## **Activities for Phonemic Awareness Growth**

- Stand Up/Sit Down: Turn word sorts into an opportunity for movement. "Stand up if you hear a word with——" or "sit down if you see the sound——" can add movement to a basic task.
- **High-Five Your Neighbor:** Same as above, with the task to high-five a neighbor if they hear (phonemic awareness) or see (phonics) the given sound.
- If You're Happy and You Know It: Turn a task into a song by setting it to the lyrics of kid-friendly tunes, e.g., "If you hear /s/ and you know it, clap your hands" or "If you think you know the word, yell it out!"
- **Do You Speak Robot?** Turn your blending routine into a game by teaching students that you (or a puppet!) speak robot: one sound at a time. Students must listen to the segmented sounds and blend them together to understand the words.
- Do You Speak Snail? Turn your blending routine into another game by teaching students to "speak snail." Say words slowly, sound by sound. Students have to "guess" the word or "translate snail speak" by blending them together.
- Let's Hear It For: Teach students to spell high-frequency words, or to learn word parts, by cheering for each letter, cheerleader style. "Give me an A!" "I've got your A! I've got your A!"
- Head, Shoulders, and Toes: Blend or segment words with a physical activity: students touch their heads for the first sound, their shoulders for the middle sound, and their toes for the end sound of three-phoneme words. (Note: This task can be adapted for syllables or more parts can be added for more sounds.)
- Whisper It, Shout It: Vary any oral activity by simply varying the volume level for students when they are responding. Alternating between whispering and shouting or adding other silly additions (say it like you're under water, say it in slow motion, mouth it with no sound) can bring the fun to a simple task.
- Snap/Clap/Stomp When You Hear: Give students a physical activity to do when they hear a sound and spelling pattern, rhyming word, or other stated task.
- Freeze Dance: Play music and let students dance. Have them freeze when they hear a given sound and spelling pattern, rhyming word, or other stated task.
- Note: These enhancements should be added to lessons that reflect current skills. Students do not need to repeatedly practice what they have already mastered. So, either retire an old favorite or repurpose it to reflect new learning.

## **Activities for Phonemic Awareness Growth**

- Stand Up/Sit Down: Turn word sorts into an opportunity for movement. "Stand up if you hear a word with—" or "sit down if you see the sound—" can add movement to a basic task.
- **High-Five Your Neighbor:** Same as above, with the task to high-five a neighbor if they hear (phonemic awareness) or see (phonics) the given sound.
- If You're Happy and You Know It: Turn a task into a song by setting it to the lyrics of kid-friendly tunes, e.g., "If you hear /s/ and you know it, clap your hands" or "If you think you know the word, yell it out!"
- **Do You Speak Robot?** Turn your blending routine into a game by teaching students that you (or a puppet!) speak robot: one sound at a time. Students must listen to the segmented sounds and blend them together to understand the words.
- Do You Speak Snail? Turn your blending routine into another game by teaching students to "speak snail." Say words slowly, sound by sound. Students have to "guess" the word or "translate snail speak" by blending them together.
- Let's Hear It For: Teach students to spell high-frequency words, or to learn word parts, by cheering for each letter, cheerleader style. "Give me an A!" "I've got your A! I've got your A!"
- Head, Shoulders, and Toes: Blend or segment words with a physical activity: students touch their heads for the first sound, their shoulders for the middle sound, and their toes for the end sound of three-phoneme words. (Note: This task can be adapted for syllables or more parts can be added for more sounds.)
- Whisper It, Shout It: Vary any oral activity by simply varying the volume level for students when they are responding. Alternating between whispering and shouting or adding other silly additions (say it like you're under water, say it in slow motion, mouth it with no sound) can bring the fun to a simple task.
- Snap/Clap/Stomp When You Hear: Give students a physical activity to do when they hear a sound and spelling pattern, rhyming word, or other stated task.
- Freeze Dance: Play music and let students dance. Have them freeze when they hear a given sound and spelling pattern, rhyming word, or other stated task.
- Note: These enhancements should be added to lessons that reflect current skills. Students do not need to repeatedly practice what they have already mastered. So, either retire an old favorite or repurpose it to reflect new learning.