

### Sound Spin

#### Objective

The student will segment phonemes in words.

#### Materials

- ▶ Two-to-five phoneme picture cards (Activity Master PA.045.AM1a - PA.045.AM1b)
- ▶ Sound spinner (Activity Master PA.045.AM2)  
*Copy on card stock.*
- ▶ Brad  
*Attach arrow to the spinner with the brad.*
- ▶ Student sheet (Activity Master PA.045.SS)
- ▶ Crayons or markers

#### Activity

Students count phonemes in words while playing a spinner game.

1. Place phoneme picture cards face up in rows. Place spinner and crayons at the center. Provide each student with a student sheet.
2. Taking turns, students spin the arrow to identify a number.
3. Locate one picture card with the corresponding number of phonemes. Point to and name the picture. Orally segment it into phonemes (e.g., “*icicle*, /ī/ /s/ /i/ /k/ /l/”).
4. Illustrate the picture under the corresponding number on the student sheet.
5. Continue until student sheets are complete.
6. Teacher evaluation

"*icicle.../ī/.../s/.../i/.../k/.../l/.*"

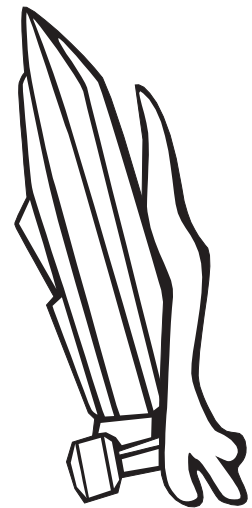
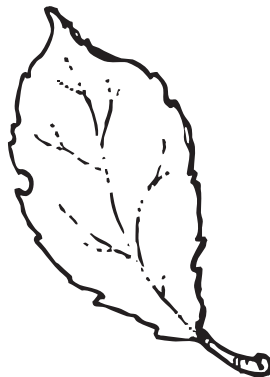
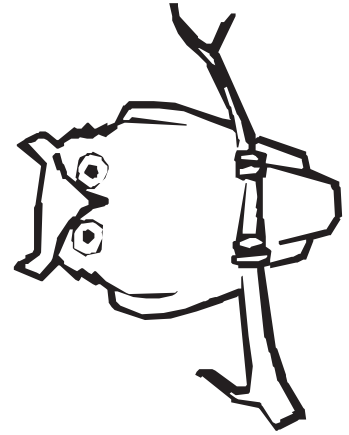

#### Extensions and Adaptations

- ▶ Play using other phoneme picture cards.
- ▶ Draw other phoneme pictures corresponding with the numbers in each section of the student sheet (Activity Master PA.045.SS).

# Phonological Awareness

PA.045.AM1a

Sound Spin



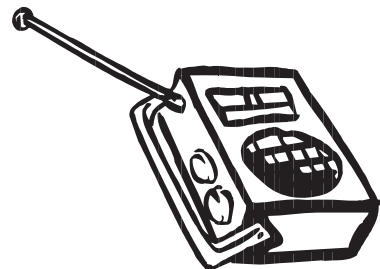
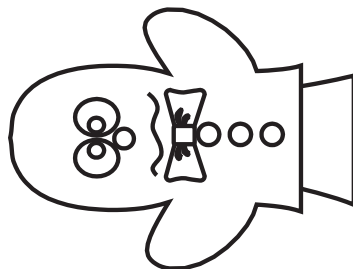
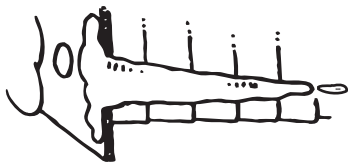
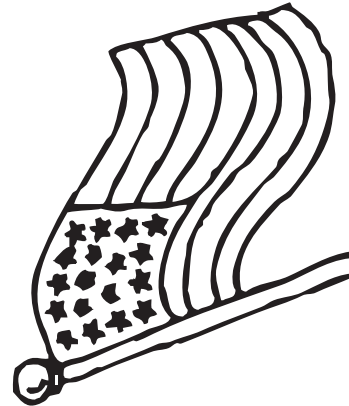
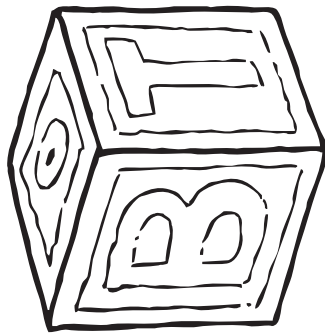
phoneme picture cards: tie-2, four-2, owl-2, ball-3, leaf-3, boat-3



