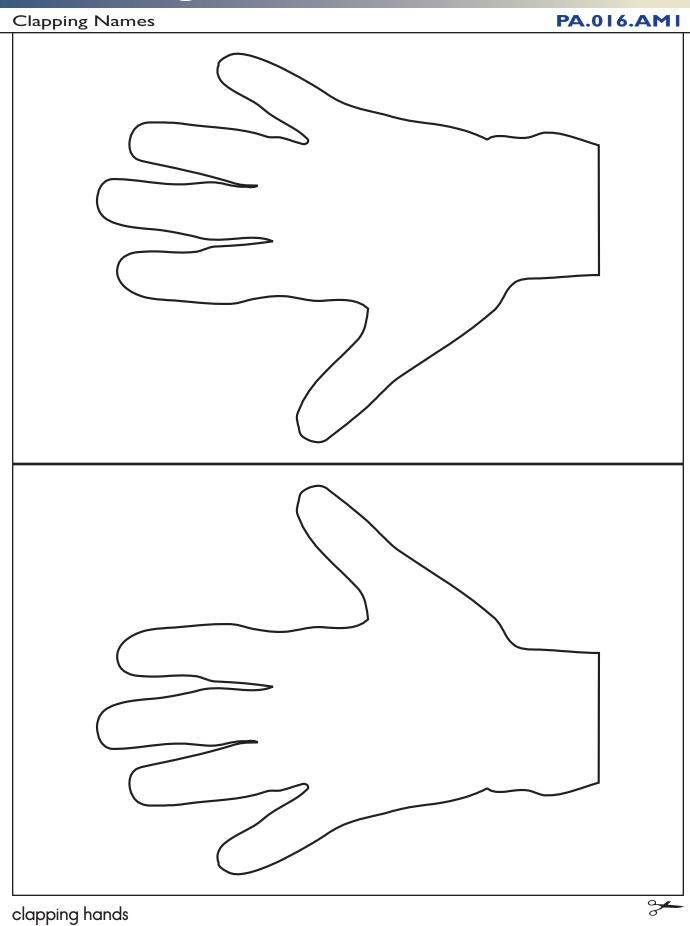
- 1. Place student photographs, glue, and clapping hands at the center. Provide each student with a student sheet.
- 2. Taking turns, students name a classmate, find the classmate's photograph, and glue it on his student sheet.
- 3. Use the "clapping hands" to count the syllables in the name.
- 4. Say the name again while segmenting each syllable. Make an "X" in each box for every corresponding syllable.
- 5. Continue activity until student sheets are complete.
- 6. Teacher evaluation





Extensions and Adaptations

- Use interlocking cubes to count syllables.
- Use pictures of animals.



Name

PA.016.SS Clapping Names

TA:010.33									



Syllables PA.017

Feed the Animals



Objective

The student will segment syllables in words.



Materials

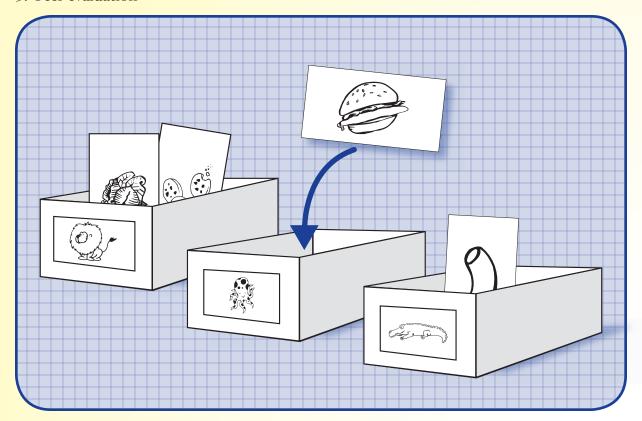
- Animal picture header cards (Activity Master PA.017.AM1)
- Three shoeboxes or containers Attach each animal picture header card to a shoebox.
- Two-to-four syllable picture cards (Activity Master PA.017.AM2a PA.017.AM2c)



Activity

Students count the syllables in words and place cards in corresponding boxes.

- 1. Place the shoeboxes left to right (i.e., lion, octopus, alligator) at the center. Place the two-to-four syllable picture cards face down in a stack.
- 2. Taking turns, students select the top card, name the picture, and clap the syllables.
- 3. "Feed" the picture card to the "hungry animal" with the same number of syllables (e.g., place the picture of the hamburger in the octopus box).
- 4. Continue until all picture cards are fed to the animals.
- 5. Peer evaluation

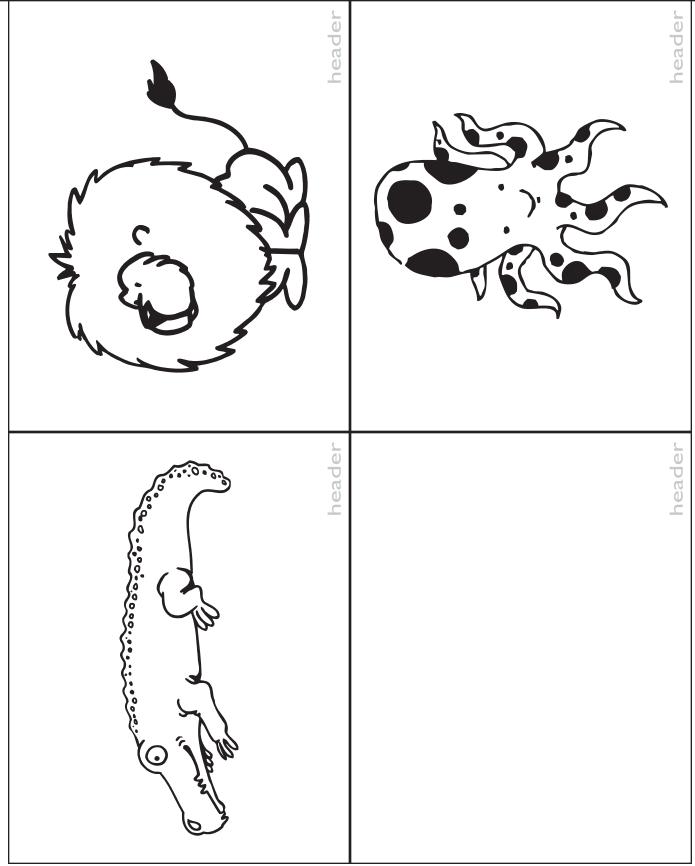




Extensions and Adaptations

Make and use other two-to-four syllable picture cards.

