

Phoneme Counting Sort

Objective

The student will segment phonemes in words.

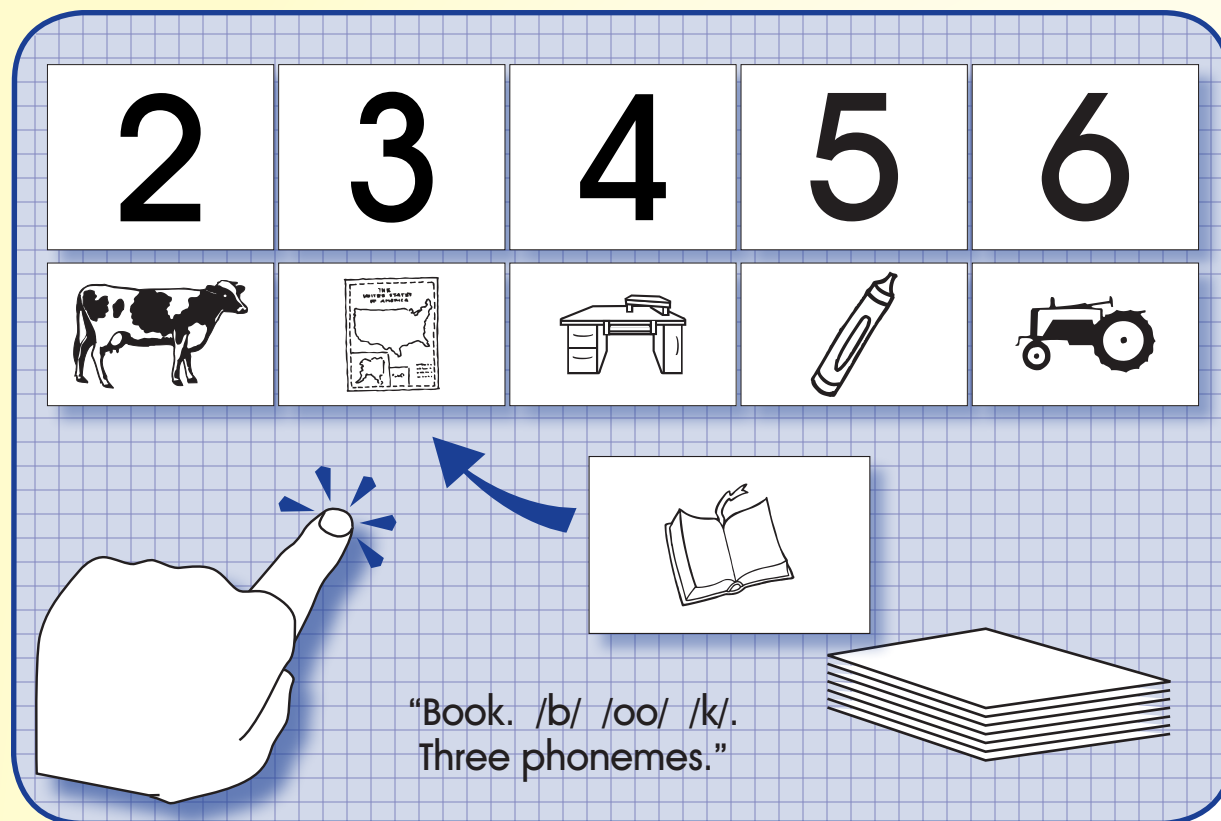
Materials






- ▶ Number headings (Activity Master PA.014.AM1)
- ▶ Phoneme picture cards (Activity Master PA.014.AM2a - PA.014.AM2c)

Activity

Students count phonemes and sort by number.

1. Place number headings on a flat surface and stack picture cards face down at the center.
2. Taking turns, students select a picture card and say the name of the picture.
3. “Finger tap” the number of phonemes while saying the word (e.g., “book, /b/ /oo/ /k/”). State the number of phonemes (i.e., “three phonemes”) and place the picture card under the correct number (i.e., “3”).
4. Continue until all picture cards are sorted.
5. Peer evaluation



2	3	4	5	6
				

“Book. /b/ /oo/ /k/.
Three phonemes.”

Extensions and Adaptations

- ▶ Use other picture cards and sort.

