



The Rhyme Set

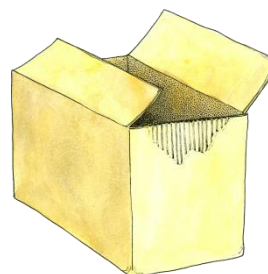


The Rhyme Set provides a variety of resources which enable a wide range of teaching games and activities. The Set is appropriate for school and home use.

Contents

The Set contains two rhyming picture card sets and two sets of word family cards. Picture Set 1 has a blue backing and Picture Set 2 has a yellow backing. Word Family Set 1 has a yellow backing and Word Family Set 2 has a blue backing.

There are also four bingo boards. Each bingo board has a blue side and a yellow side. The blue side is intended to go with Picture Set 1 (blue backing) and the yellow side goes with Picture Set 2 (yellow backing). See the instructions for rhyming bingo using these materials. All materials are laminated and a wipe-clean pen is provided, so that you can write letters in on the blank bingo boards. See the insert card for instructions on caring for your materials. The set also includes four sets of counters for the bingo games.



Picture Lists

Blue Set				Yellow Set			
bee	tree	key	ski	ship	whip	skip	zip
blocks	socks	fox	box	bar	star	car	jar
boat	coat	moat	goat	bed	thread	bread	shed
brain	train	plane	crane	bell	well	smell	shell
cat	mat	hat	rat	big	twig	wig	pig
drink	sink	wink	ink	chest	west	vest	nest
fight	knight	light	kite	clock	lock	knock	rock
king	ring	swing	string	dog	frog	log	jog
nail	snail	sail	tail	fan	man	pan	van
rake	cake	shake	snake	band	sand	hand	land
				locket	pocket	rocket	socket

Word Family Lists

Yellow Set (basic)				Blue Set (Higher level)			
back	stack	sack	tack	ask	task	cask	mask
bell	fell	sell	shell	below	crow	blow	snow
bet	met	jet	set	best	chest	nest	rest
bin	fin	tin	skin	cable	fable	table	stable
bold	sold	told	cold	dash	splash	trash	smash
but	hut	shut	cut	deep	sheep	steep	seep
can	van	ran	man	dirt	skirt	flirt	squirt
cat	mat	hat	flat	ditch	hitch	witch	switch
hop	top	mop	shop	faint	quaint	paint	saint
ring	sing	wing	thing	long	song	strong	wrong
Old Maid Card				Old Maid Card			

Each set contains an Old Maid Card, which enables the set to be used for the game, Old Maid. The game materials mean that there is a wide variety of games and sorting exercises, including matching, memory/concentration and Happy Families.

The Rhyme Set cards can be used with other game materials and can be used alone in the games described below.

Remember that the cards can be used for many other activities. By definition, the rhyming pictures are single-syllable words. The cards can therefore be used to practice initial sounds, end sounds and medial vowel sounds.



Rhyme Set Instructions - General

The ability to 'detect' rhyme is crucial for literacy development. Research shows that, with 3-5 year old 'pre-readers', the single most accurate predictor of later literacy success is the ability to detect rhyme. The term 'detect rhyme' just means that they can recognise the same rhyming pattern when it occurs. This ability is crucial for developing *analogical transfer*, which is one of the most important skills in literacy acquisition.

It is important to ensure that the learner understands the concept of rhyme. When teaching this concept, it is important that the learner realises that rhyming is not just the end sound, but the end 'chunk' of the word. Give several examples to check your learner understands this. A useful activity is to choose three cards, two of which rhyme. Place them side by side, saying the word out loud as you do that. Then ask:

"Which two pictures end in the same chunk?"

With a learner with major phonological difficulty, you may have to repeat the words several times for them to notice the same chunk at the end. If this is unsuccessful, get the learner to say each word, noticing how their mouth moves as they say each word.

Practice with different sets of 3 picture cards until the learner is reasonably confident about picking the rhyming pair.

Game Suggestions

Remember that many younger children enjoy sorting activities and will happily sort the packs into rhyming sets.

Another simple activity idea is to lay out a row of 4 or 5 cards. The learner has to identify the two or three cards which rhyme. Alternatively, they can find the 'odd one out'.



Encourage players to say the rhymes aloud to see if they are the same. If a learner has great difficulty hearing rhymes, you may need to get them to say two words and notice the way their tongue and mouth move for different sound patterns.

Rhyme Game 1 (can be played with either pack)

This game is ideal for 2-3 players. You can have 4-5 players, but it will take longer and need both packs.

Shuffle the cards and place 4 cards in a row face up in the middle of the table. Make sure that you have 4 different rhymes.

Share the remaining cards equally among the players. Each player places his pack face down in front of him.

Players take turns to turn up the top card of their pack and see if it rhymes with one in the middle. If it does, the player places it face up on top of the corresponding card and has another go. If it does not rhyme with any card on the table, the player places it face up in front of himself and play passes to the next player.

Each player will gradually accumulate a row of cards in front of himself. Cards should be put in rhyming sets.

If the card turned up does not rhyme with one of the original row of 4 cards, the player can see if he can place it on one of his opponents' sets. If he can, he gets another go.