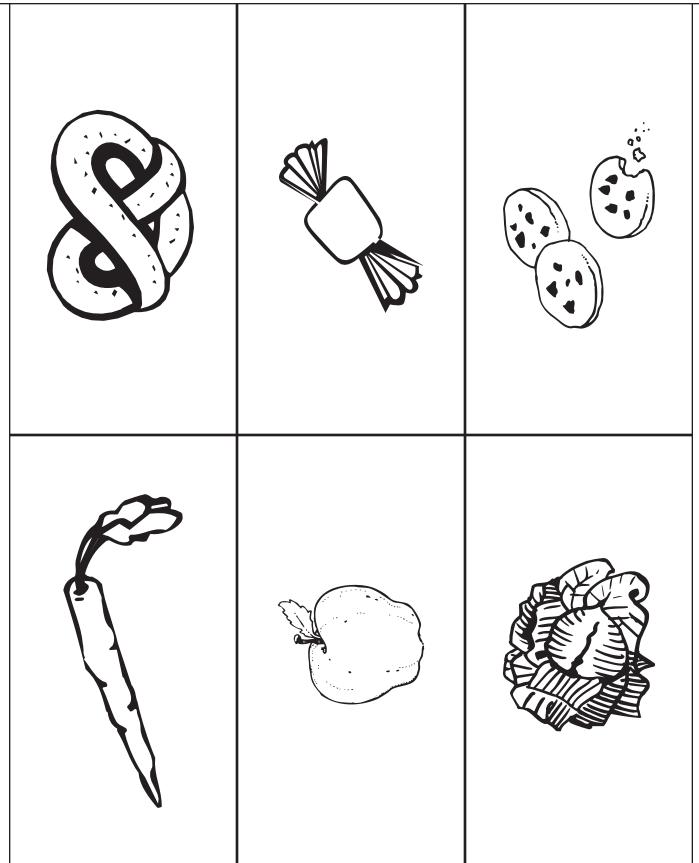
PA.017.AMI Feed the Animals



animal picture header cards



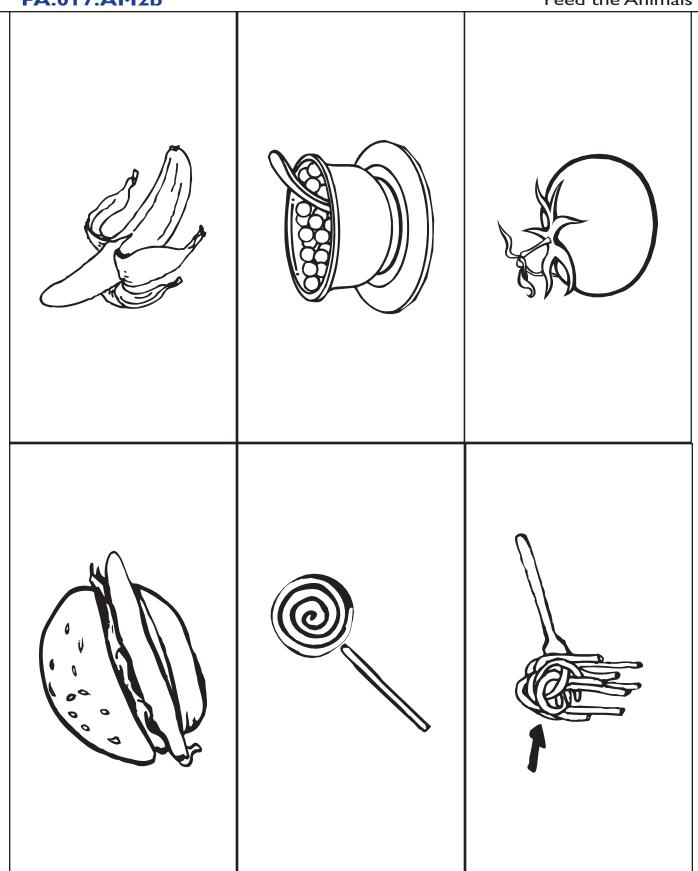
Feed the Animals PA.017.AM2a



syllable picture cards: pretzel-2, candy-2, cookies-2, carrot-2, apple-2, lettuce-2



Feed the Animals PA.017.AM2b



syllable picture cards:

syllable picture caras:
banana-3, cereal-3, tomato-3, hamburger-3, lollipop-3, spaghetti-3

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Feed the Animals PA.017.AM2c

syllable picture cards:



Syllables PA.018

Syllable Hopscotch



Objective

The student will segment syllables in words.



Materials

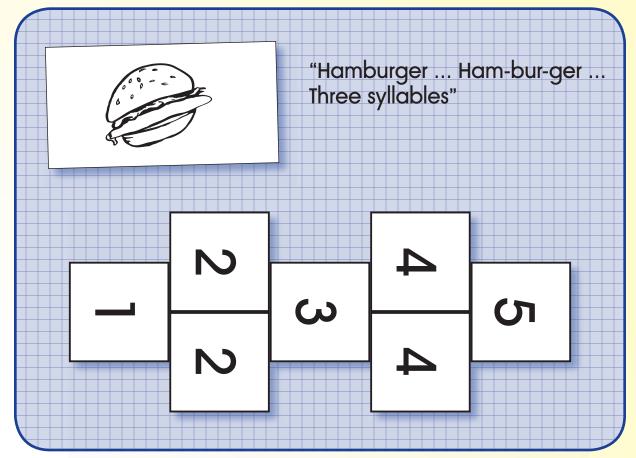
- Hopscotch board Use a hopscotch mat, tape off a hopscotch board, or draw with sidewalk chalk.
- One-to-five syllable picture cards (Activity Master PA.018.AM1a PA.018.AM1d)



Activity

Students segment the syllables in a word and hop to the corresponding number.

- 1. Place the cards face down in a stack. Arrange the hopscotch board on the floor.
- 2. Taking turns, student one selects the top card, names the picture, segments it into syllables, and counts the number of syllables (e.g., "hamburger...ham-bur-ger...three syllables").
- 3. Student two repeats the segments and hops to the corresponding number.
- 4. Reverse roles and continue until all picture cards are used.
- 5. Peer evaluation





Extensions and Adaptations

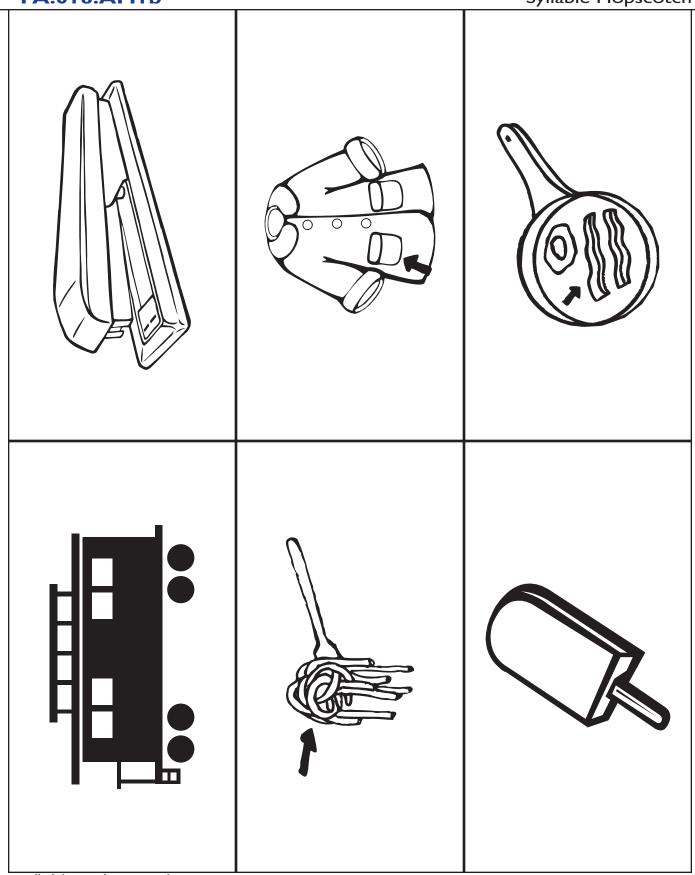
Use other one-to-five syllable picture cards.