Phonemic Awareness

PA.014.AMI

Phoneme Counting Sort

2

header

3

header

4

header

5

header

6

header

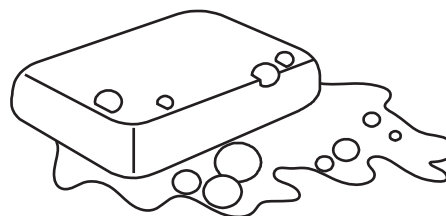
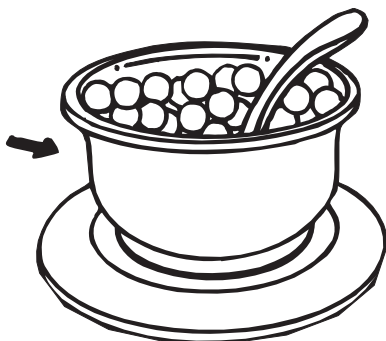
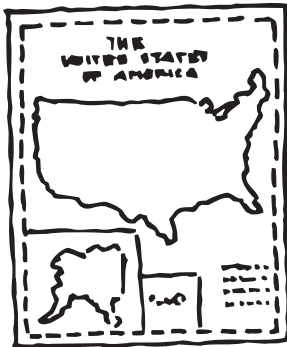
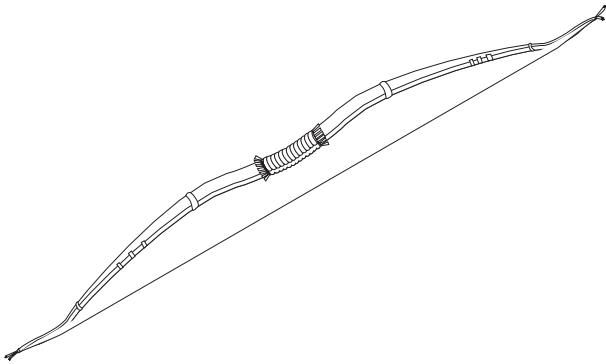
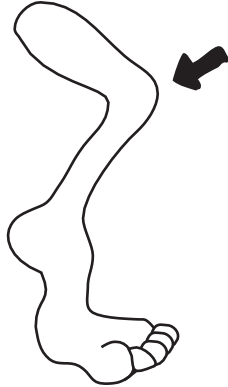
header



Phonemic Awareness

Phoneme Counting Sort

PA.014.AM2a



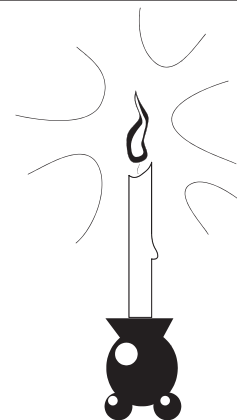
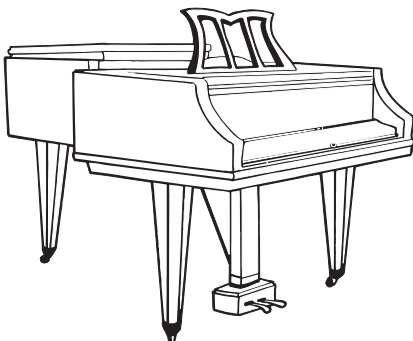
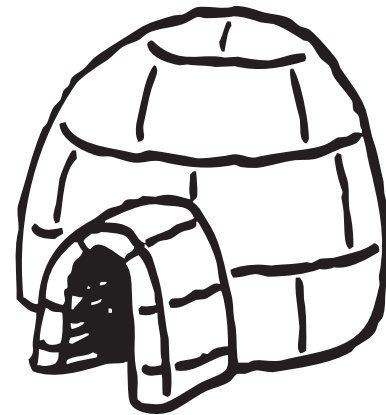
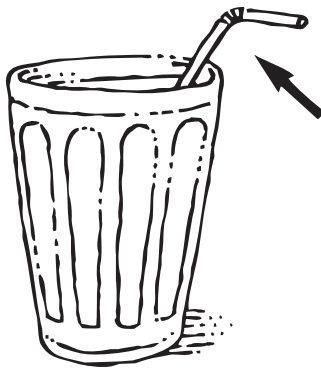
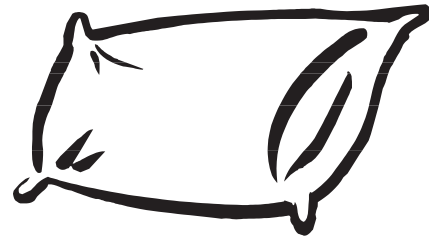
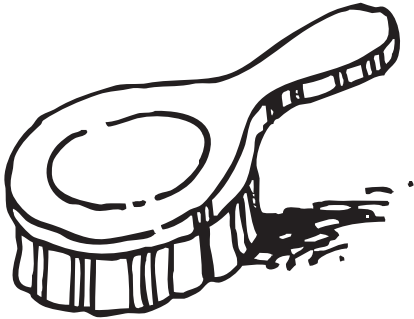
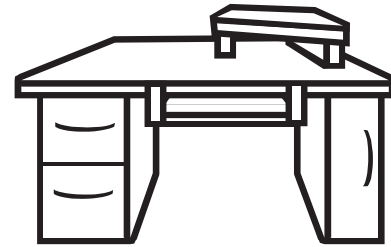
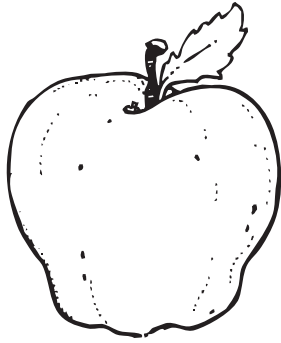
knee - 2, tie - 2, bow - 2, cow - 2, map - 3, book - 3, bowl - 3, soap - 3



