

Roll a Letter, Pick a Sound

Literacy Skills / Letter Sounds



Materials

1. Prepare 30 index cards with simple word sort images. Images may emphasize beginning, ending, or medial sounds and/or word families. You need 10 cards for each sound or word family. Limit the total cards to 30, thus contrasting 3 sounds or word families at a time.

2. Label wooden cubes with the 3 sounds or word families. Since there are 6 sides to the cube, each sound will be repeated twice.

► Virginia SOLs

K.7, 1.6

Procedure

1. Students lay the 30 cards, face up on the floor. The cards should be shuffled.
2. The first player rolls the dice. The student says the sound that lands face up on the dice and finds a picture that matches the sound. For example, if the student rolls a /b/, s/he will select a picture of a bell.
3. The next student takes a turn. Eventually, there will not necessarily be a card that matches the sound rolled. If the student can not make a match, it is the next player's turn.
4. Students play until no cards remain. The student with the most cards wins.
5. VARIATION: This game may be made more or less difficult depending on the number of sounds and/or word families you choose to use. You may also include sounds on the dice that are not represented by picture cards. This game is simply a variation on a more standardized word sort. You may also include oddball picture cards and an oddball side to the dice for more advanced sorting.