

Where's the Sound?

Thank you for your purchase of **Where's the Sound?**— a fun, educational center game that you can use to sharpen your students' phonological awareness skills.

Objective

Using picture cues, students will isolate beginning, middle, and ending phonemes in words.

This Really Good Stuff® product includes:

- 30 *Where's the Sound?* Picture Tiles
- 2 *Where's the Sound?* Mats
- 1 Task Card
- This Really Good Stuff® Instructional Guide

The **Where's the Sound?** game offers emergent readers a fun way to isolate phonemes in words. To play the game, students compare the sounds of two words and identify how they sound the same—at their beginning, middle or end. This activity gives students practice segmenting words into phonemes, or sounds, and identifying different sound positions within a word.

Introducing the *Where's the Sound?* Game

The **Where's the Sound?** game provides ample opportunities for students to practice segmenting and isolating phonemes in words. Each *Picture Tile* has two pictures that share a beginning, middle, or ending sound. Students determine how the two words are similar by saying which phoneme they share; for example, *cup* and *gum* both have the short *u* sound in the middle position, while *leaf* and *elf* have the same ending sound, /f/. Once students determine the location of the shared phoneme, they place the *Picture Tile* into the correct column on the *Where's the Sound?* Mat. The first column, with the fish head, is for words that share a beginning sound, such as *horse* and *heart*. The middle column, with the fish body, corresponds to a shared middle sound, as in *bone* and *soap*. The final column, with the fish tail, corresponds to a shared ending sound, as in *hug* and *bag*.

Students can play the **Where's the Sound?** game individually or in pairs, making it a perfect literacy center activity. Two *Where's the Sound?* Mats make it possible for students to sort together or race against each other. They can also pair up and share a *Mat*, making it possible for up to four students to play at once. Included are 30 *Picture Tiles*, 10 each for shared beginning, middle, and ending sounds.

Task Card

Post this at the literacy center in a visible position. The student or helper can refer to the *Task Card* for instructions. Refer to the shaded section at the top of the *Card* for center preparation, including needed materials.

Model the Activity

Gather a *Where's the Sound?* Mat and the *Picture Tiles* and play the **Where's the Sound?** game. Review the pictures on the *Tiles* or use the *Answer Key* to make sure that students can easily identify each picture. Explain that students will segment each of the two words into their individual sounds and determine how the words are similar. Place the *Picture Tile* in a stack face down and turn over the top *Tile*. Name each picture, *bell...boots*. Say each word slowly, tapping your finger for each phoneme as necessary. Use the *Where's the Sound?* Mat as a reference point for your tapping so that students can see how each column represents a position in the words. Ask students if the words share the beginning, middle, or ending sound. Sort the *Picture Tile* accordingly.

After modeling the **Where's the Sound?** game, use it as an independent literacy center activity. The ease of the instructions and fun pictures make the game accessible to all students, especially English language learners, who benefit from having picture cues to acquire new vocabulary.

Where's the Sound? Game

One to four players

Object: To isolate phonemes in words.

Materials: *Picture Tiles*, *Where's the Sound?* Mats, *Task Card*

1. Place the Mats in front of the players, one or two students per Mat. Place all the *Picture Tiles* face down in a stack. Decide on the order of play.
2. Player 1 turns over the top *Picture Tile* and names both pictures, stating whether they share a beginning, middle, or ending sound. Player 1 places the *Tile* in the corresponding column of his or her Mat.
3. Players continue taking turns in this way.
4. Play continues until all the *Picture Tiles* are used.

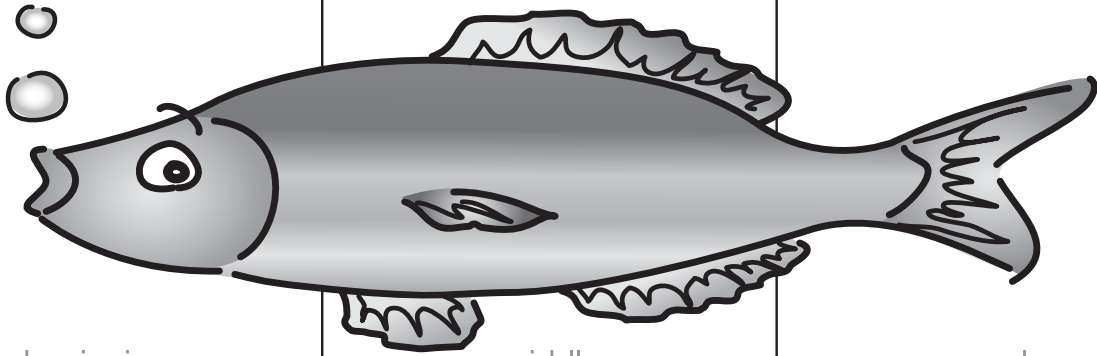
Variation

- Supply a timer and have players speed sort the *Picture Tiles*. Students race against their partner's time or, if playing alone, their own time.

Answer Key

| Same Beginning | Same Middle | Same Ending |
|----------------|-------------|--------------|
| bell, boots | back, pad | ship, lip |
| cow, corn | leg, bed | ball, nail |
| yawn, yell | chin, zip | nut, pot |
| horse, heart | block, pot | glove, hive |
| jar, jet | cup, gum | sneeze, rose |
| map, mug | cake, face | leaf, elf |
| nest, nose | sheep, feet | hug, bag |
| pen, pumpkin | dice, pipe | cloud, beard |
| ring, rat | bone, soap | sock, tack |
| sock, sun | mule, cube | ten, spine |

Where's the Sound?



beginning

middle

end