Phonemic Awareness

PA.014.AM2b

Phoneme Counting Sort



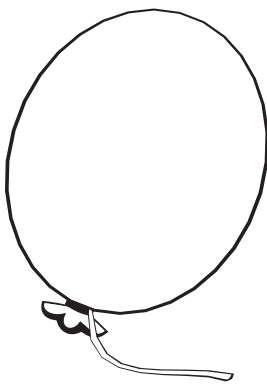
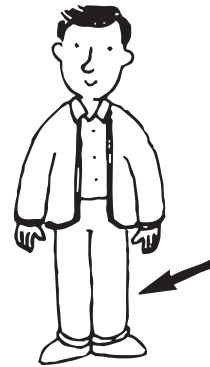
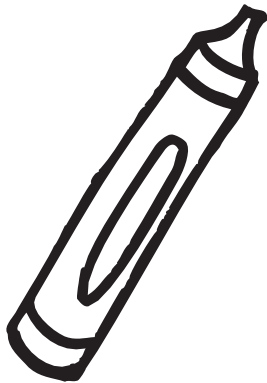
apple - 3, desk - 4, brush - 4, pillow - 4, straw - 4, igloo - 4, piano - 5, candle - 5



Phonemic Awareness

Phoneme Counting Sort

PA.014.AM2c



20



crayon - 5, pants - 5, balloon - 5, tractor - 6, haystack - 6, twenty - 6, snowman - 6, potato - 6



Phonemic Awareness

PA.015

Phoneme Segmenting

The Phoneme Game

Objective

The student will segment phonemes in words.

