



Objective

The student will combine final consonant blends with other letters to form words.

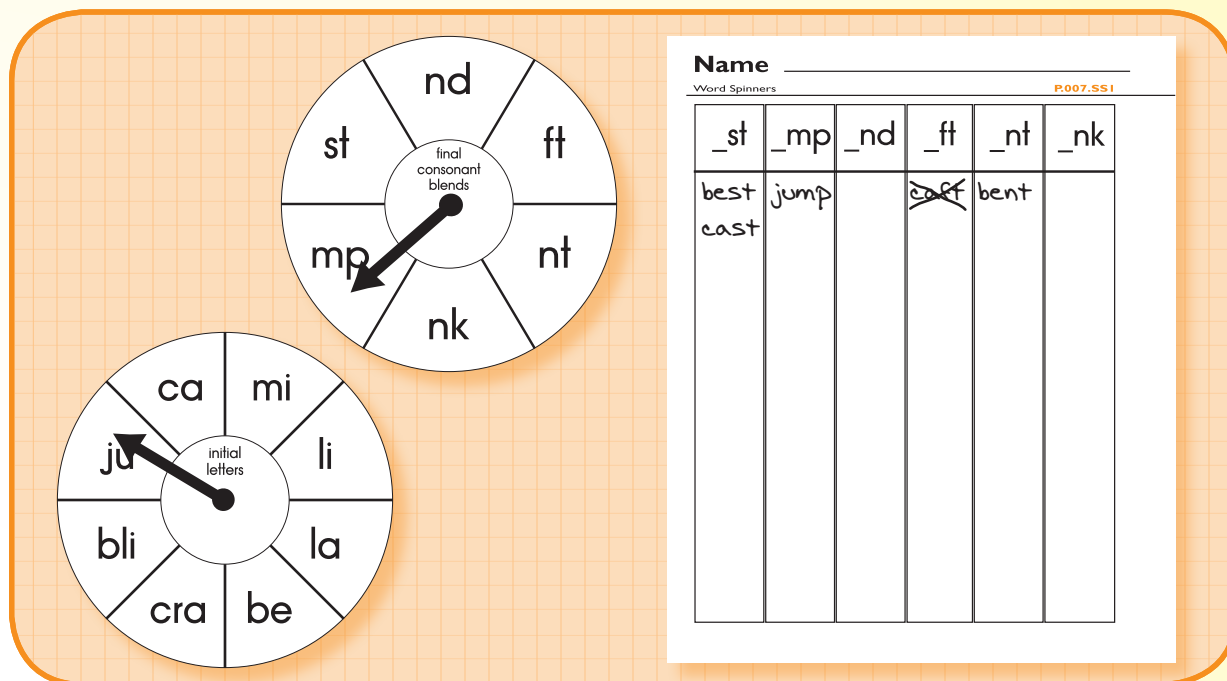
Materials

- ▶ Word spinners (Activity Master P.007.AM1a - P.007.AM1b)
Copy spinner on card stock.
Cut spinner and attach arrow with a brad.
- ▶ Student sheet (Activity Master P.007.SS1)
- ▶ Pencils

Activity

Students make words using initial letters and final consonant blends by playing a spinner game.

1. Place spinners at center (i.e., initial letters spinner on the left and final consonant blends spinner on the right). Provide each student with a student sheet.
2. Taking turns, students spin both spinners. Combine and write letters from spinners on student sheet under the corresponding final consonant blend. For example, if initial letters spinner lands on “ju” and final consonant blends spinner lands on “mp,” the student writes “jump” in the “_mp” column.
3. Read word and decide if it is real or nonsense. If nonsense put an “X” through it.
4. Continue until all possible words are made.
5. Teacher evaluation



