One-page activity checklist



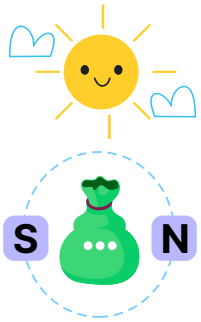
Rhyming & Sound Play (Ages 3–5)

- Rhyme or Not? – Determine whether two words rhyme or not.
- Syllable Stomp – Count the syllables in a word by stomping your feet.



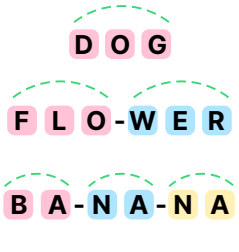
Phoneme Isolation (Ages 4–5)

- Sound Scavenger Hunt – Find objects around the house that start with a target sound.
- Initial Sound Sorting – Group objects or cards together by their very first sound.
- Last Sound Hunt – Identify the final sound at the end of a word.
- I Spy with Sounds – Scan the room to guess an object based on its starting sound.



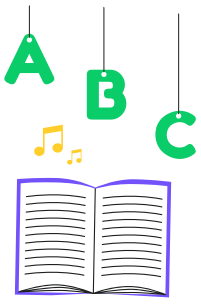
Phoneme Blending (Ages 5–6)

- Mystery Bag – Blend spoken individual sounds together to guess a hidden object.
- Blending I-Spy – Blend starting and ending sounds together to find an item in the room.
- Human Dictionary – Listen to a word said in slow motion and blend it into a real word.
- Silly Blend-It Song – Blend sound sequences set to the tune of a favorite song.



Phoneme Segmentation (Ages 5–6)

- Clap and Count – Clap once for every individual sound heard in a word.
- Sound Boxes – Push a counter into a box for each sound in a word.
- Play Dough Wordplay – Roll out play dough for each sound and squish them together to blend.
- Missing Sound Cards – Identify and fill in the missing sound from a written word card.



Phoneme Manipulation: Deletion & Substitution (Ages 6–7)

- Block Removal – Remove a specific sound block from a word and say what remains.
- Karate Chop – Use a physical karate chop motion to remove a sound from a word.
- Sound Spinners – Spin to replace the first sound of a base word with a new consonant.
- Phoneme Flip Book – Flip initial letter pages to see how changing one sound changes the word.