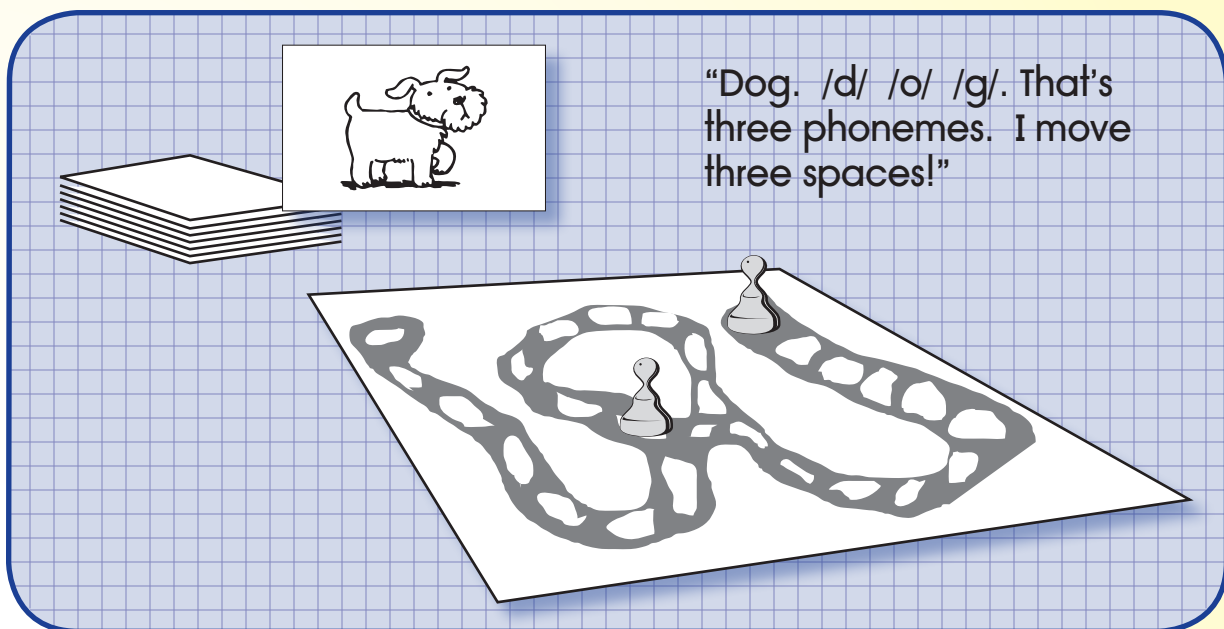
Materials

- ▶ The Phoneme Game board (Activity Master P.015.AM1a - P.015.AM1b)
Cut out and glue together. May be glued to a file folder for easy use.
- ▶ Phoneme picture cards (Activity Master P.015.AM2a - P.015.AM2b)
- ▶ Game pieces (e.g., counters)

Activity

Students count phonemes in words by playing a board game.

1. Place game board and picture cards face down in a stack on a flat surface.
Place game pieces at START.
2. Taking turns, students select the picture card on the top of the stack, say the word, and say it again segmenting it into phonemes while holding up a finger for each phoneme.
3. Count the phonemes in the word, and move game piece that many spaces (e.g., pick up picture of a dog, say “dog, /d/ /o/ /g/, that’s three phonemes” and move game piece three spaces).
4. Return picture card to the bottom of the stack.
5. Continue game until all students reach the END.
6. Peer evaluation