Name _____

Word Spinners P.007.SS1

_st	_mp	_nd	_ft	_nt	_nk
best	jump		cast	bent	
cast					

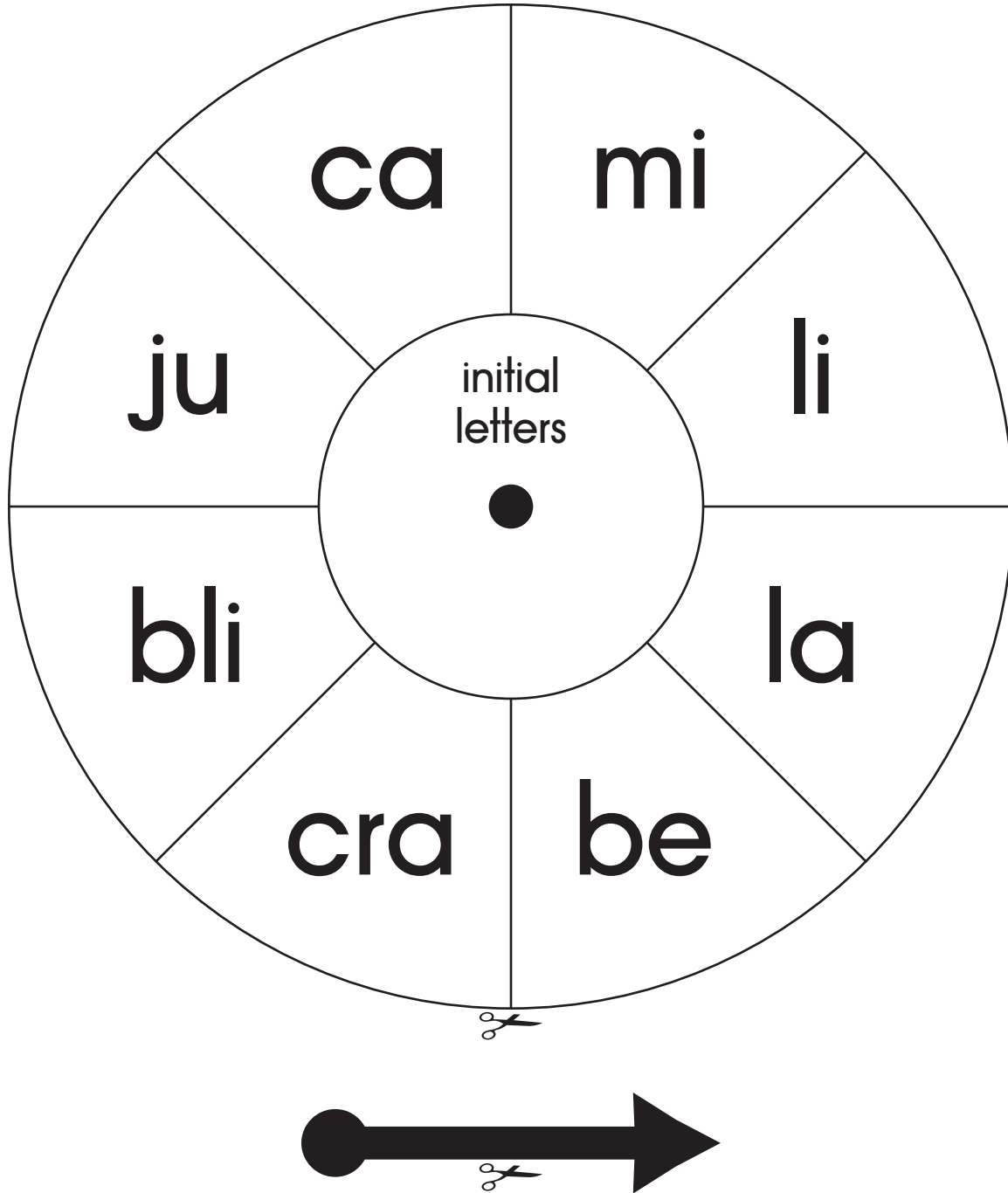
Extensions and Adaptations

