

Phonogram games and activities

Below are some games and activities to encourage the students in their phonogram learning. Remember, the aim of the games is to help consolidate what has been learned and to help develop the students' phonological awareness. All these games may be modified to suit different situations.

Stepping stones

Lay phonogram cards on the floor as stepping stones, all facing the same way, and have students say them one after the other as they progress along the line. Students who are unable to say the phonogram 'fall into the river'.

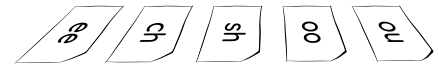


Phonogram journey

Lay phonogram cards on the floor in a long line (for a quicker game) or a shape or maze (so players can circulate more than once). The students roll a dice in turn and advance that number of phonograms. If students are unable to correctly say the phonogram they land on, they must go back to their previous position.

Rollette

Arrange phonogram cards in a grid on the floor. Students roll a large dice (or other rolling object) across the grid and say the phonogram it lands on.



Lucky dip

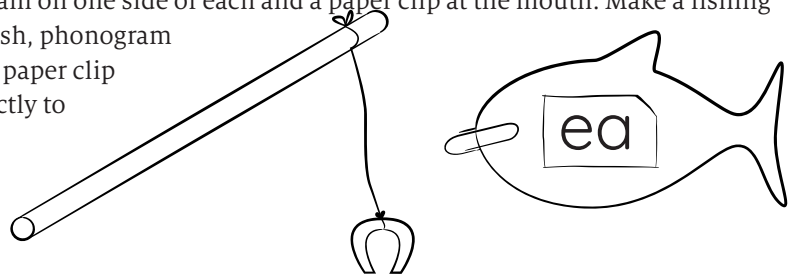
Students pull out phonogram cards from the dip (in turns). If they are able to correctly say their phonogram, they may keep it. The winner is the student with the most cards when all the cards have been drawn.

Phonogram battle

Organise students into two teams, in lines. The teacher shows a phonogram and the first student from each team tries to say it first. Whoever says it correctly first scores a point for their team. Then the first two students go to the back of the line, leaving the next two players to vie for the next point.

Fish

Make fish from light cardboard with a phonogram on one side of each and a paper clip at the mouth. Make a fishing line with a stick, string and a magnet. Lay the fish, phonogram side down, on the floor. The students catch the paper clip with the magnet, and say the phonogram correctly to keep the fish.



Pass the phonograms

The teacher distributes ten or more phonogram cards to random students in the class. While music plays the students must begin to pass the cards to the person next to them. When the music stops, the passing stops and each student holding a phonogram must say it aloud to the teacher. If music is unavailable use another signal to stop passing, such as clapping three times.

I spy with my little eye

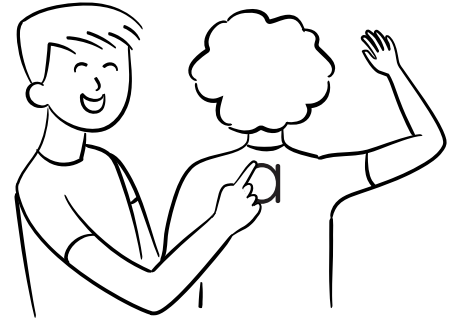
Have one student choose something they can see and say, 'I spy with my little eye, something which begins with the phonogram **b**' (for example). The other students must guess what the student is looking at. The student who guesses correctly will have the next turn to choose something beginning with another phonogram. This game can be varied to find words which end with a certain sound. Ensure that students use the *sounds* and not letter *names* ('b', not 'bee').

Back writing

Students write a phonogram on their neighbour's back using their finger. That person must try and feel which phonogram was written.

I hear with my little ear

The teacher says, 'I hear with my little ear, a word which sounds like this', and then sounds a word using its phonetic sounds (e.g. 'f', 'i', 'sh'). Students put up their hands quickly if they can hear which word the sounds make. When students are able to break words into phonetic sounds correctly, they can take turns sounding words for the others to guess.



Around the world

The teacher chooses two students at a time to stand up. Each one of them must try to answer first as the teacher displays a phonogram card. The first student to say the phonogram correctly remains standing as the teacher chooses other pairs to do the same thing. When all of the students have had a turn, the teacher pairs the students who are still standing to challenge each other.

This process continues until the last remaining student is declared the winner.

Phonogo!

This game can be played with just the single phonograms, the multiples, successive seventeen or a combination of all the phonograms learned to that point.

1. The teacher tells the students the allotted list of phonograms for the game.
2. The students choose ten phonograms from the list and write them on their paper.
3. When all the students have chosen, the teacher begins to clearly say phonograms from the list, one at a time, in random order.
4. Students who have written down the phonogram which the teacher is saying may tick it off on their list.
5. When students reach eight phonograms ticked off, they stand up to indicate they are close to getting all ten ticked.
6. The first student to have all ten ticked calls out loudly, 'phonogo!'
7. This student must then read out all of their phonograms clearly, one at a time, as the teacher writes them on the board. If they read them correctly, they are the winner, but if they make an error, they must sit down. The game continues until a student can correctly say their ten ticked phonograms.