Phonics



Letter-Sound Correspondence

Letter-Sound Bingo



Objective

The student will match medial phonemes to graphemes.



Materials

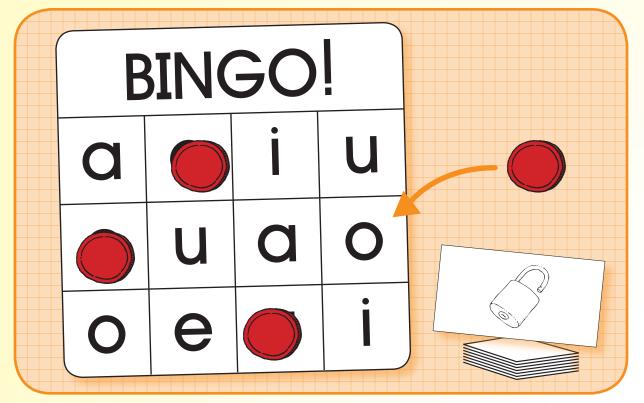
- Letter-sound bingo cards (Activity Master P.022.AM1a P.022.AM1c)
- Medial sound picture cards (Activity Master P.022.AM2a P.022.AM2d)
- Game pieces (e.g., counters)



Activity

Students match medial sounds of words to letters while playing a Bingo-type game.

- 1. Place the medial sound picture cards face down in a stack. Provide each student with a different bingo card and game pieces.
- 2. Taking turns, student one selects the top card from the stack, names the picture, and says its medial sound (e.g., "lock, /o/").
- 3. Each student looks for letter on his bingo card that corresponds to the medial sound (i.e., "o") and places one game piece on that letter.
- 4. Student one places picture card in a discard pile.
- 5. Continue until one student has a completed card and says, "Bingo!"
- 6. Peer evaluation





Extensions and Adaptations

Make other bingo cards (Activity Master P.022.AM3) for use with initial or final sounds.

