

Rhyme Time Lotto

Ages 5+

Congratulations on your purchase of **Really Good Literacy Center-in-a-Bag™ Rhyme Time Lotto**, a fun game to develop phonological awareness.

Objective

The student will recognize rhymes using picture cues.

This Really Good Stuff® product includes:

- 84 Really Good Learning Deck Cards™
- 6 Lotto Boards, double-sided
- 60 Game Chips
- Center Task Card
- This Really Good Stuff® Instructional Guide

Rhyme activities are both important and enjoyable for students to develop phonological awareness, a vital component of early-literacy skills. Through repeated play, students become automatic at hearing and creating rhymes. The ability to identify rhyming words in *Rhyme Time Lotto* strengthens phonological awareness and leads to success in language and literacy.

Managing the Center-in-a-Bag

- Display the *Center Task Card*.
- Separate the red and blue rhyming picture *Learning Deck Cards* into two decks and select one color each time the game is played. This way, players have opportunities to encounter different picture rhymes.
- Copy and laminate the picture key on the reverse side to use for reference. Store it in the bag.
- Demonstrate how to tidy the center when the activity is complete.
- Store the center materials in the bag and hang it alongside other Centers-in-a-Bag.

Introducing Rhyme Time Lotto

Rhyme Time Lotto is played like Bingo. Players mark their boards to become the first one to fill a board, calling "Lotto!" Select either the red or blue *Learning Deck Cards* to vary the game. The caller says the pictured word while players search their boards for a rhyming match. Players quietly repeat the called word with their picture words to determine whether there is a rhyme on their board. When a player fills the board with *Chips*, he or she calls "Lotto!" Refer to the picture key to identify pictures as needed.

Model the Activity

Begin by modeling the activity through role-play with a student, discussing every step. Draw a *Card*, say the word, and display the picture *Card* so students can refer to it. Guide the student to search his or her board for a rhyming picture. Encourage whispering or quietly repeating the called word with the picture words to search for a rhyme. If a rhyme is found, the student marks the picture with a *Chip*. If no rhyme is found, guide the student to listen for the next word called. Continue modeling until your students catch on.



Summarize your demonstration: "Saying the words quietly to yourself as you search for a rhyme helps you to know if the words rhyme. With practice you will know right away when words rhyme!"

Invite a group to play a round with your guidance: "Now you are ready to play *Rhyme Time Lotto*."

Center Task Card

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

Meeting State Standards

This type of practice in rhymes helps students meet grade-level expectations and builds a strong phonological-awareness foundation.

Rhyme Time Lotto

Rhyme Time Lotto Game

Two to six players

Object: Recognize rhyming words through picture cues

Materials: Red or blue Learning Deck Cards, Lotto Boards, Game Chips, pocket chart (optional for displaying cards)

1. Each player gets one Lotto Board and nine Chips.
2. Shuffle the Cards and place them face down in a stack.
3. The caller takes a picture Card from the deck, names the picture, and displays it.
4. Players mark a rhyming picture, if they have one, with a Chip.
5. Play continues until someone fills his or her Board. That player calls, "Lotto!"

Variations:

1. Play again with the other set of Learning Deck Cards (red or blue) to hear different rhymes.
2. Shortcut: Play to fill three spaces in a row in any direction, or only the four corners, making a shorter game.
3. Pair Share: Two players share a Boards and play together to find rhymes.
4. Interactive Lotto: Display a picture and name it. Players who find rhymes on their Boards call out the words. Players who do not have rhymes call out words that rhyme with the called word.
5. Line-up Lotto: No Chips, no Boards—you simply hold up pictures and name them as the students line up. When you say a word, the player replies with a rhyming word and gets in line.

Really Good Learning Deck Cards™

Red	Blue	Red	Blue
'a' Rhymes		'i' Rhymes	
pack	back	brick	kick
crawl	tall	pill	gill
pan	fan	sing	wing
bank	blank	wink	drink
clap	nap	zip	sip
rat	cat	ice	dice
pear	hair	hide	ride
lake	flake	spine	vine
game	name	'o' Rhymes	
crate	eight	rock	sock
'e' Rhymes		hog	log
sled	bread	mop	hop
beg	peg	book	cook
smell	well	noon	moon
rest	test	goat	float
ski	key	poke	coke
sheet	beet	pour	four
deep	beep	blow	toe
heel	peel	'u' Rhymes	
		rub	tub
		truck	buck
		hug	mug
		hump	bump
		trunk	skunk
		glue	blue
		boot	fruit

Lotto Boards

	1	2	3	4	5	6
Pictures	track	ball	can	tank	map	bat
	chair	bear	frame	man	cat	cake
	bed	egg	shell	bell	plate	nest
	meat	tree	bee	jeep	sheep	wheel
	lick	grill	ring	pink	king	ship
	mice	slide	nine	suit	clock	frog
	dog	stop	hook	spoon	raccoon	coat
	boat	smoke	snore	bow	cub	duck
	rug	bug	stump	junk	zoo	two