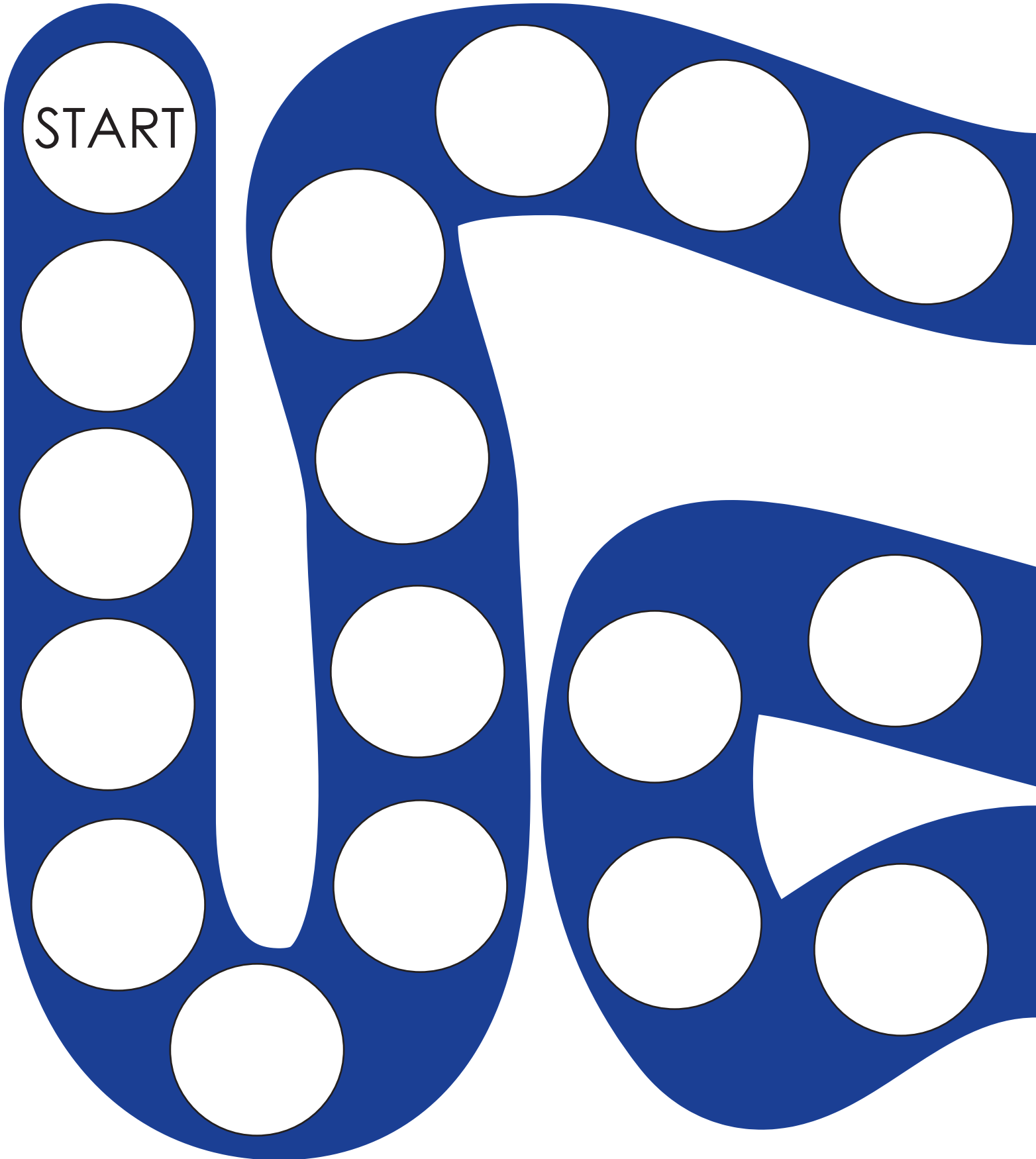
Extensions and Adaptations

- ▶ Make more picture cards to use with game board (e.g., draw, cut pictures from magazines).

Phonemic Awareness

The Phoneme Game

PA.015.AM1a



Phonemic Awareness

PA.015.AM1b

The Phoneme Game



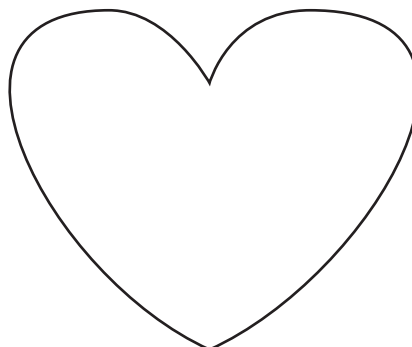
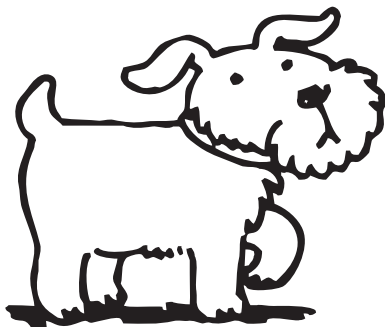
Phonemic Awareness

The Phoneme Game

PA.015.AM2a



2



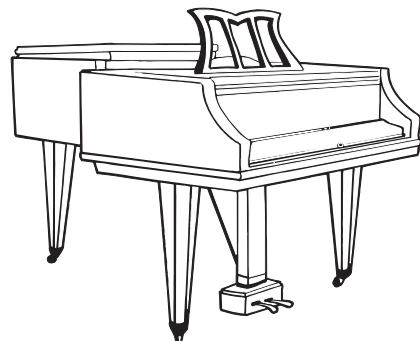
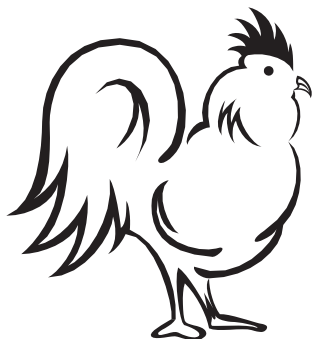
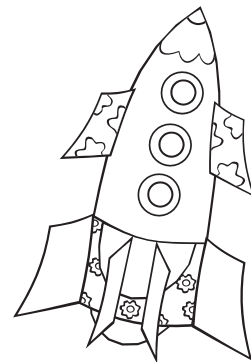
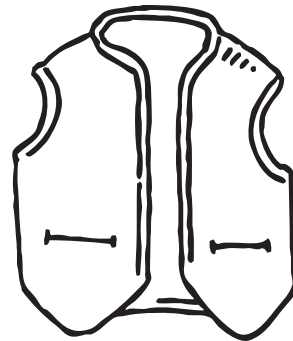
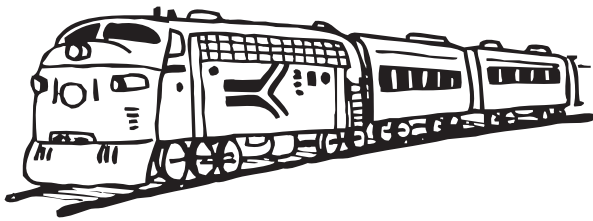
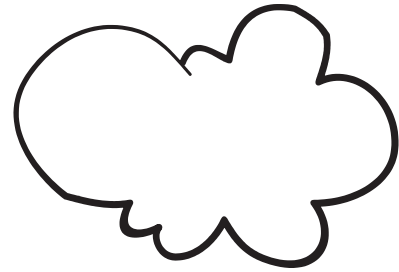
key - 2, tie - 2, shoe - 2, two - 2, dog - 3, tree - 3, fly - 3, heart - 3



Phonemic Awareness

PA.015.AM2b

The Phoneme Game



glass - 4, cloud - 4, train - 4, vest - 4, lamp - 4, rocket - 5, rooster - 5, piano - 5





Phoneme Challenge

Objective

The student will segment phonemes in words.