BINGO!				
a	O		u	
6	U	a	O	
0	6	U		

P.022.AMIb

BINGO!				
0	U	a		
e		e	a	
U	0		e	

letter-sound bingo card

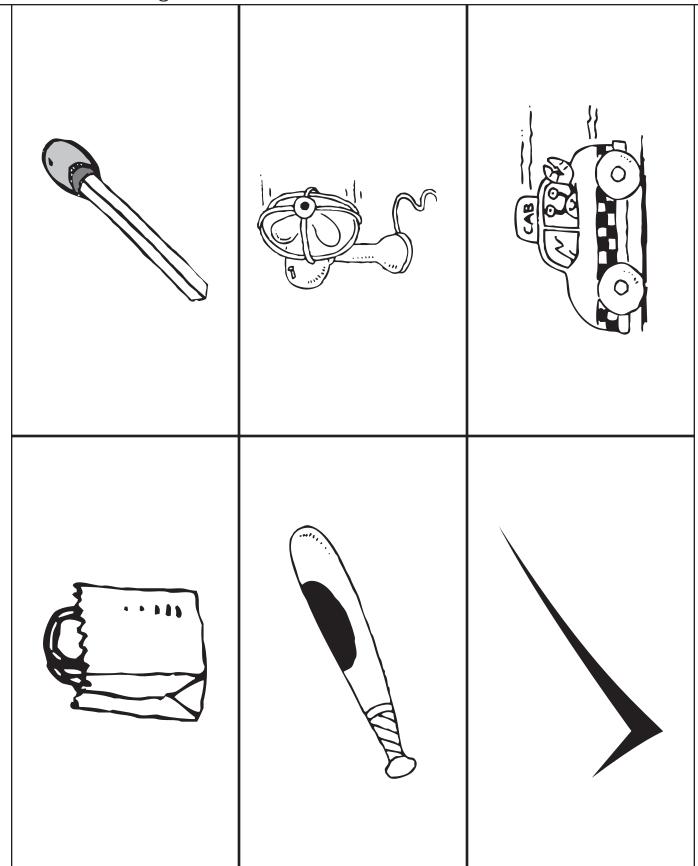
P.022.AMIc

BINGO!				
a	u	0		
O		e	a	
U	a		e	

letter-sound bingo card

Phonics

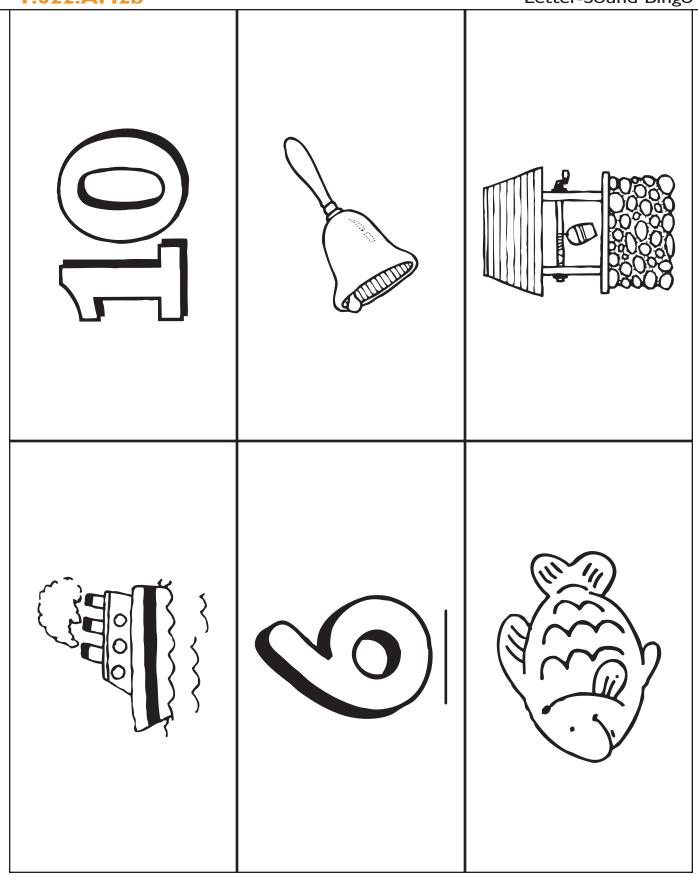
Letter-Sound Bingo P.022.AM2a



medial sound picture cards: match, fan, cab, bag, bat, check



Letter-Sound Bingo

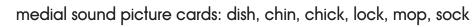


medial sound picture cards: ten, bell, well, ship, six, fish



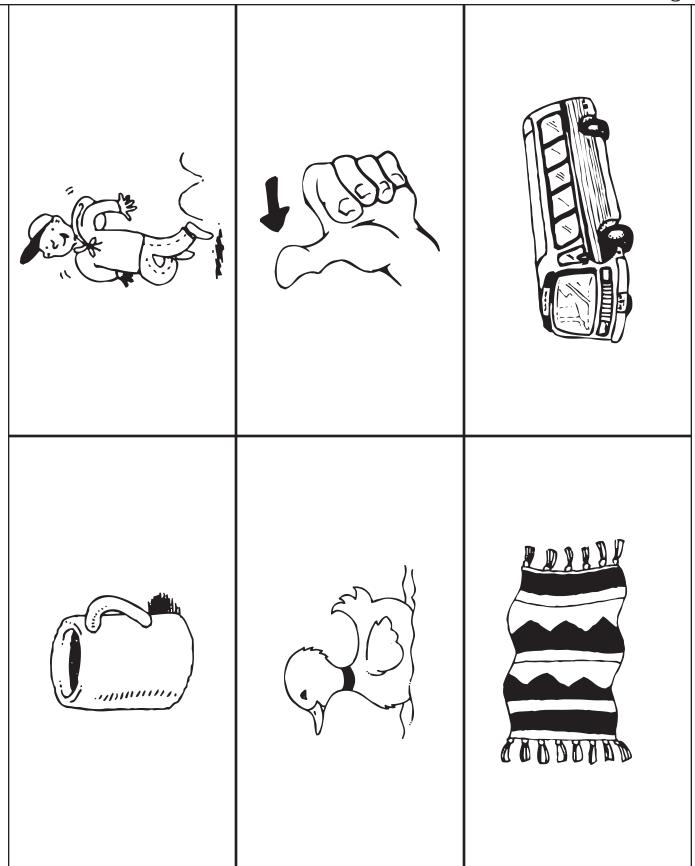
Phonics

Letter-Sound Bingo P.022.AM2c

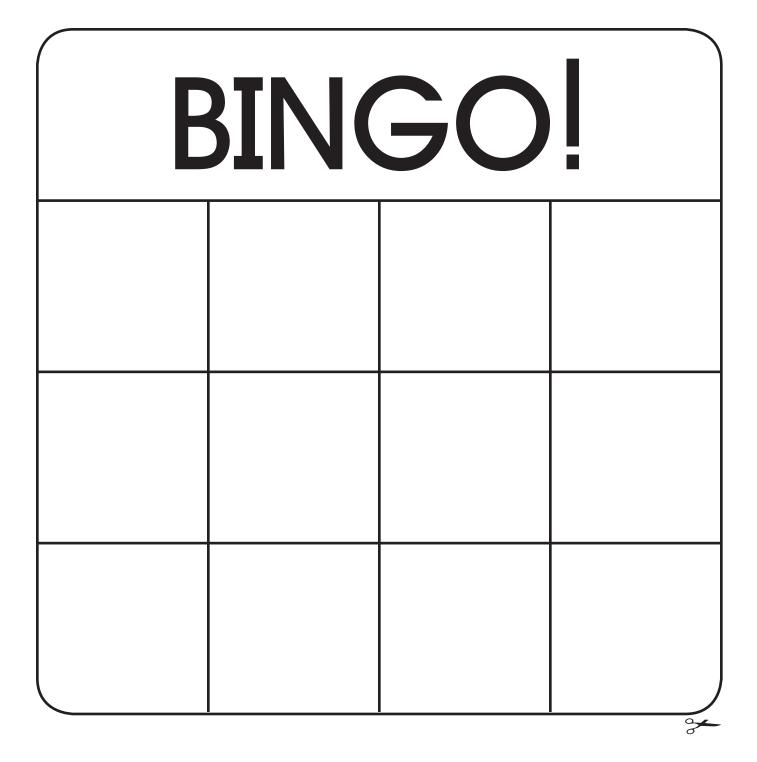




Letter-Sound Bingo



0



blank bingo card