Syllable Hopscotch **PA.018.AM1a**

syllable picture cards: king-1, fork-1, lock-1, top-1, soap-1, tire-1

PA.018.AM1b

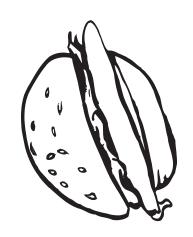
Syllable Hopscotch

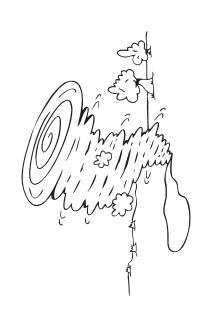


syllable picture cards: stapler-2, pocket-2, bacon-2, caboose-2, spaghetti-3, popsicle-3

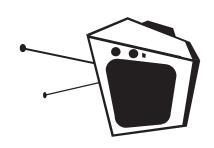
3

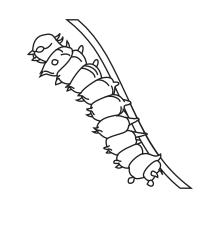
Syllable Hopscotch **PA.018.AMIc**

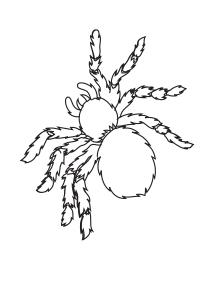






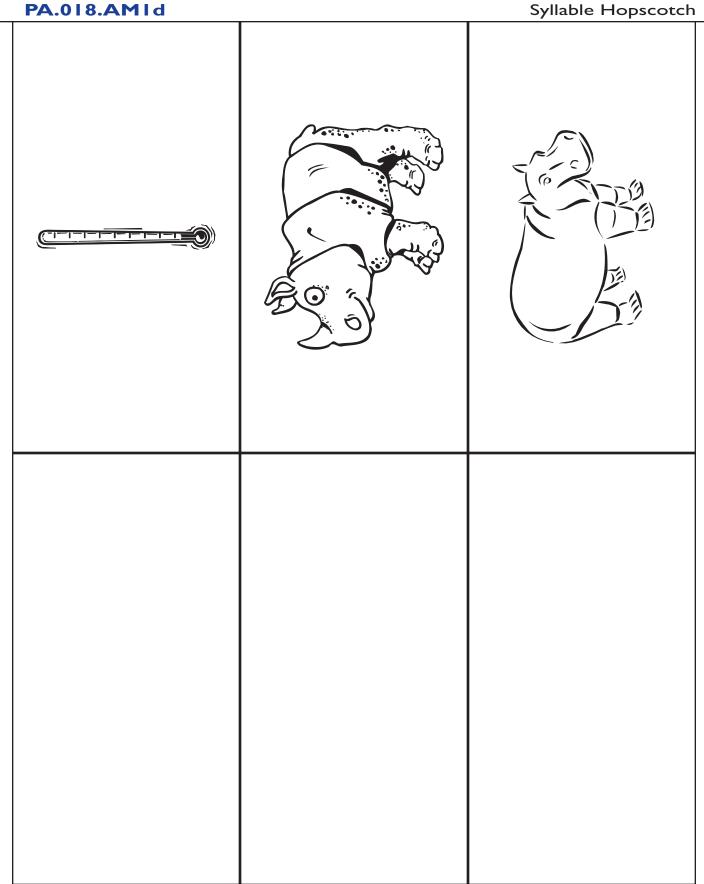






syllable picture cards:

hamburger-3, tornado-3, gorilla-3, television-4, caterpillar-4, tarantula-4 ©2005 The Florida Center for Reading Research (Revised, 2008)





Syllables PA.019

Syllable Graph



Objective

The student will segment syllables in words.



Materials

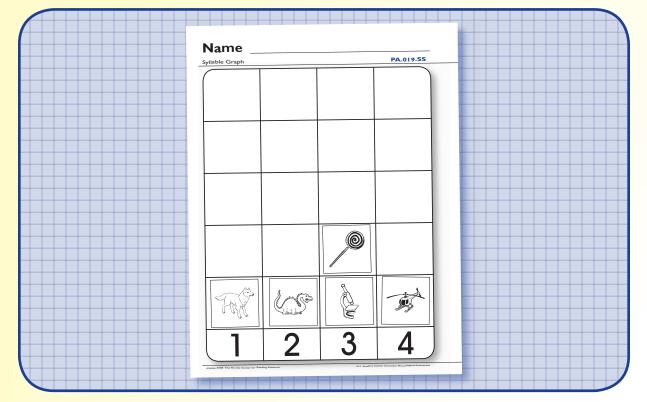
- One-to-four syllable picture cards (Activity Master PA.019.AM1)
- Student sheet (Activity Master PA.019.SS)
- Scissors
- Glue



Activity

Students count syllables in words and graph them.

- 1. Place scissors and glue at the center. Provide the student with a student sheet and picture cards page.
- 2. The student cuts apart the pictures and places them in a stack.
- 3. Selects the top card from the stack and names it. Says it again while finger tapping to count the syllables in the word.
- 4. Glues the picture above the corresponding number on the graph.
- 5. Continues until student sheet is complete.
- 6. Teacher evaluation

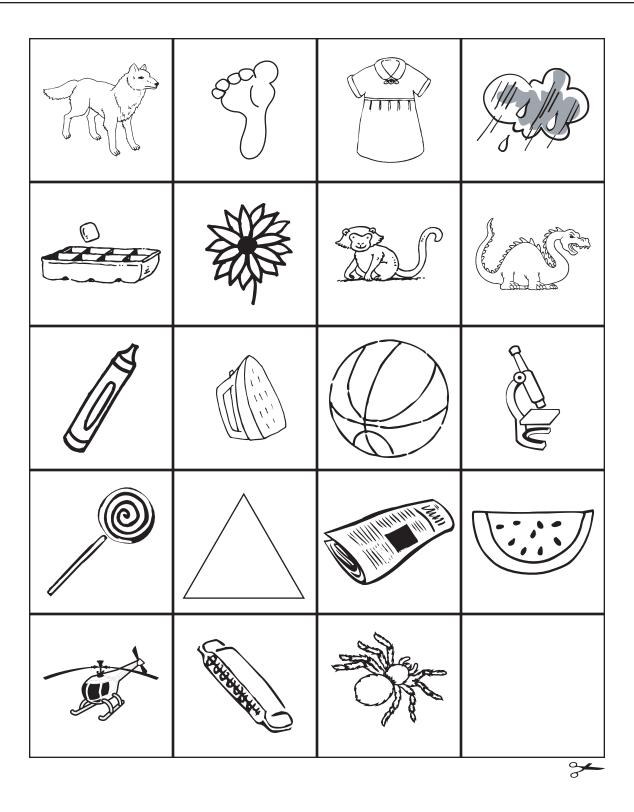




Extensions and Adaptations

- Sort words by number of phonemes.
- Make other syllable pictures to graph.
- Use student pictures to graph.

PA.019.AMI Syllable Graph



syllable picture cards: wolf-1, foot-1, dress-1, cloud-1, ice-1, flower-2, monkey-2, dragon-2, crayon-2, iron-2, basketball-3, microscope-3, lollipop-3, triangle-3, newspaper-3, watermelon-4, helicopter-4, harmonica-4, tarantula-4

Name

Syllable Graph PA.019.SS

1	2	3	4



Syllables PA.020

Syllable Say



Objective

The student will segment and blend syllables in words.



Materials

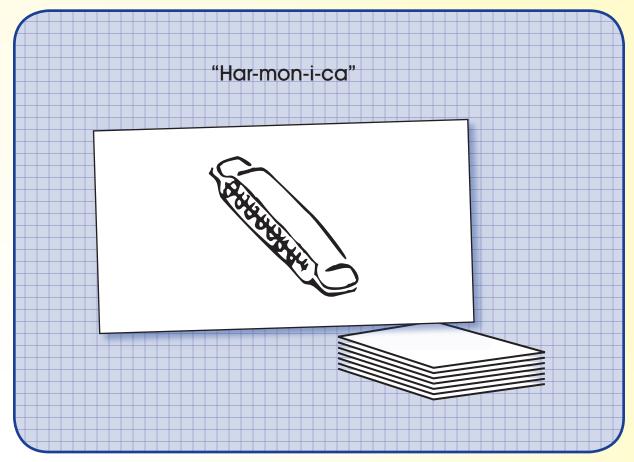
One-to-four syllable picture cards (PA.020.AM1a - PA.020.AM.1d)



Activity

Students segment and blend syllables in words using picture cards.

