

# Phoneme Manipulation 2



## Objective

Practise changing individual letters / phonemes to create new words.



## Equipment

- Large letter and or digraph cards
- Hoops
- Cones etc to mark out a playing area (if needed)
- Mini whiteboards and whiteboard pens or pencils and paper.



## Preparation

- Divide the children into 2 groups.
- Group 1 children are each given a large letter or digraph card. They space themselves out over the playing area.
- Group 2 are divided into teams. Each team sits behind a hoop at the edge of the playing area.
- In each hoop, there is a set of individual letters to spell a CVC/CCVC/CVCC word.



## Instructions

- The adult gives a signal and the children from the Group 2 teams have to chase and tick the 'free' letters/digraphs to capture them for their team.
- When they have captured a letter, they put it in their hoop and carry on chasing. The Group 1 children who are ticked and have given up their letters sit out at the edge of the playing area.
- At a signal from the adult, the Group 2 chasers come back to their team's hoop.
- Working together in their teams, they have to use the letters they have captured to make new words by changing one letter at a time, starting with their original word. E.g. if their word was pat and they had 'captured' n, i and 2 letter s, they could make pit, pin, spin, spins.
- Each team writes down the list of new words they have identified on a whiteboard or piece of paper. The object of the game is for each team to make as many new words as possible.
- At a signal from the adult, each team has a turn to share their words with the class.
- The adult then collects in the letters and puts a new CVC word in each hoop. Group 1 children are divided into teams and each team sits behind a hoop.
- Group 2 children are each given a letter and space themselves out in the playing area. A new game can then commence.



## Other information

- Instead of 'ticking' to capture a letter, children could capture letters by throwing a soft ball to hit them.