# Phonological Awareness

Sound Spin

PA.045.AM1b



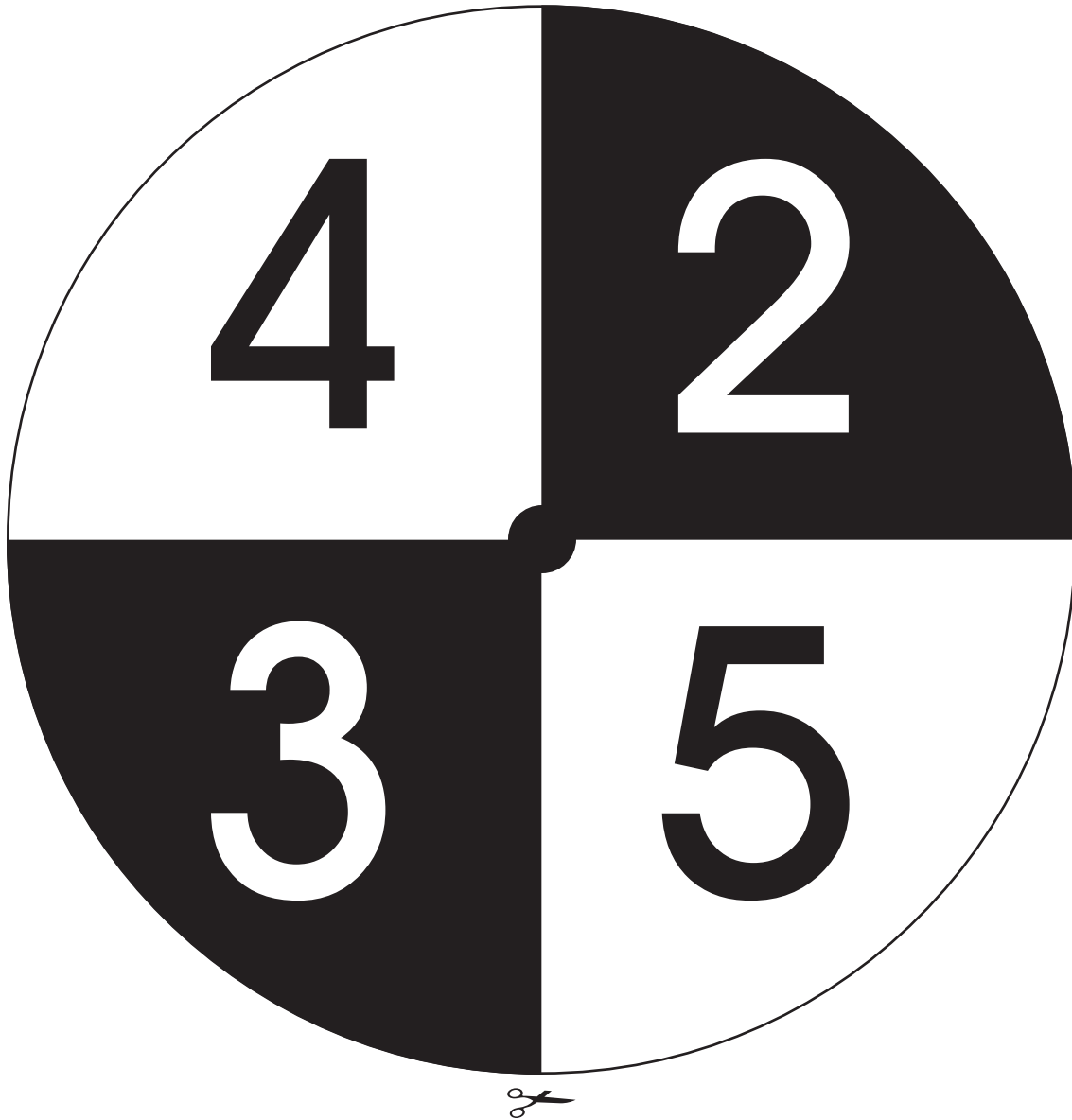
phoneme picture cards: six-4, block-4, flag-4, icicle-5, puppet-5, radio-5



# Phonological Awareness

PA.045.AM2

Sound Spin



spinner

# Name \_\_\_\_\_

Sound Spin

**PA.045.SS**

2

3

4

5