- 1. Place the picture cards face down in a stack on a flat surface.
- 2. Working in pairs, student one selects the top card and names the picture. Says the word again, pausing between syllables, while student two holds a finger up for each syllable (e.g., student one says "har-mon-i-ca" and student two raises four fingers).
- 3. Student two says how many syllables the word has and blends the word (e.g., "four syllables - harmonica").
- 4. Reverse roles and continue until all cards are used.
- 5. Peer evaluation

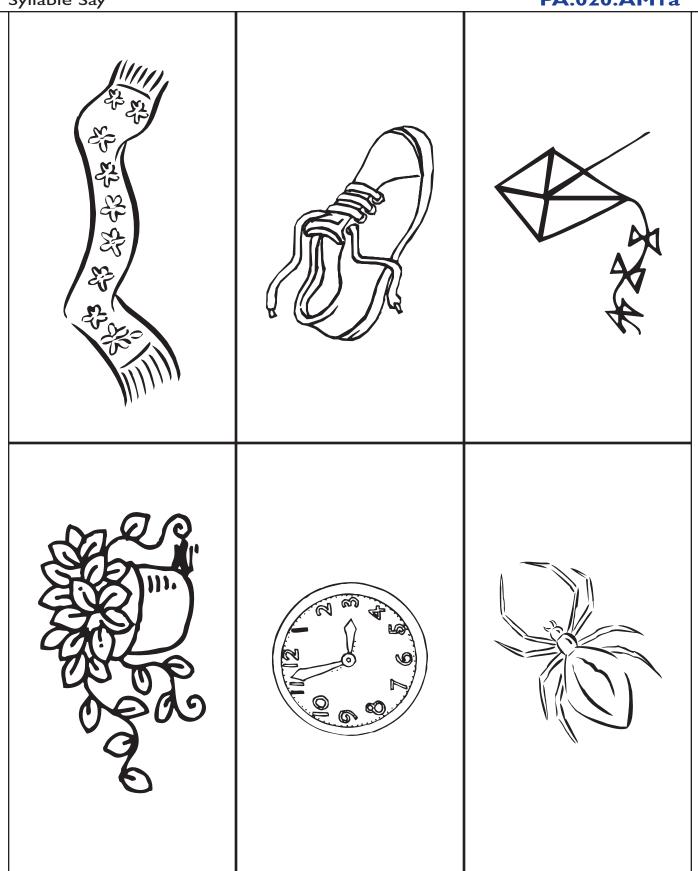




Extensions and Adaptations

- Use phonic phones or make small construction paper megaphones to segment sounds.
- Use simple puppets (e.g., made out of paper bags or socks) to say syllables in words.
- Graph or categorize the picture cards by number of syllables.

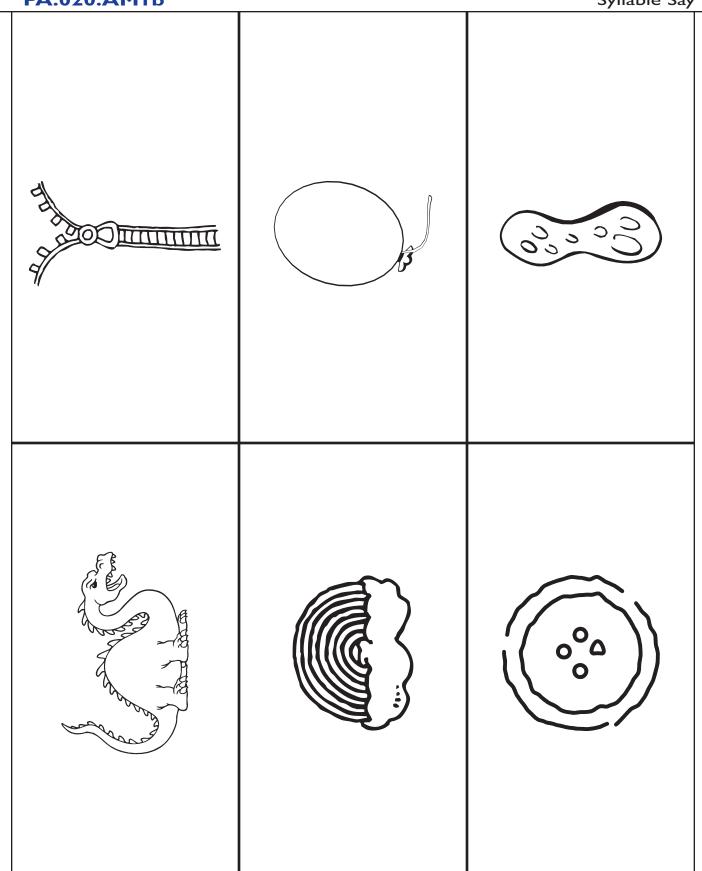
Syllable Say PA.020.AMIa



syllable picture cards: scarf-1, shoe-1, kite-1, plant-1, clock-1, spider-2



PA.020.AMIb Syllable Say



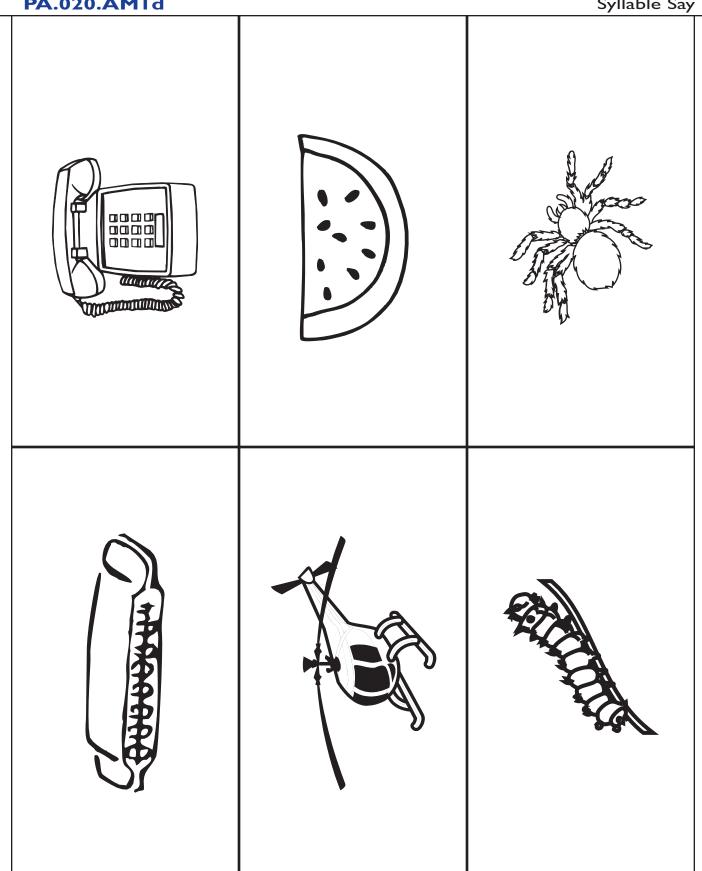
syllable picture cards: zipper-2, balloon-2, peanut-2, dragon-2, rainbow-2, button-2



Syllable Say PA.020.AMIc

syllable picture cards: giraffe-2, parachute-3, octopus-3, domino-3, family-3, dinosaur-3 $\stackrel{>}{>}$

Syllable Say **PA.020.AMId**



syllable picture cards:

telephone-3, watermelon-4, tarantula-4, harmonica-4, helicopter-4, caterpillar-4

K-1 Student Center Activities: Phonological Awareness

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Onset and Rime PA.021

Quick Pick



Objective

The student will segment and blend onsets and rimes in words.



Materials

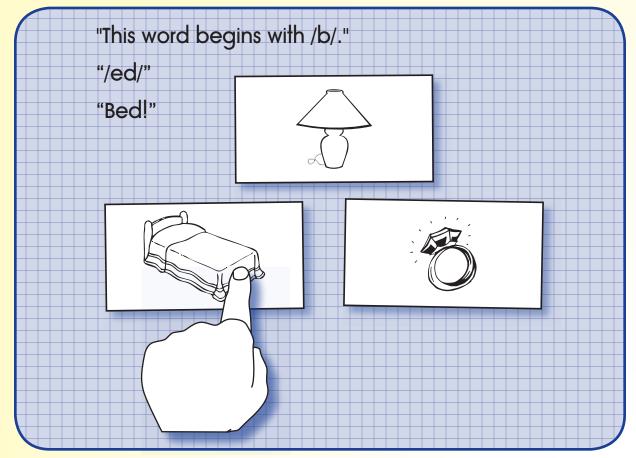
Onset and rime picture cards (Activity Master PA.021.AM1a - PA.021.AM1c)



Activity

Students use onset clues to guess the picture card.

