



Phoneme Segmenting

PA. 016

Phoneme Challenge

Objective

The student will segment phonemes in words.

Materials

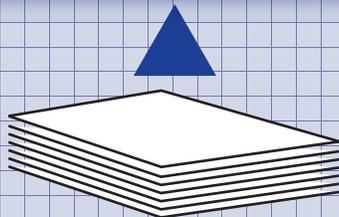
- ▶ Phoneme picture cards

Activity

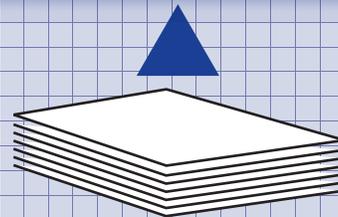
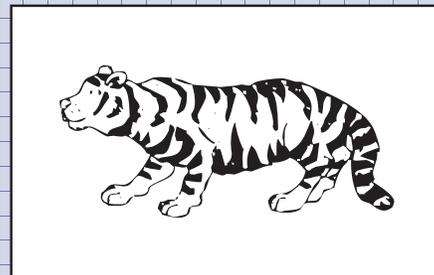
Students segment the phonemes in words by playing a counting game.

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!”



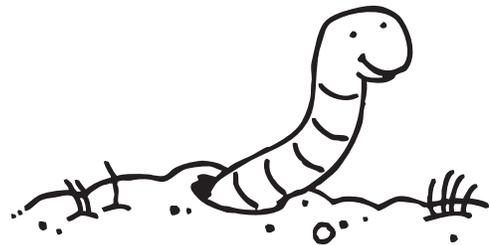
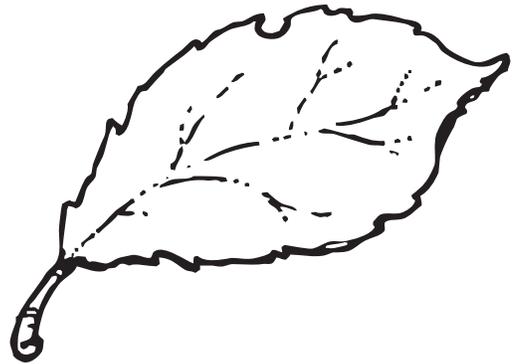
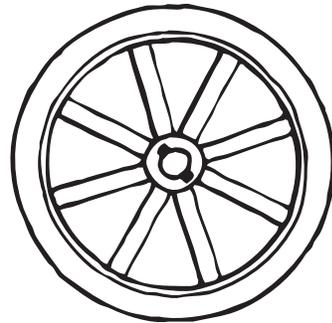
Extensions and Adaptations

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

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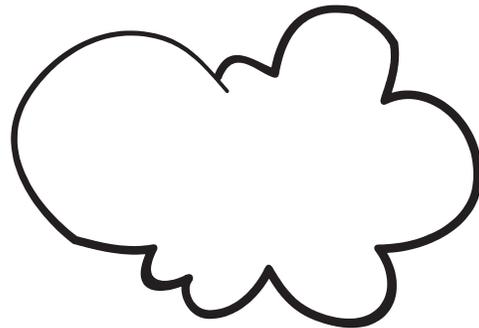
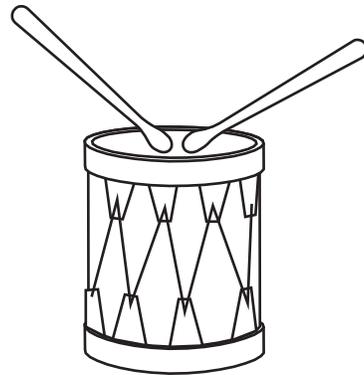
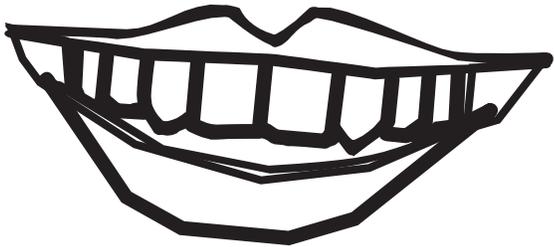
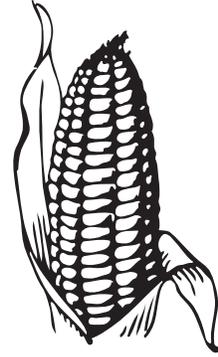
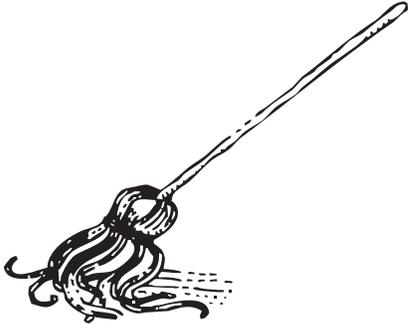
dime - 3, doll - 3, gate - 3, wheel - 3, nurse - 3, leaf - 3, queen - 3, worm - 3