Each player's turn finishes as soon as he has to put a card on his own pile or in front of himself.

The winner is the first person to get rid of all of his cards.

Game 2 – Old Maid (3-5 players)

You will need a rhyming pack + the 'old maid' card (check that the backings match!). You can play this with picture cards or word cards.

Shuffle the cards and deal out all the cards. Players hold their cards in their hands in a 'fan', making sure that no-one else can see them.

Before starting to play, each player lays down any pairs of word family cards on the table in front of him. Cards must only be laid down in pairs, not in threes. The player should read the words if using the word pack.

The player to the dealer's left then starts by offering his cards to the player on his left. That player chooses a card (unseen) and adds it to his own pack. If that makes a new pair, he lays it down. If he has picked the 'old maid' card, he has to keep quiet about it, so the other players do not know who holds the card. He holds his card in a fan for the player on his left to pick a card.

Play continues until all of the pairs have been placed on the table. One player will be left with the 'Old Maid' card. The aim of the game is not to be that player!

Game 3 – Happy Families (3-4 players)

This is one of the games which can be played with the word family cards. Choose the appropriate level of vocabulary according to the reading level of your pupils. Practise reading the words together first.

Shuffle the cards and deal out all the cards. Players take it in turns to ask another player if they have a card. If that player has the card, he/she must hand it over and the player who requested the card gets another turn.

Players can only request a card if they hold another card in the same 'family' in their hand.

When a family is complete (i.e. all 4 rhyming cards), it is placed on the table in front of the player. The player with the most rhyming families at the end of the game is the winner.

This is quite a challenging logic and memory game. It is great fun with older pupils, but probably too complicated for some younger ones.

Game 4 - Bingo (2-4 players)

Each player has a bingo board (same side up). Use the set of picture cards with the backing of the same colour. Place the picture card pack face down in front of the players.

Each player takes it in turns to turn over the top card. If it rhymes with one of the words on his card, he keeps the card and places a counter on that square. If not, he discards the card face up next to the pack. The next player can take this card or turn over the top card of the pack. The winner is the first person to cover all the squares.

Game 5 - Memory game 1

Take a selection of cards (pictures or words), including only pairs or sets of four. Shuffle them and spread them face down on the table in a grid pattern. Players take turns to turn over two cards. If they are the same rhyme or spelling pattern (when using wordcards), the player keeps that pair of cards and has another go. If they were not the same, they are turned face down again and the next player takes a turn.

The aim is to remember where pairs of cards are and 'claim' as many pairs. The winner is the one with the most pairs when all of the cards have been claimed.

Game 6 - Memory game 2

Place a selection of cards face upwards on the table. Allow the learner to study the cards for a few minutes, telling them to remember which cards are there. Then ask the learner to close their eyes and you remove a card, rearranging the others slightly to disguise the 'gap'. Ask the learner to open their eyes and tell you which card is missing. Good for visual memory. Encourage the child to say the items out loud (reinforces auditory strategies).

Game 7 - Memory game 3

Use a small box or bag. Place several cards into it, one at a time, showing the learner each card and saying its letter (or naming the picture). When all the cards are in the box/bag, ask the learner to tell you which ones are inside. Start with one 3 or 4 and build up as the learner's memory improves.

Game 8 - Memory game 4

Spread all the cards face upwards on the table. Explain that you want the learner to remember which cards you touched. Then touch 3 cards at random, saying the letter/picture name out loud. Ask the learner to touch the same cards, in the same order. Increase the number touched as the learner becomes more confident.

Vary the above activity by asking the learner to touch the cards in reverse order. This builds working memory and develops concentration. Be careful, though. It is **much** more difficult.

Game 9 - Memory challenge

A useful (and fun) memory challenge, which develops auditory sequential memory, working memory, word retrieval and sequencing:

Place 3 or 4 picture cards face up in a row, saying the name of the picture out loud as you do it. Then get your learner to go through them with you, saying the name again out loud.

Go through the row, turning each card face down as you both say the name again out loud. Then ask your learner to name each card from the beginning of the row before you turn it face up to check. If your learner gets to the end of the row with all the pictures correct, add another card, saying the name aloud.

Each time you turn the cards face down, you both say the words (this develops auditory memory). Then the learner goes through independently, saying the word before you turn the picture over to check. Each time the learner gets it correct, you add a new picture card at the end of the row. The challenge is to see how many pictures you can do.

Variation: It is very useful to vary this from time to time. After your learner has done a couple of correct 'recitals', challenge them to recite the pictures backwards (turning the pictures over from the end!).

Other game/activity ideas for language development

Verbal reasoning

Choose picture cards in a particular category (living things, furniture, things you can eat, things with four legs). Place several cards in a row, with one which does not belong to that category. The learner has to identify which is the odd one out.

Sight vocabulary

Use a non-permanent pen and write the names of objects beneath the picture to help develop a sight vocabulary.

Additional materials

There is an extensive range of computer activities and printable resources covering rhyming skills on the Steps software program. A 15-day free trial can be downloaded from the website.



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Have fun!