Materials

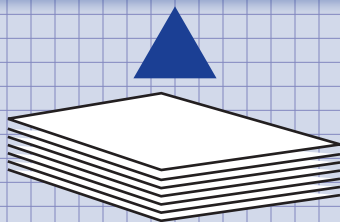
- ▶ Phoneme picture cards (Activity Master PA.016.AM1a - PA.016.AM1e)

Activity

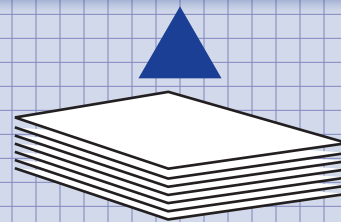
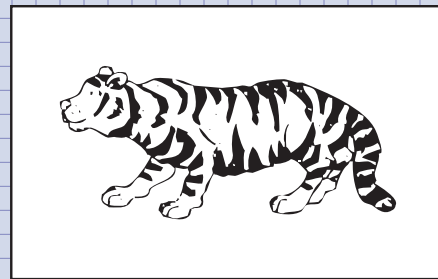
Students segment the phonemes in words by playing a counting game.

1. Place the set of phoneme picture cards face down at the center.
2. Students divide cards evenly.
3. Taking turns, students turn over a card, say the word, segment the sounds, and count the phonemes.
4. The student with the highest number of phonemes takes the cards. If the students have the same number, then they have a “phoneme challenge” by selecting two more cards. One card is placed face down, and the other card is placed face up. The student with the most phonemes represented on the card that is placed face up takes all the cards.
5. Continue to play until one student has all the cards.
6. Peer evaluation

“Doll. /d/ /o/ /l/.
That’s three phonemes.”



“Tiger. /t/ /i/ /g/ /er/.
That’s four phonemes.
I get the cards!”



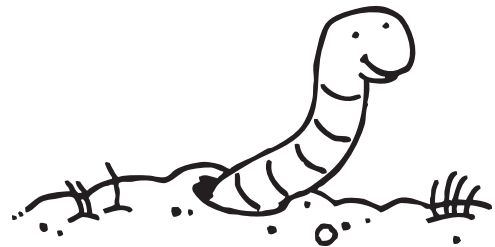
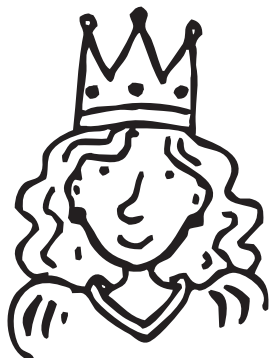
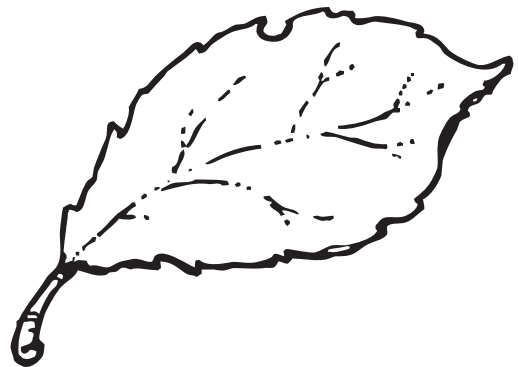
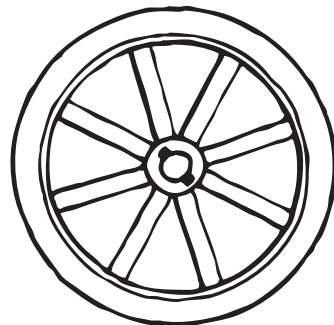
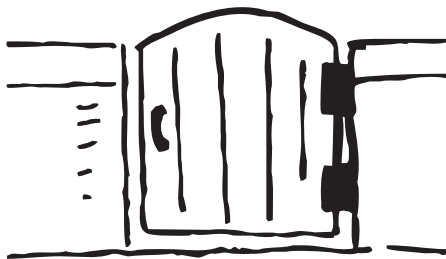
Extensions and Adaptations

- ▶ Sort picture cards by number of phonemes.
- ▶ Develop additional picture cards (i.e., drawing, cutting out magazine pictures).

