

Phoneme Manipulation 1



Objective

Practice changing individual letters / phonemes to create new words



Equipment

- Large letter cards



Preparation

- Group 1 are divided into 3's or 4's. Each of the 3 /4 children has a large letter card, so that the three children 'spell' a CVC/CCVC/CVCC word. Each group of children spells a different word (so that there are 5 or 6 separate Group 1 words to start the game).
- Each set of Group 1 children stand at one end of the playing area, holding up their letter cards to spell their word.
- At the other end of the playing area there is a selection of large letter cards, laid out so that they can easily be seen.
- Group 2 children stand in the middle of the playing area (ie between the 'words' and the letter cards).



Instructions

- The adult gives a signal and each of the Group 2 children have to run and pick a letter from the selection at one end of the playing area.
- They then run to the Group 1 'words' and try to replace a letter in one of the words. E.g. a letter 'p' could change 'can' to 'pan', a letter 's' could change 'lift' to 'list' etc.
- The Group 1 child who is holding the letter that they have replaced has to go to the end of the playing area until the next game.
- They can also add themselves on to a word make a new word e.g. an 'r' could join 'tap' to make 'trap'; an 'l' could join 'cap' to make 'clap';
- If a child can't add themselves on to a word, they have to run back to the letters and swap their letter for a different one. They then try again with their new letter.
- The aim for Group 2 children is to add themselves into a word within the allotted time.
- At the end of the session, the adult checks the new words that children have made to make sure that they are spelt correctly.
- The adult then collects in the letters. Group 2 children are divided into 3's / 4's and given a letter to 'spell' a CVC/CCVC/CVCC word. The other letters are laid out at the opposite end of the playing area.
- Group 1 children go into the centre of the playing area and a new game can commence.

