

Resource Sheet - Segmenting (ages 5 to 6)

Definition: The ability to take apart units of speech.
(ie. sounds, syllables, or words within a sentence)

Make & Take: Syllable B-I-N-G-O

1. Each player receives a bingo card. The pile of cards are placed face down on the table.
2. Each child takes turns drawing a card from the pile, naming the picture or reading the word and decides how many syllables are in the word.
3. The child places the card on their bingo card on the number that corresponds with the number of syllables in the word.
4. If the child draws a card with the same number of syllables as another card already on their bingo card, they should return the card to the bottom of the pile.
5. Play the game until the child has a full card.

Song: Tell Me All the Sounds You Heard

(tune: Twinkle, Twinkle Little Star)

Listen, listen, to my word
Then tell me all the sounds you heard:
(say word) **RACE**
(continue slowly)
/r/ is one sound
/a/ is two
/s/ is the last in RACE, it's true.
Thanks for listening to my word,
And telling all the sounds you heard.

(It's best to use words of no more than three sounds (phonemes) when working with the segmentation of entire words. Segmentation is a difficult task for young children, so simple words should be used.)

Other Activities that Promote Segmenting

Head, Waist, Toes - Have all the children stand up. Say a three-phoneme word. Say each phoneme of the word separately and have the children place their hands on their heads, waists or toes to indicate whether the sound is at the beginning, middle or end of the word. Continue with other three phoneme words. (Phonemic Awareness 1997 Creative Teaching Press, pg. 51)

Graph It - Place the graph and the pile of cards on the table. Have the child draw a card, name the picture and decide how many syllables are in the word. The child places the card in the column on the graph with the same number as the number of syllables in the word. Repeat until the cards are gone. (Getting Ready To Read Creative 2002 Teaching Press, pg. 39-41)

Syllable Race - Give each player a racetrack, place the pile of cards on the table and have each child take turns drawing cards and placing them on their racetrack until each car has a card on it. If a player draws a card with the same number of syllables as another card already on a car, they should return the card to the bottom of the pile. (Getting Ready To Read 2002, pg. 35-37)

Check out this Resource Book

Phonemic Awareness Playing with Sounds to Strengthen Beginning Reading Skills

by: Jo Fitzgerald
Creative Teaching Press
ISBN: 1-57471-231-4

Check out this Website

<http://pals.virginia.edu/Virginia/Activities>