Phonemic Awareness

PA.016.AMIa

Phoneme Challenge



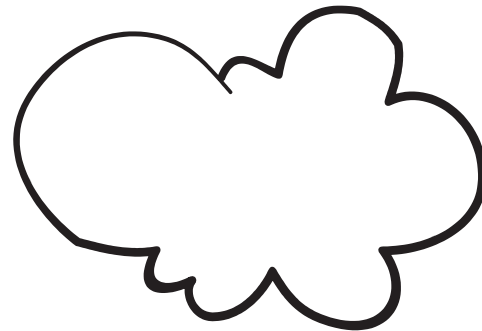
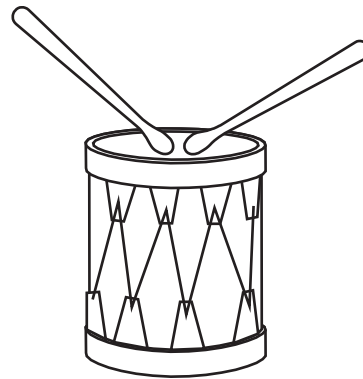
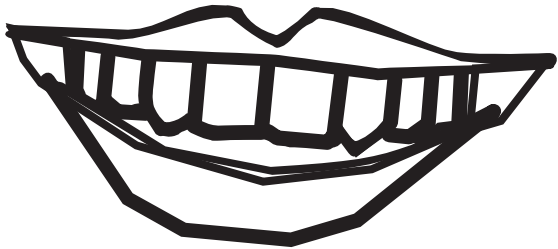
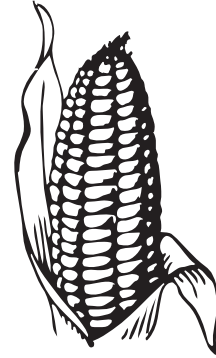
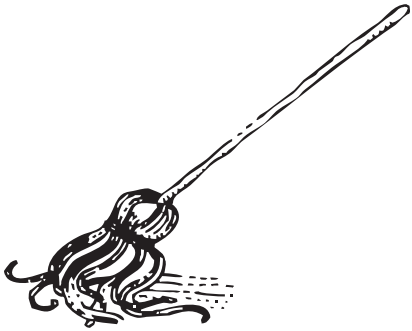
dime - 3, doll - 3, gate - 3, wheel - 3, nurse - 3, leaf - 3, queen - 3, worm - 3



Phonemic Awareness

Phoneme Challenge

PA.016.AM1b



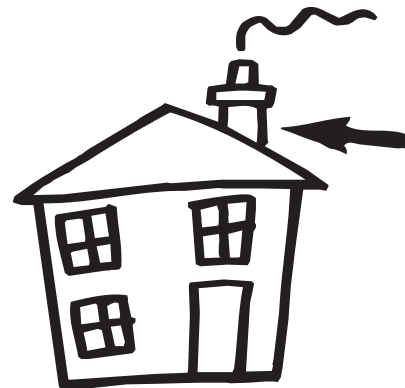
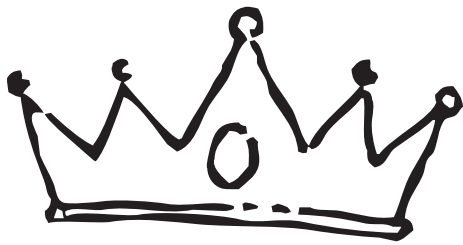
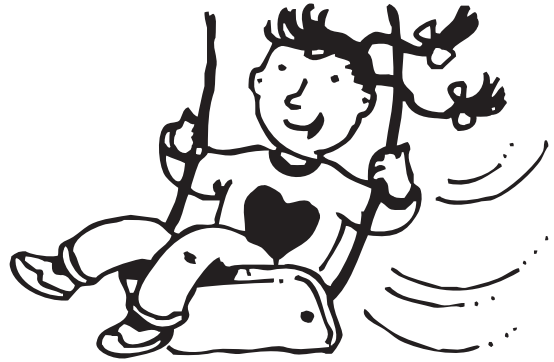
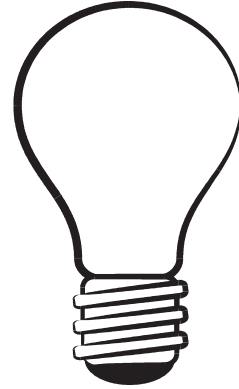
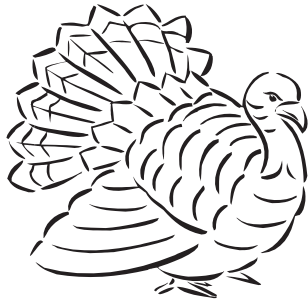
mop - 3, corn - 3, mouth - 3, drum - 4, glass - 4, cloud - 4, penny - 4, tiger - 4