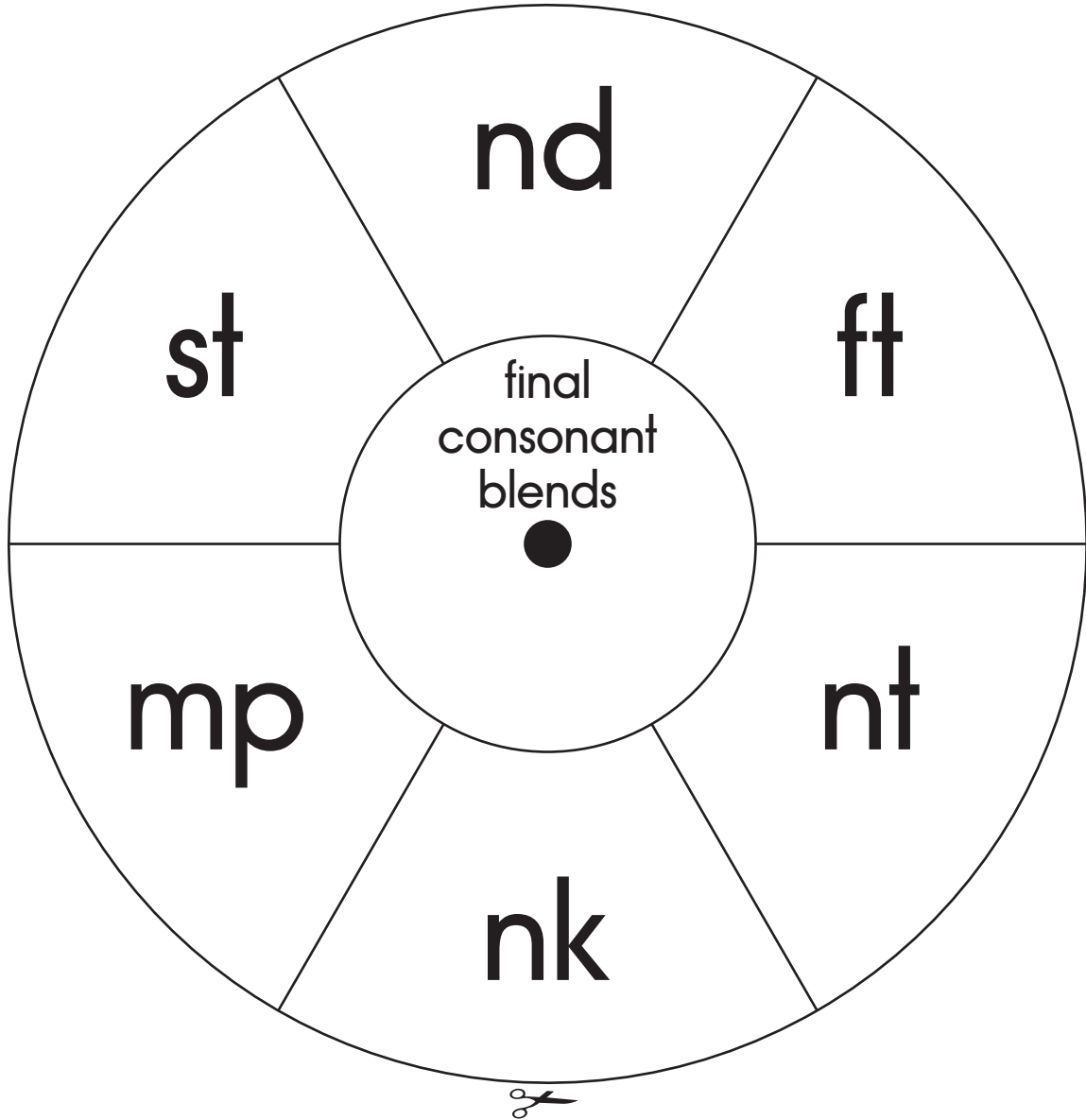
- ▶ Use other letters to make words (Activity Master P.007.AM2 and P.007.SS2).
- ▶ Dictate words to partner to spell.

