

**Objective**

The student will match initial phonemes to graphemes.

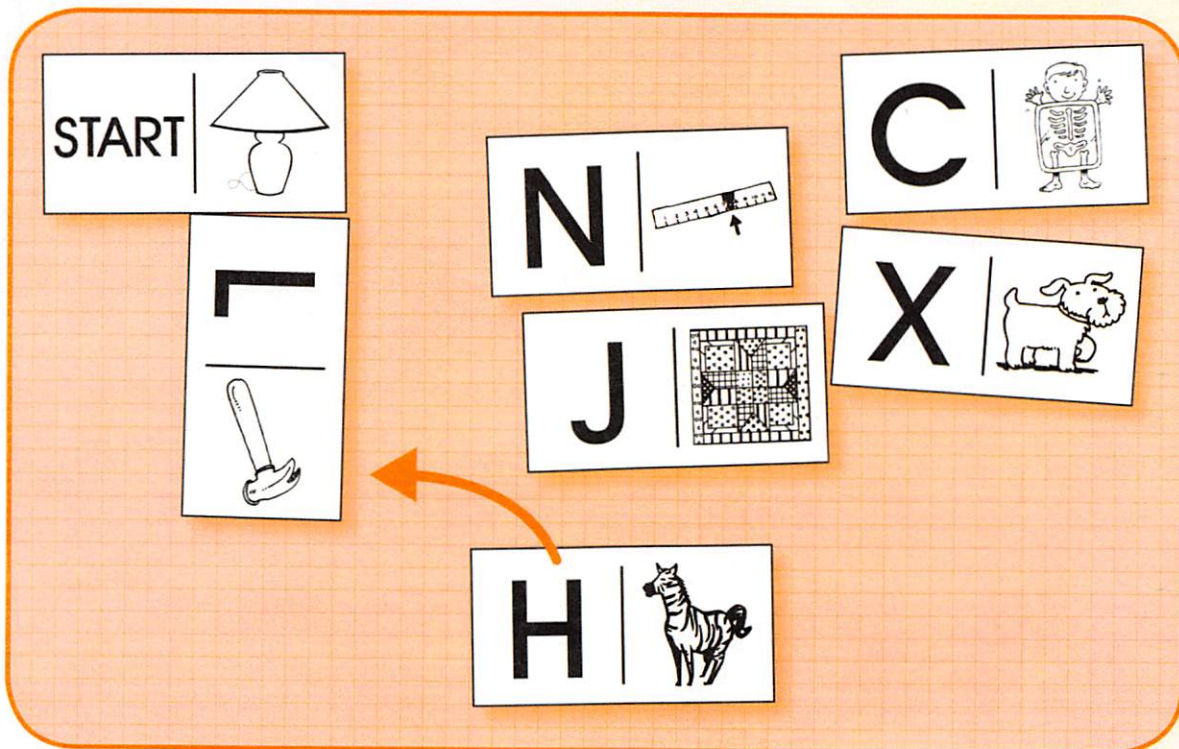
**Materials**

- ▶ Picture/letter domino cards (Activity Master P.016.AM1a - P.016.AM1e)
Copy on card stock, laminate, and cut.

**Activity**

Students match initial sounds of pictures to letters while playing a domino game.

1. Scatter domino picture cards face up on a flat surface.
2. Taking turns, student one places the START domino on the table, names the picture on the other side of the domino, and says its initial sound (i.e., "lamp, /l/").
3. Looks for a domino with the letter that corresponds to the initial sound, names it, and says its sound (i.e., "l, /l/"). Connects the two dominoes.
4. Student two names the picture on the other side of the domino (i.e., "hammer"), says its initial sound (i.e., "/h/"), and finds the domino with the corresponding letter. Names the letter and says its sound (i.e., "h, /h/"). Connects it to the domino.
5. Continue until all dominoes are connected.
6. Peer evaluation

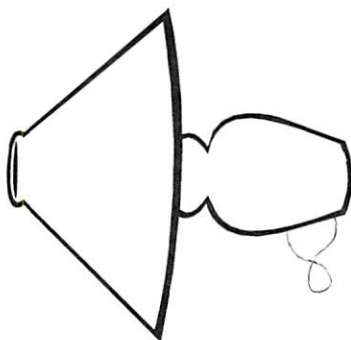
**Extensions and Adaptations**

- ▶ Make and use final sound picture/letter domino cards (Activity Master P.016.AM2).
- ▶ Make and use medial sound picture/letter domino cards (Activity Master P.016.AM2).
- ▶ Make and use upper- and lowercase letter domino cards (Activity Master P.016.AM2).

