Spin-A-Letter/Pick-A-Sound
Phonological Awareness / Beginning Sounds

Materials
1. A spinner divided into 3 to 4 sections with a letter or word feature in each section
2. Picture cards
3. Tic-Tac-Toe grid

Virginia SOLs
K.4, K.7

Procedure
1. To begin play, children take turns drawing picture cards and turning them face up on their boards in a 3x3 array until all the spaces are filled.
2. The first player spins and removes all pictures that begin with the sound indicated on the spinner. The pictures go into his/her “point pile.”
3. That same player draws enough pictures from the pile to replace the gaps in their board before play moves to the next student.
4. Play continues until a player has removed all pictures and there are no more to be drawn as replacements. The winner is the player who has the most pictures in his/her pile.
5. VARIATION: You can use the same materials to play a Tic-Tac-Toe game. Players prepare boards as described above, but when they spin they can turn face down the pictures that have that feature. The student who turns down three in a row wins.

A–Z Beginning Sound Cards

Apple, Bear, Cat, Dog, Elephant, Fish, Goat, Horse, Igloo
<table>
<thead>
<tr>
<th>A-Z Beginning Sound Cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jellyfish</td>
</tr>
<tr>
<td>Mouse</td>
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<tr>
<td>Penguin</td>
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</tbody>
</table>
A-Z Beginning Sound Cards

- Seal
- Turtle
- Umbrella
- Violin
- Whale
- Xylophone
- Yo-yo
- Zipper