

Phonemic Awareness Activities

This list of Phonemic awareness activities is listed in progressive order, with the simpler skills at the beginning and the more complex skills at the end. Work on one skill at a time, as your child becomes proficient in that skill move on to the next one. Phonemic awareness activities can be done just about anywhere, riding in the car, a trip to the grocery store, the doctor's office, or anyplace that you may find yourself in the waiting. Incorporate the "I spy game" when playing these games. For example "I spy something that starts with /v/. **Note: When a letter is contained in forward slashes it means to say the sound of the letter NOT the name.**

Phoneme Isolation

Children recognize individual sounds in a word.

Parent: What is the first sound in **van**?

Child: The first sound in **van** is /v/

Phoneme Identity

Children recognize the same sound in different words.

Parent: What sound is the same in **fix**, **fall**, and **fun**?

Child: The first sound /f/ is the same.

Phoneme Categorization

Children recognize the word in a set of three or four words that has the "odd" sound.

Parent: Which word doesn't belong? **bus**, **bun**, **rug**.

Child: **Rug** does not belong. It doesn't begin with /b/.

Phoneme Blending

Children listen to a sequence of separately spoken phonemes, and then combine the phonemes to form a word.

Parent: What word is /b/i/g/?

Child: /b/i/g/ is big?

Phoneme Segmentation

Children break a word into its separate sounds, saying each sound as they tap out or count it.

Parent: How many sounds are in **grab**?

Child: /g/r/a/b/. Four sounds.

Phoneme deletion

Children recognize the word that remains when a phoneme is removed from another word.

Parent: What is **smile** without the /s/?

Child: Smile without the /s/ is **mile**.

Phoneme addition

Children make a new word by adding a phoneme to an existing word.

Parent: What word do you have if you add /s/ to the beginning of park?

Child: Spark

Phoneme substitution

Children substitute one phoneme for another to make a new word.

Parent: The word is **bug**. Change /g/ to /n/. What's the new word?

Child: **Bun**.

