

### Phonemic Awareness Strategy

<b>Strategy:</b> The Name Game. The students will manipulate sounds, focusing on initial sounds.
<b>Appropriate Grade Level:</b> K-2
<b>Materials Needed:</b> <ul style="list-style-type: none"><li>• None</li></ul>
<b>Procedures/Steps:</b> Review with the students that an onset is the first consonant or blend in a word, and the rime is the last group of sounds beginning with the vowel. Together, the onset and rime create a word. When two words have the same rime, then they rhyme. Give an example using one student's name (Joe, toe: /j/ and /t/ are the onsets, long /o/ is the rime). Then, <ol style="list-style-type: none"><li>1. Pick one student's name to manipulate (be sure to ask permission).</li><li>2. Discuss which parts of the name are the onset and the rime. Tell students that they will be changing the onset, but not the rime part of the student's name. Brainstorm real and nonsense words that rhyme with that student's name.</li><li>3. Use the chosen name (Larry) in the following song: "Let's do Larry!" Larry, Larry, bo Barry. Banana, fanna fo Farry. Fe, fi, mo Marry, Larry!"</li></ol>
<b>Comments/Tips:</b> <ul style="list-style-type: none"><li>• Think of more names (classmates, teachers, friends) or words (this game works well with ending blends, digraphs, and diphthongs) to manipulate in order to create new verses to the song.</li></ul>
<b>Source:</b> Scammacca, N., Vaughn, S., Roberts, G, Wanzek, J. and Torgesen, J. (2007). Extensive Reading Interventions in Grades K-3: From Research to Practice.