Phonics

Letter-Sound Dominoes

P.016.AMIa



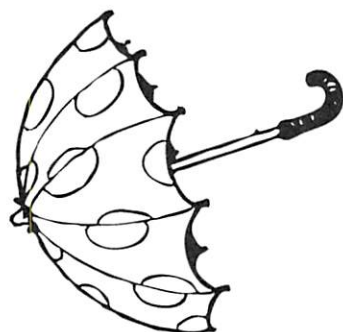
START



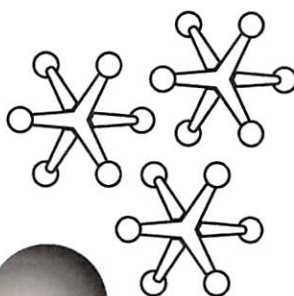
L



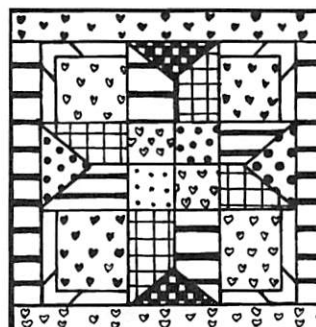
H



Z



U



J

domino cards: START/lamp, L/hammer, H/zebra, Z/umbrella, U/jacks, J/quilt



Q

Q



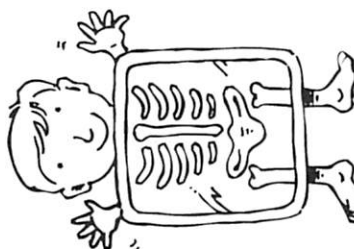
N



I



M



C



X

domino cards: Q/nine, N/inch, I/monkey, M/cat, C/x-ray, X/dog



Phonics

Letter-Sound Dominoes

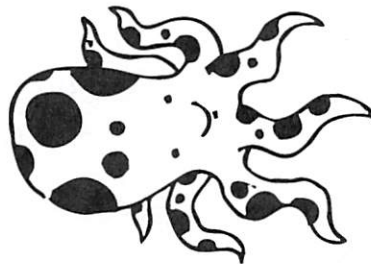
P.016.AM1c



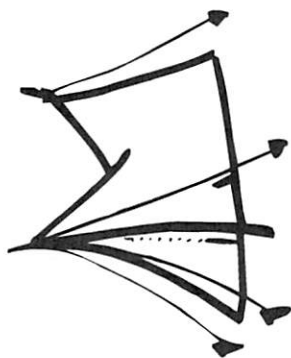
D



W



P



O



T



K

domino cards: D/wink, W/pencil, P/octopus, O/tent, T/kiss, K/grapes



Phonics

P.016.AM1d

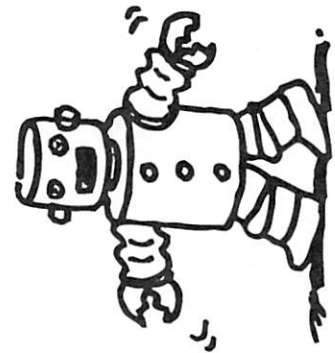
Letter-Sound Dominoes



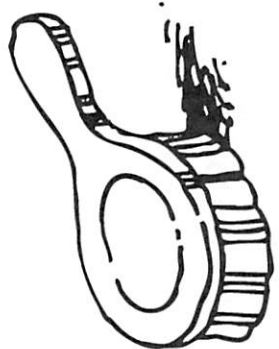
G



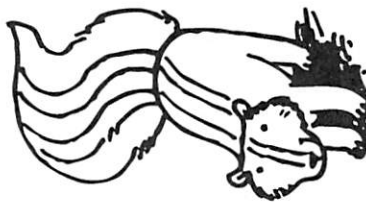
Y



E



R



B



S

domino cards: G/yak, Y/egg, E/robot, R/brush, B/skunk, S/ant