Phonics

Word Spinners

P.007.AM1a



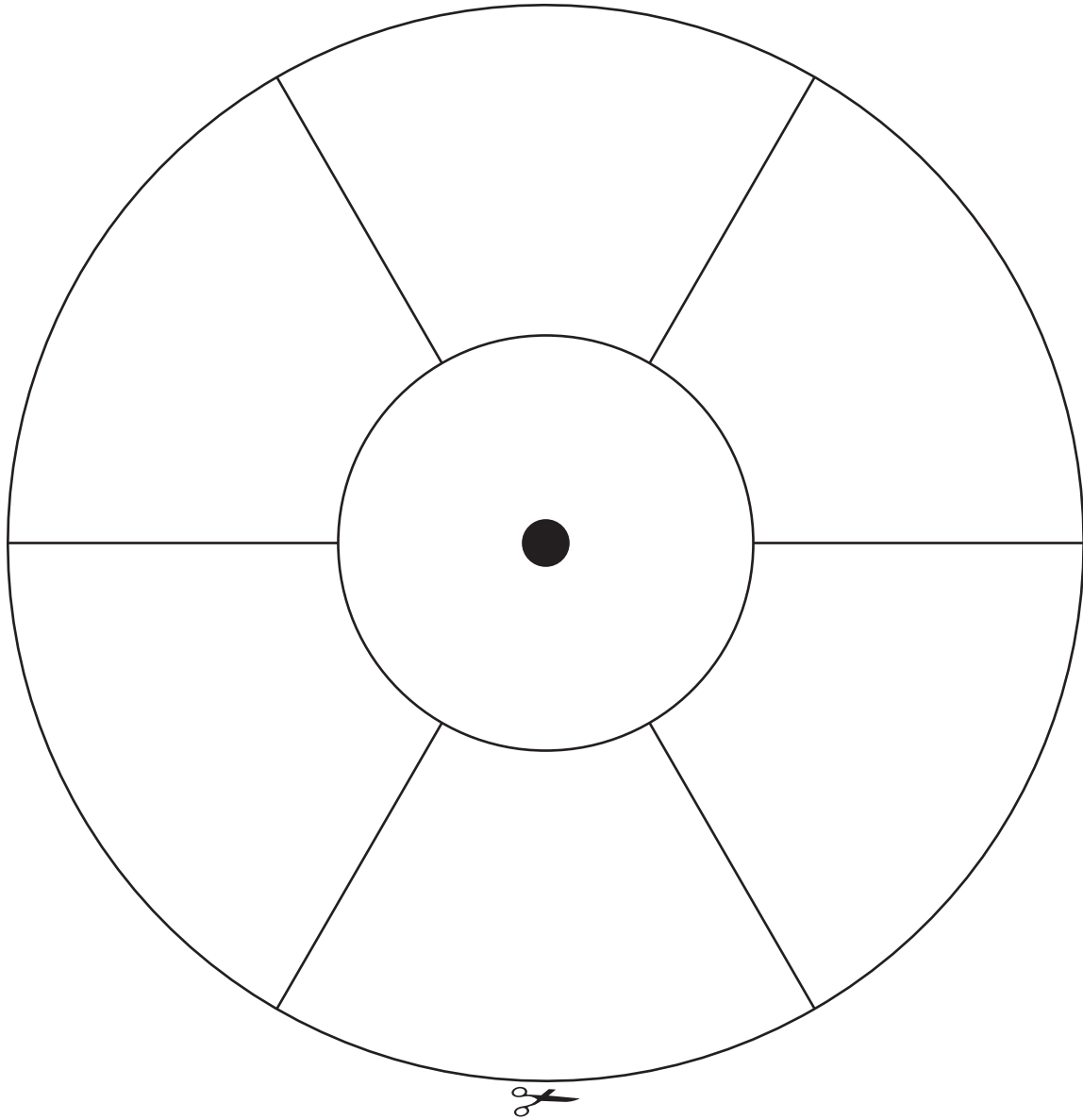


Name _____

Word Spinners

P.007.SSI

_st	_mp	_nd	_ft	_nt	_nk



Name _____

Word Spinners

P.007.SS2
