Phonological Awareness

PA17

Compound Word Game

Objective
The child will determine what word is left when one of the two individual words from the compound word is deleted.

Materials
- Game Board (Activity Master) - Copy on cardstock, color spaces three different colors (e.g., blue, green, and yellow) in a random pattern, connect, and laminate.
- Compound Word Game Cards (Activity Master) - Copy on cardstock, cut apart, and laminate.
- Counters (or other game pieces)

Activity
After teacher introduction, children segment compound words into two individual words while playing a board game.
1. Place the Game Board and stack of Compound Word Picture Cards front side up on a flat surface. Place game pieces at START on the Game Board.
2. Taking turns, children select the top card and reads the compound word (using the pictures as clues), then says the phrase “minus” for the minus (-) symbol under the CW, then reads the given individual word from the compound word (e.g., “cupcake minus cake”).
3. The child then announces their answer and flips the card over to see if it is correct.
4. If correct, move game piece to the next space that is the same color as the picture card. If incorrect, leave game piece where it is.
5. Place the card at bottom of the stack.
6. Continue until children reach the end.
7. Peer evaluation.

Adaptations and Extensions
- Make other word cards to use in game.
- Make several blank RED cards. If the child picks RED, he/she must make up his/her own compound word and separate it into the two words.
- Work as partners. Two children pick a card together. One reads the front of the compound picture card and the other guesses the individual word left after one of the words is deleted.
- Work as a team. If the first child doesn’t know, he/she is allowed to ask his/her partner.
### Phonological Awareness

**PA17**

**Compound Word Game**

<table>
<thead>
<tr>
<th>Compound Word Deletion</th>
<th>Benchmarks: A.2a, F.2c</th>
</tr>
</thead>
<tbody>
<tr>
<td>Benchmarks: A.2a, F.2c</td>
<td></td>
</tr>
</tbody>
</table>

#### Cupcake – cake
- Cupcake
- Cake

#### Bluebird – blue
- Bluebird
- Blue

#### Anthill – ant
- Anthill
- Ant

#### Fishbowl – fish
- Fishbowl
- Fish

#### Benchmarks:
- A.2a
- F.2c

2014 Office of Early Learning

VPK Learning Center Activities: Phonological Awareness

PA17: Compound Word Game (Adaptation of PA.056)
### Compound Word Game

<table>
<thead>
<tr>
<th>Compound Word</th>
<th>Deletion</th>
<th>Benchmark(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fireman – man</td>
<td>Fire</td>
<td>A.2a, F.2c</td>
</tr>
<tr>
<td>Doghouse – house</td>
<td>Dog</td>
<td>A.2a, F.2c</td>
</tr>
<tr>
<td>Sunglasses – glasses</td>
<td>Sun</td>
<td>A.2a, F.2c</td>
</tr>
<tr>
<td>Basketball – basket</td>
<td>Ball</td>
<td>A.2a, F.2c</td>
</tr>
</tbody>
</table>
START