- 1. Place the cards face down in a stack on a flat surface.
- 2. Taking turns, one student selects and places three cards face up on the table.
- 3. Says the onset for one of the picture cards (e.g., "This word begins with /b/.").
- 4. The first student to find the picture for that onset and say the rime (e.g., "/ed/") gets that card. All students say the full name of the target picture (e.g., "bed"). The two remaining cards are placed at the bottom of the stack.
- 5. Continue until all cards are used.
- 6. Peer evaluation

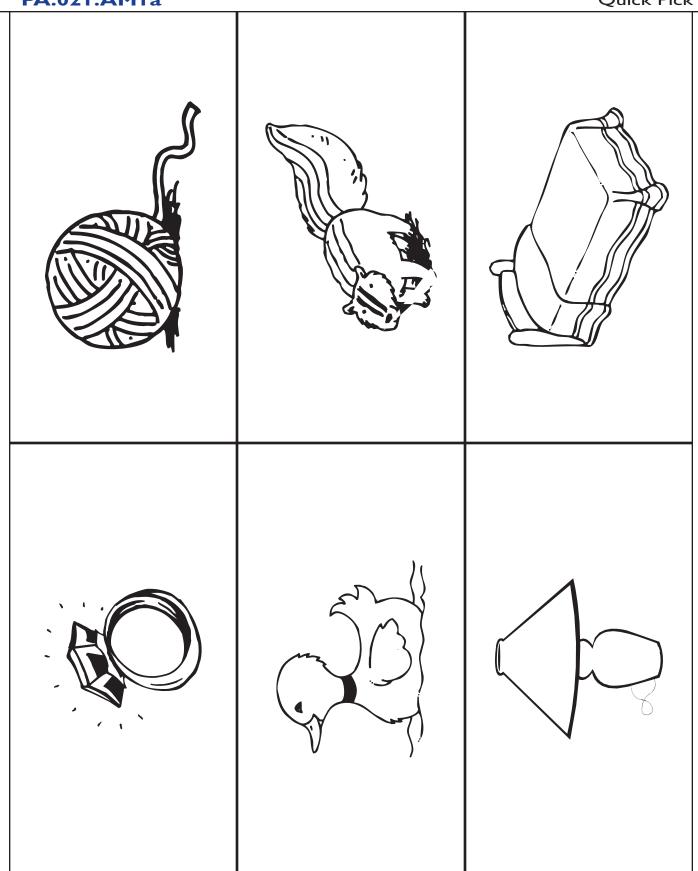




Extensions and Adaptations

Play by naming a matching rhyming word.

PA.021.AMIa Quick Pick

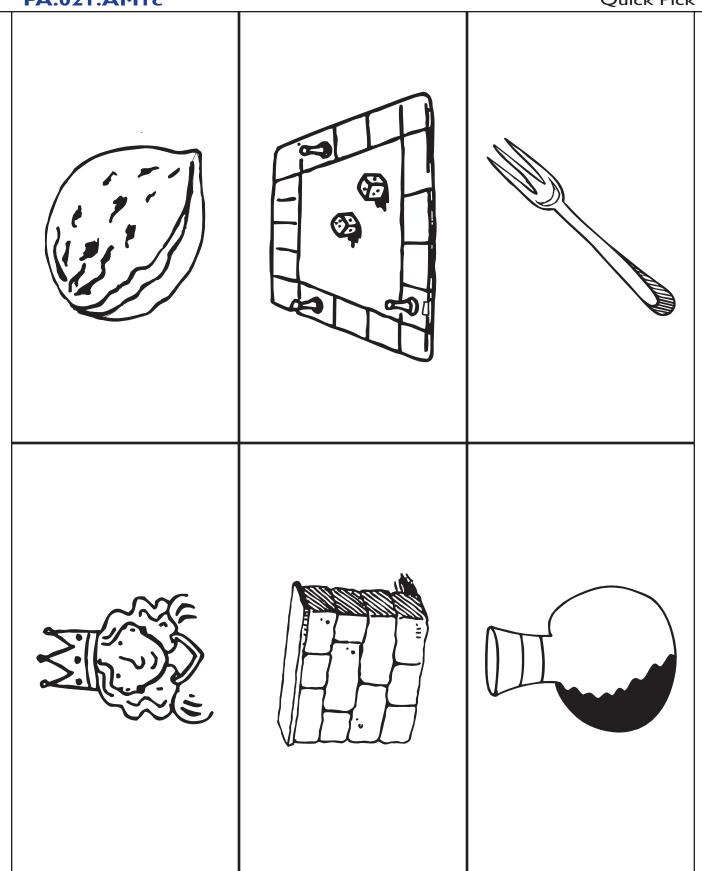


onset and rime picture cards: yarn, skunk, bed, ring, duck, lamp



Quick Pick PA.021.AMIb

PA.021.AMIc Quick Pick



onset and rime picture cards: nut, game, fork, queen, wall, vase





Onset and Rime PA.022

Rime House



Objective

The student will segment, blend, and match onsets and rimes in words.



Materials

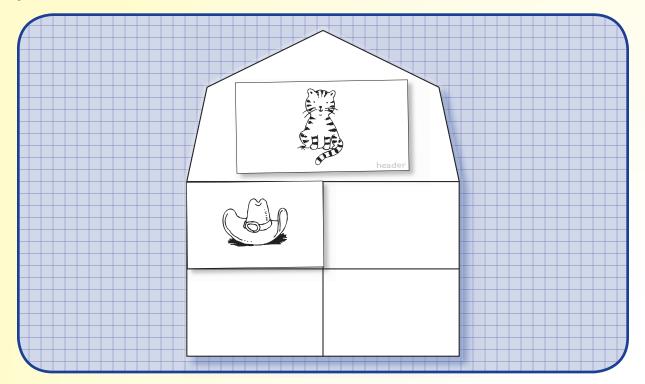
- ▶ Rime House work board (Activity Master PA.022.AM1) Copy six times on card stock and laminate.
- ▶ Rime picture header cards (Activity Master PA.022.AM2) Glue one header card in the top section of each of the six Rime House work boards.
- Onset and rime picture cards (PA.022.AM3a PA.022.AM3c)



Activity

Students match rime picture cards to corresponding Rime House.

- 1. Place the six Rime House work boards and the onset and rime picture cards face down in a stack on a flat surface.
- 2. Taking turns, students name each picture header card, and segment the onset and rime (e.g., "cat, /k//at/").
- 3. Repeat the rime (i.e., "/at/"), select the top card, look at the target rime pictures, and place the picture on the matching Rime House.
- 4. Continue until all rime cards are sorted onto corresponding Rime House.
- 5. Peer evaluation

