



Words Around Us Memory Game



Objective

The student will match initial phonemes to graphemes.



Materials

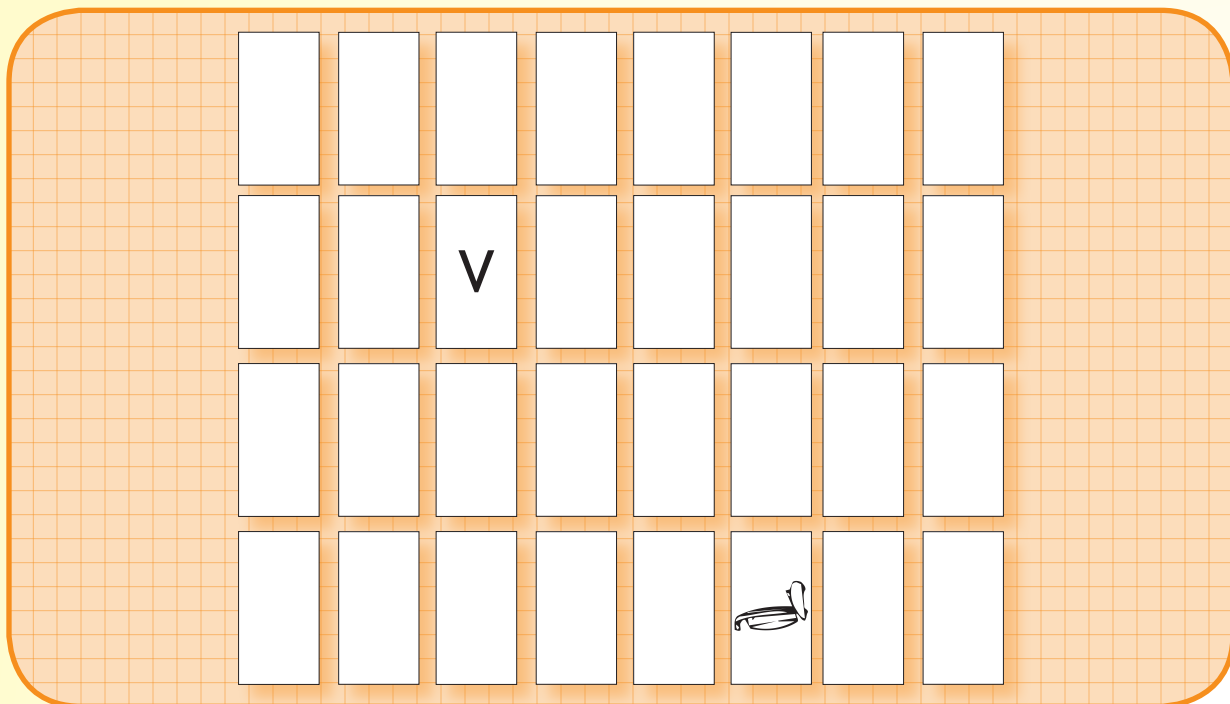
- ▶ Initial sound picture cards (Activity Master P.LSC-I.1 - P.LSC-I.22)
Choose eight-to-ten target initial sound picture cards.
- ▶ Uppercase or lowercase letter cards (Activity Master P.007.AM2a - P.007.AM2i)
Choose letter cards that correspond to the initial sound for each target picture card.



Activity

Students pair initial sound picture cards with the corresponding letter while playing a memory game.

1. Place picture cards and letters cards face down in separate rows.
2. Taking turns, students select two cards, name the letter (e.g., “v”) or name the picture, and say its initial sound (e.g., “vacuum, /v/”).
3. Determine if there is a letter-sound match. If there is a match (e.g., “v, /v/”) pick up the cards, place to the side and take another turn. If cards do not match (e.g., “v, /b/”), or if two letter cards or two picture cards are selected, return to their original places, and allow partner to take a turn.
4. Continue until all letter-sound pairs are made.
5. Peer evaluation



Extensions and Adaptations

- ▶ Put the pictures and cards in alphabetical order.
- ▶ Match cards by final sound.
- ▶ Match cards by number of syllables.
- ▶ Match cards by number of phonemes.