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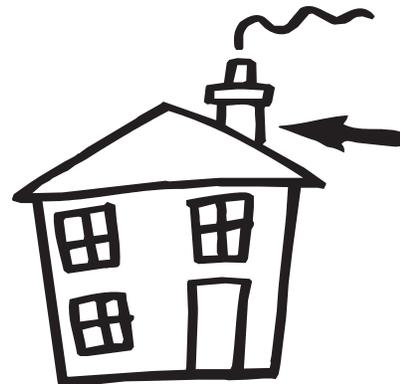
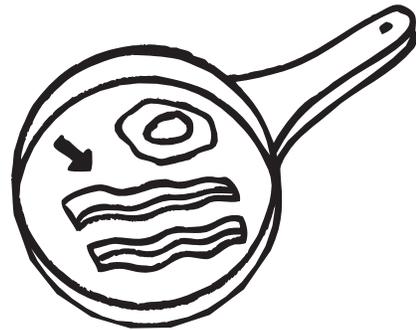
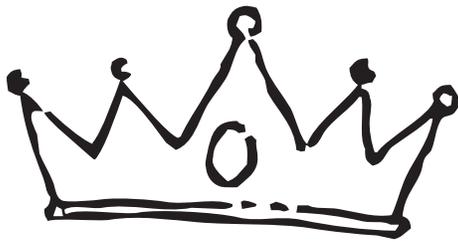
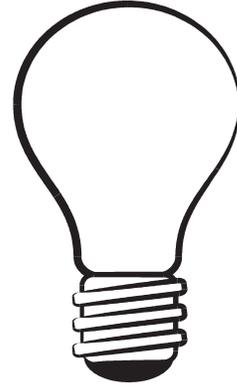
mop - 3, corn - 3, mouth - 3, drum - 4, glass - 4, cloud - 4, penny - 4, tiger - 4



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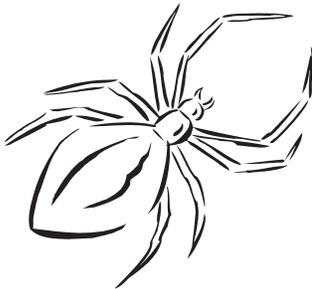


turkey - 4, bulb - 4, school - 4, swing - 4, crown - 4, bacon - 5, skunk - 5, chimney - 5 

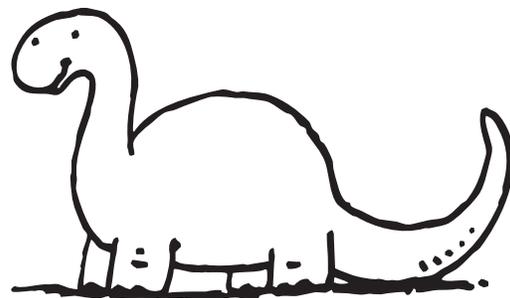
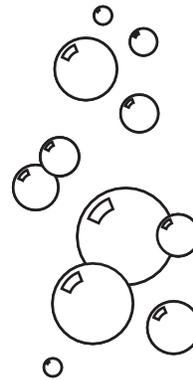
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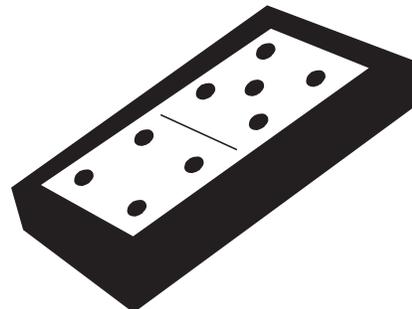
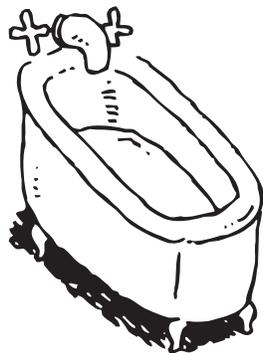
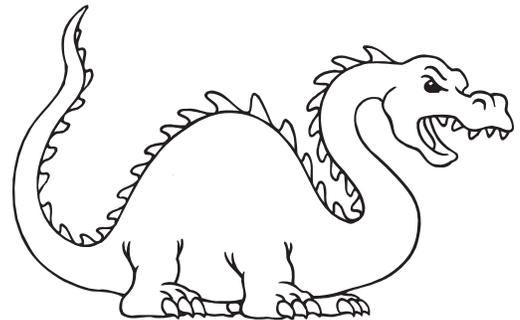
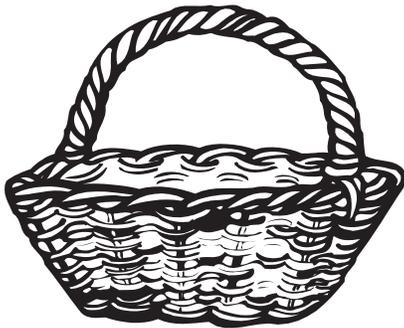
pocket - 5, candle - 5, spider - 5, donut - 5, thirteen - 5, bubbles - 5, sweater - 5, dinosaur - 6



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