Phonemic Awareness

PA.016.AM1c

Phoneme Challenge

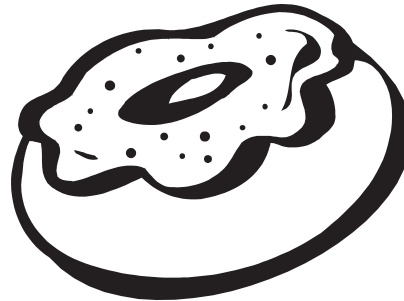
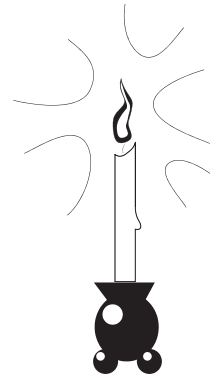


turkey - 4, bulb - 4, school - 4, swing - 4, crown - 4, bacon - 5, skunk - 5, chimney - 5 

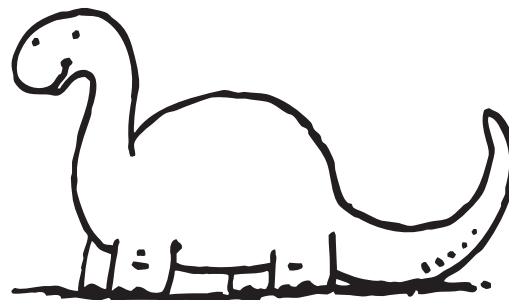
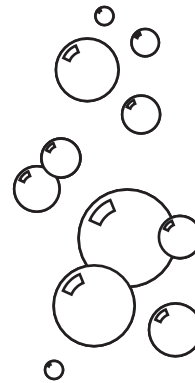
Phonemic Awareness

Phoneme Challenge

PA.016.AM1d



13



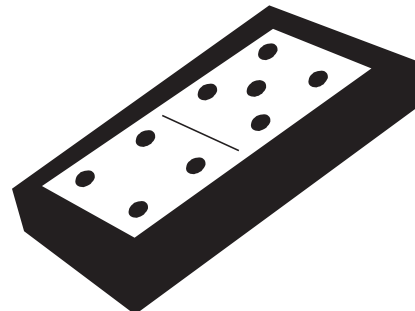
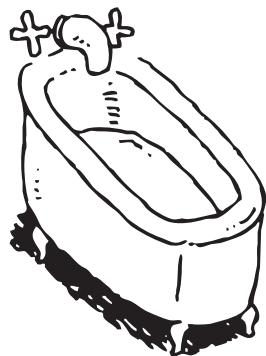
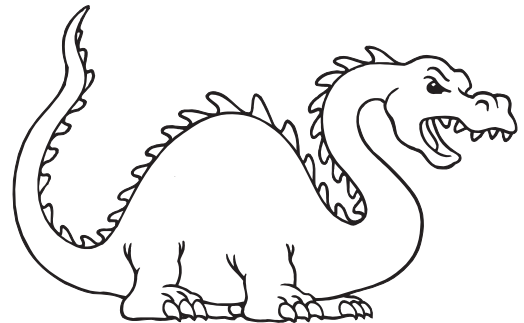
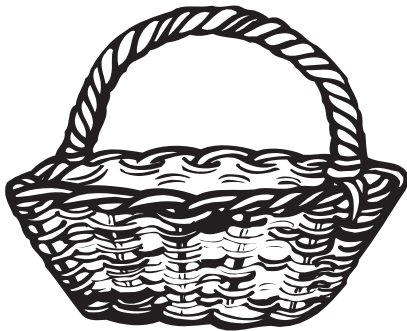
pocket - 5, candle - 5, spider - 5, donut - 5, thirteen - 5, bubbles - 5, sweater - 5, dinosaur - 6



Phonemic Awareness

PA.016.AMIe

Phoneme Challenge



tornado - 6, snowman - 6, necklace - 6, glasses - 6, basket - 6, dragon - 6, bathtub - 6, domino - 6