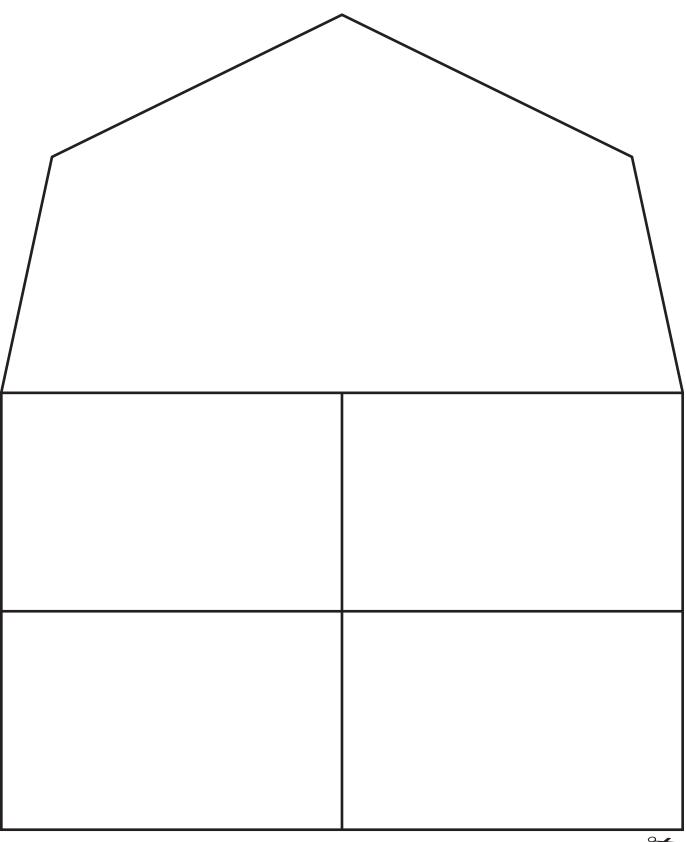




Extensions and Adaptations

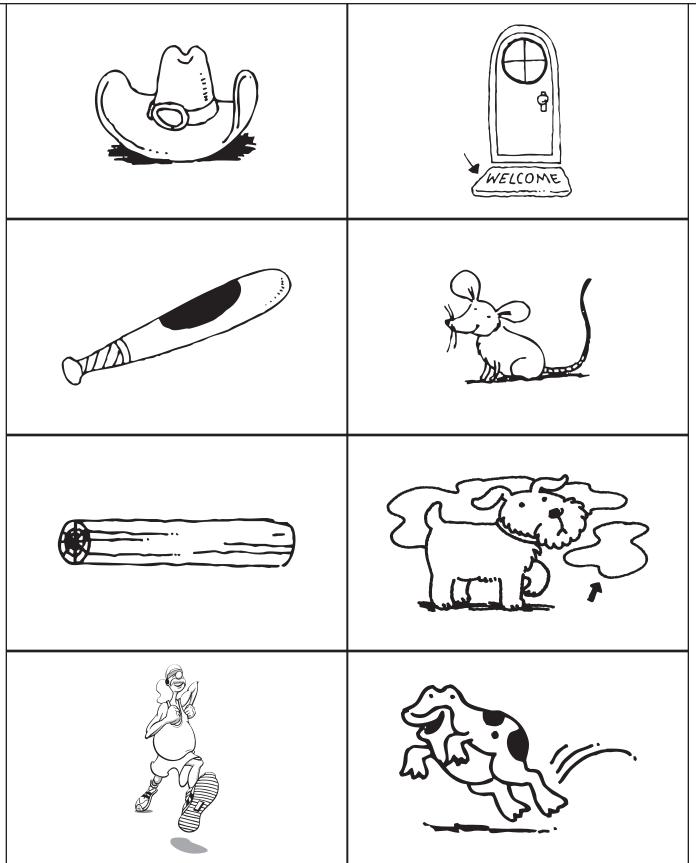
Use other rimes.

PA.022.AMI Rime House



Rime House PA.022.AM2

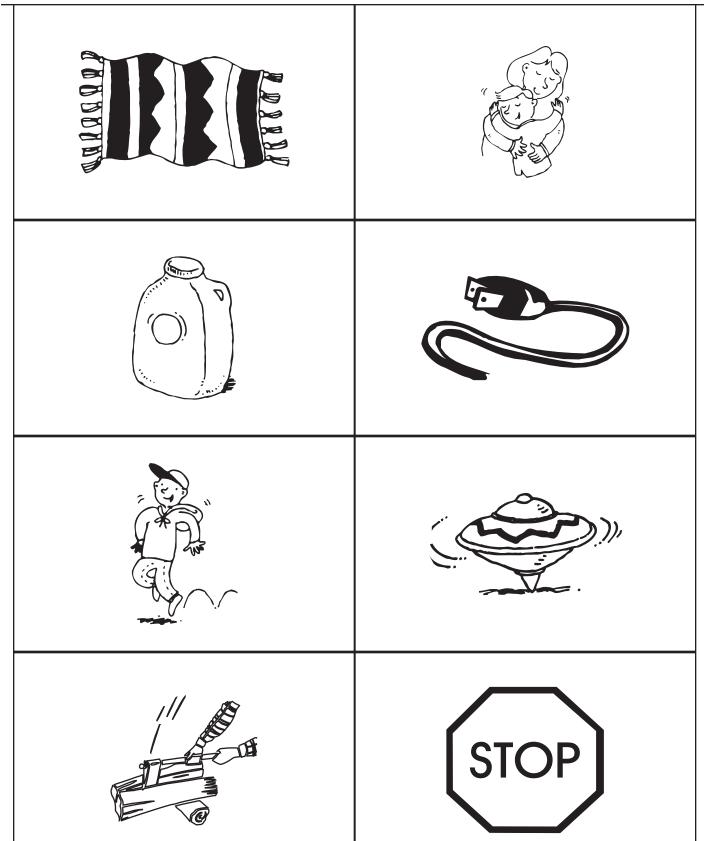
PA.022.AM3a Rime House



onset and rime picture cards: hat, mat, bat, rat, log, fog, jog, frog



Rime House PA.022.AM3b



PA.022.AM3c Rime House



onset and rime picture cards: cap, clap, lap, tap, dig, wig, twig, big





Onset and Rime PA.023

Sound Detective



Objective

The students will segment, blend, and match onsets and rimes in words.



Materials

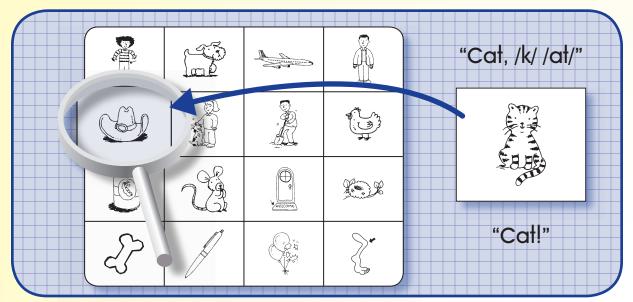
- Detective hat or detective hat pattern (Activity Master PA.023.AM1) Enlarge, copy twice, color, laminate, and attach to headband.
- Two magnifying glasses
- Rime picture boards (Activity Master PA.023.AM2a PA.023.AM2b) Copy on card stock, cut on the outside line, and laminate.
- Rime picture cards (Activity Master PA.023.AM3a PA.023.AM3b) Copy on card stock and cut apart.



Activity

Students match rimes while playing a dectective game.

