

## **Phonological awareness games**

### **Copycats:**

Tell the children you are going to play a copying game. Clap out some simple rhythms for them to copy. When the children can copy a simple rhythm, introduce some words to clap. Start with the children's names and see if they can copy you when you clap their name. Use one clap for each syllable. You can use a drum to 'beat out' the syllables, or the drum pictures (attached) e.g. Jenny Gregson would be Je nny Greg son When the children can clap their own name ask them to clap out the name of one of the other members of the group.

### **Alphabet animals:**

Ask the group to think of an animal beginning with a given sound. e.g., "Amy, can you think of an animal that begins with 'b' sound?" "Jamel can you think of an animal that begins with a 's' sound?"

### **I went to the market:**

Introduce the letters/sounds and make sure the group can match the sound to the letter. I went to market: Play 'I went to market...' asking the children to think of things beginning with a given sound e.g., k sound – "I went to market and bought a cup, and a camera" etc. If the child makes a mistake repeat the word emphasising the first sound.

### **Hide and Seek:**

You will need the Contrasting sound pictures and the corresponding plastic letters to play this game. Before you start make sure the children recognise each picture. Explain to the group that you are going to hide the pictures around the room for them to find. Place the target letters in front of the group. Ask the first child to find a picture that has one of the target sounds at the beginning. e.g., "What sound does letter 's' say? That's right 'sss'. Now can you find a picture with the 'sss' sound at the beginning?" Continue until all the pictures have been found.

### **Syllable pairs:**

You will need about 20 cards from the Syllable cards to play this game. Make sure you choose pairs of cards that have the same number of syllables. Place the cards face down in a grid. Turn over two cards and clap out the syllables in each word asking the group to tell you how many syllables / claps for each picture. If the two pictures have the same number of syllables, then you keep the pair. If they don't, they are turned back over and play proceeds to the next player. The player with the most pairs at the end of the game is the winner.

### Rhyming pairs:

You will need the Rhyme cards to play this game. Place about 20 pairs face down in front of the group. Explain that words rhyme when the first sound (onset) is different, but the rest of the word (rime/rhyme) is the same. Turn over two cards. First, try saying each, by splitting them into onset and rime/rhyme. Ask them whether the rime/rhyme was the same in both. If it is, they rhyme! If the cards rhyme the player keeps them if they don't, they are replaced and play continues.