

LET'S RHYME

RHYME IS A VITAL PART OF LEARNING TO READ AS IT TEACHES CHILDREN TO TUNE INTO THE SECTIONS OF SOUND THAT MAKE UP WORDS. ALLITERATION IS ALSO A KEY SKILL THAT WILL HELP WHEN CHILDREN COME TO LEARN PHONICS.



GET READY TO READ



3 ACTIVITIES INVOLVING RHYME

1. Silly Soup - Grab a saucepan and a wooden spoon and ask your learners to help you make some 'silly soup'. This soup will contain invisible words that rhyme. You will create a rhyming string until it ends and then you will need to start another. Start with the word 'hat' and say, "I'm throwing in a hat and a bat, what else can go in?" Cat, mat, sat, gat... the words don't have to be real but they do need to rhyme. Pass the spoon and give the imaginary soup a stir after every few words. Good starter words: cat, dog, bin, man.
2. Animal Alliteration - Pick an animal and then give it a name starting with the same letter sound. For example: Cherry the Chetah, Rob the Rhino, Jerry the giraffe, Kim the cat. Note: The letter does not have to be the same but the letter sound does!
3. Quick object hunt - Challenge your learners to find 10 small objects around your setting. Lay the objects out and ask learners to say as many rhyming words as they can to match the object. Play along too and take a turn. Allow them to use nonsense words too and keep count labelling each object with the amount of rhyming words you could find for it to add extra challenge.

LINKING LETTERS TO SOUNDS

CHILDREN SHOULD LEARN THE SHAPE OF LOWER CASE LETTERS FIRST AND LINK THEM TO THEIR CORRESPONDING SOUND (PHONEME). YOU CAN TEACH THE LETTER SOUNDS BUT AVOID TALKING ABOUT UPPER CASE LETTERS AND LETTER NAMES TOO MUCH FOR NOW.

3 ACTIVITIES FOR LEARNING LETTER SOUNDS

Start with S and build lots of activities around one letter and sound.

1. Find an old magazine and hunt for things beginning with that sound - cut them out and stick as a collage onto a bubble drawn letter 'S'.
2. Play Word Tennis. Make cardboard rackets with a space for today's sound (giant post-it notes work well). You 'serve' with an 'S' word and your learner answers with another 'S' word. Include nonsense words too!
3. Find an old shoe box and cut 2 posting slots in the lid. Write some individual letters on the cards (s, a, t, p, i, n) making sure there are lots of each and challenge your learners to post all the 's' letters and all the not 's' letters in the right slot.



SOME JARGON REMINDERS...

PHONEME - THE SOUNDS HEARD IN WORDS. THE WORD SHIP HAS THREE PHONEMES, SH I P

GRAPHEME - THE LETTERS OR GROUPS OF LETTERS SEEN IN WORDS. THE WORD SHIP HAS THREE GRAPHEMES: SH I P



PLAY MESSY

MESSY PLAY IS FUN AND MEMORABLE. YOUR LEARNERS WILL MAKE EXCELLENT LINKS TO LETTERS WHILE EXPLORING DIFFERENT TEXTURES, COLOURS AND SOUNDS. WE CALL THIS KINAESTHETIC LEARNING! HERE ARE 3 IDEAS.

Gloop Play

1. Mix some corn flour with water onto a tray and practise writing the 'S' sound into the gloop while saying the sound. Use a variety of writing tools: a finger, a stick, some raw spaghetti...

Muddy Sounds

2. Collect some pebbles and use a felt tip (washable) to label the pebbles with some sounds (s, a, t, p, i, n). Hide the pebbles in a tray of soil or taste safe play soil (flour, cocoa powder and a little water) add some little flower pots and ask your learners to sort the sound pebbles into labelled 'sound' pots.

Colour Sounds

3. Have 4 pots of paint and 4 brushes available with some big paper. Label each colour with a sound eg. Yellow = S (s, a, t, p, i, n)
- When you say a colour, your learner writes the sound in the correct coloured paint with their finger or a brush!