- 1. Place rime picture cards face down in a stack. Place rime picture boards on a flat surface. Students put on detective hats and hold magnifying glasses.
- 2. Taking turns, student one selects the top card and silently names the picture (e.g., cat). Then, orally segments the word into onset and rime (i.e., "/k/ /at/").
- 3. Student two says the word by blending the sounds (i.e., "cat") and uses a magnifying glass to search on the rime picture board for the picture with the matching rime.
- 4. Names the matching rime board picture, orally segments the word into onset and rime (i.e., "hat, /h/ /at/"), places card on the picture, and says, "Mystery solved!"
- 5. Reverse roles and continue until all cards are placed on rime board.
- 6. Peer evaluation

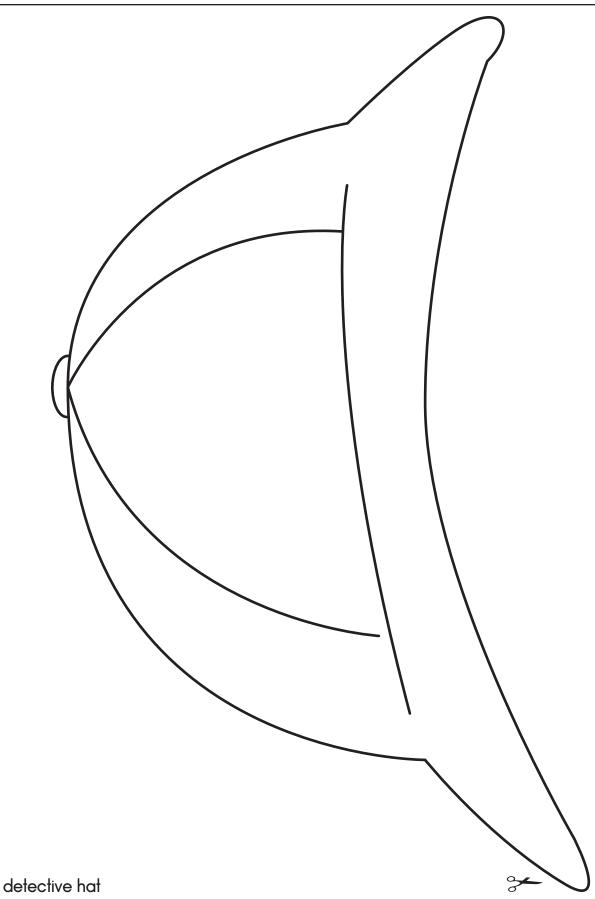




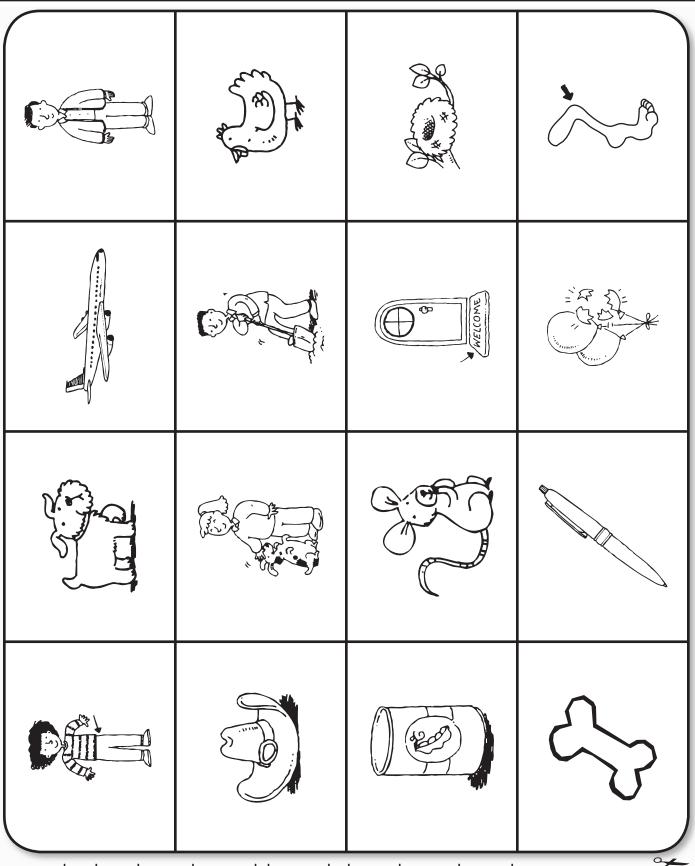
Extensions and Adaptations

Write rhyming rebus sentences using the small rime picture cards.

PA.023.AMI Sound Detective

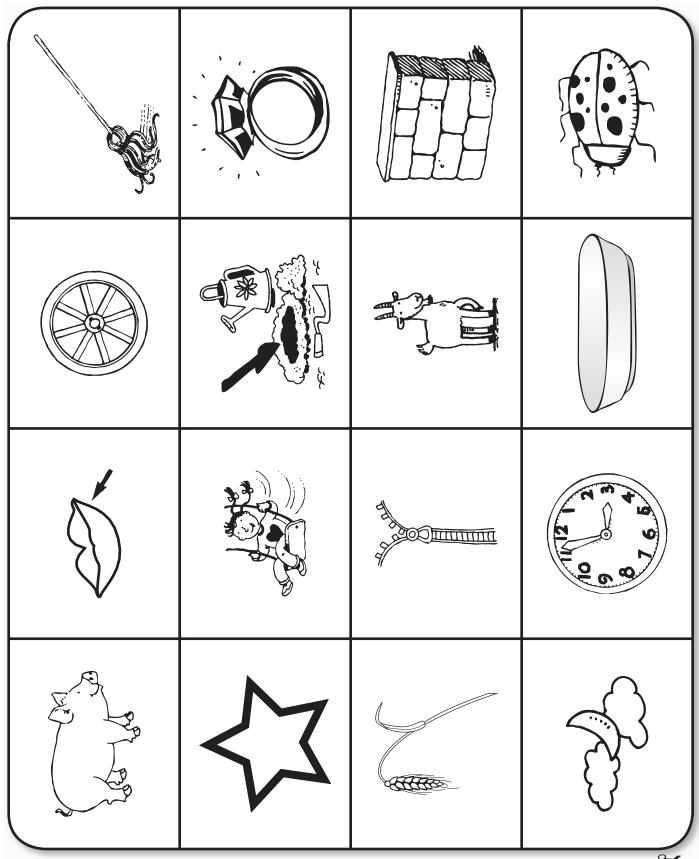


Sound Detective PA.023.AM2a



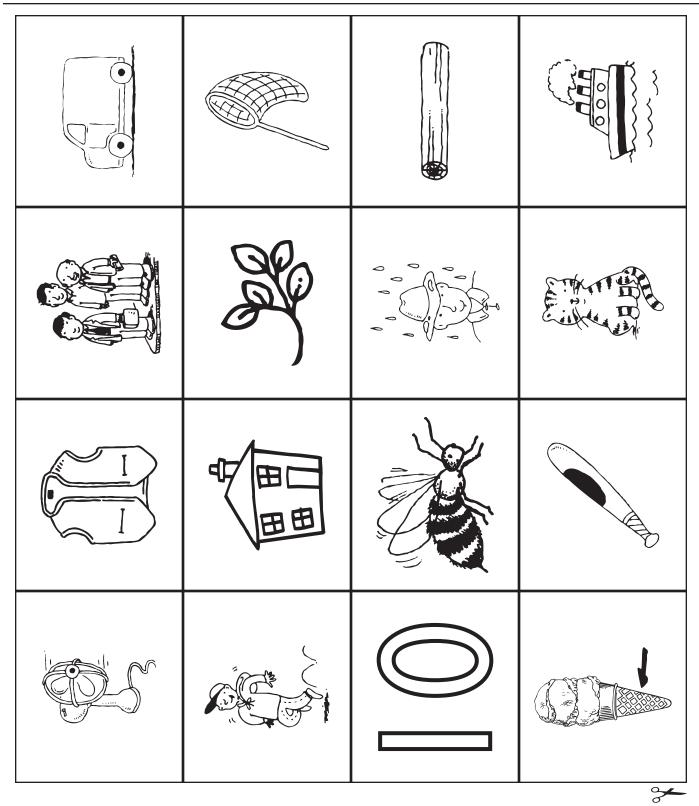
rime picture board: man, hen, nest, knee, jet, dig, mat, pop, dog, pet, mouse, pen, hip, hat, can, bone

PA.023.AM2b Sound Detective



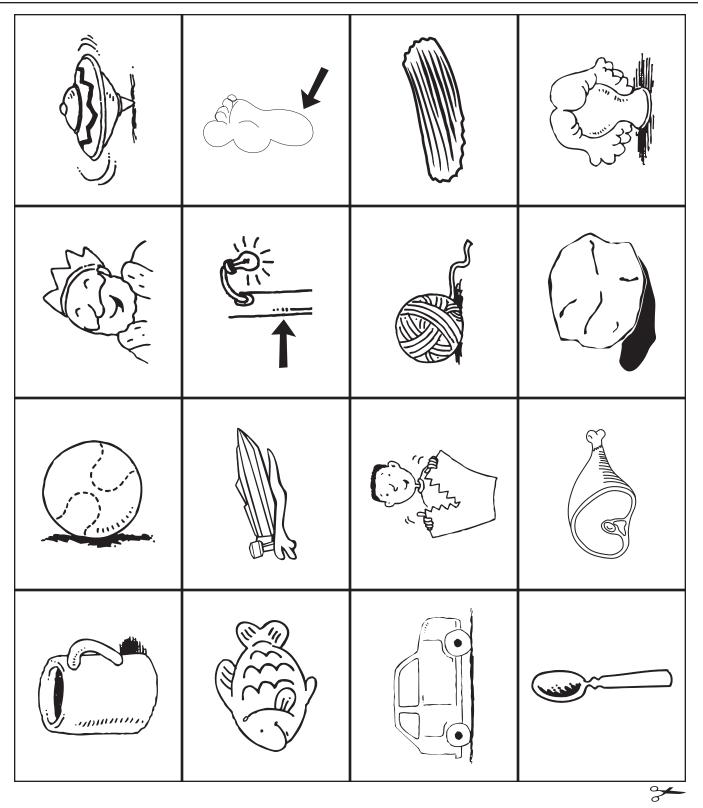
rime picture board: mop, ring, wall, bug, wheel, hole, goat, dish, lip, swing, zip, clock, pig, star, wheat, moon

Sound Detective PA.023.AM3a



rime picture cards: van, net, log, ship, men, twig, wet, cat, vest, house, bee, bat, fan, hop, ten, cone

PA.023.AM3b Sound Detective



rime picture cards: top, heel, chip, wig, king, pole, string, rock, ball, boat, rip, meat, mug, fish, car, spoon



Onset and Rime PA.024

Guessing Game



Objective

The student will manipulate onsets and rimes in words.



Materials

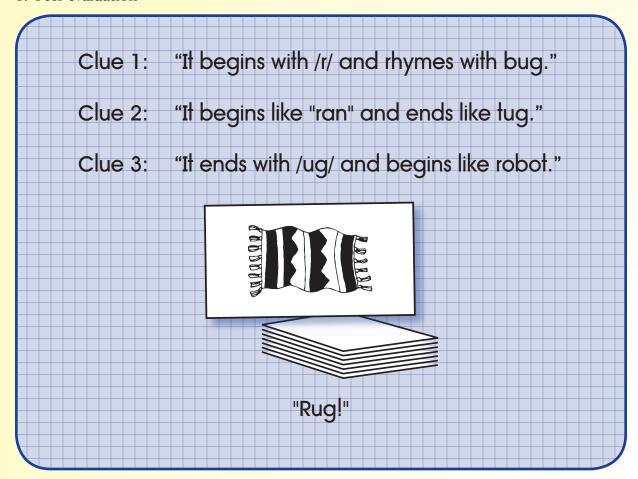
Onset and rime picture cards (Activity Master PA.024.AM1a - PA.024.AM1b)



Activity

Students use onset and rime clues to guess words.

- 1. Place onset and rime picture cards face down in a stack on a flat surface.
- 2. Working in pairs, student one selects the top card so that student two cannot see it.
- 3. Gives clues one at a time describing onset and rime (e.g., "It begins with /r/ and rhymes with bug.") until student two guesses a word (i.e., "rug").
- 4. If correct, student one gives card to student two. If incorrect, student one gives another clue.
- 5. Reverse roles and continue until all picture cards are used.
- 6. Peer evaluation

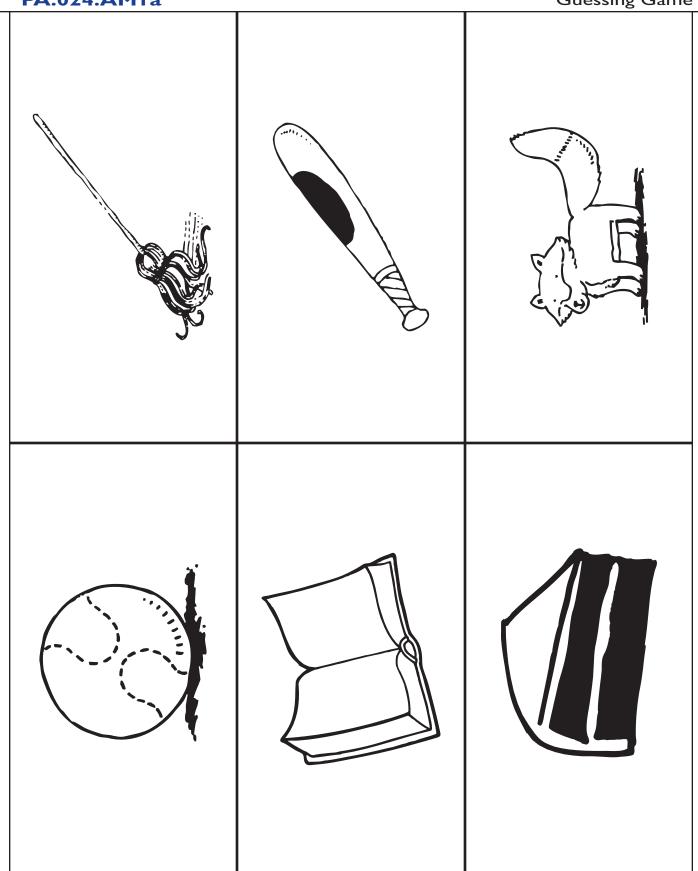




Extensions and Adaptations

- Play using other picture cards (e.g., draw or cut pictures from print resources).
- Play with all picture cards face up in rows.

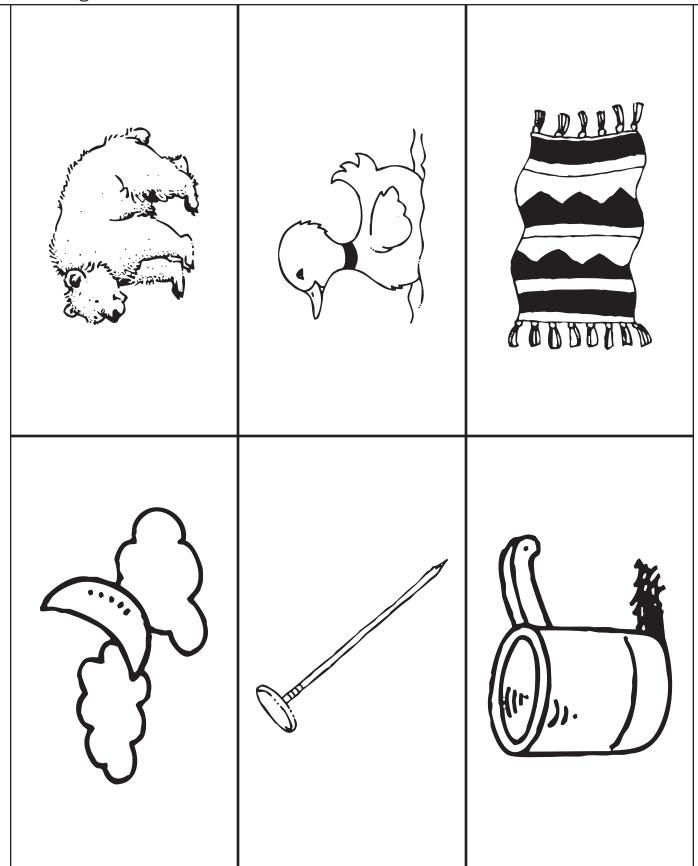
PA.024.AMIa Guessing Game



onset and rime picture cards: mop, bat, fox, ball, book, cake



Guessing Game PA.024.AMIb



onset and rime picture cards: bear, duck, rug, moon, nail, pot

