<u>Pre-K Songs and Games for Phonological</u> <u>Awareness and Letter Recognition</u>

<u>Mystery Sounds Game</u> - Phonological Awareness/Beginning Sounds

- 1. Mix the sound tub items (for the week) with the other random sound tub items.
- 2. Put them in the feely box.
- 3. Students take turns putting there hand in the box and pulling out one item. They name the item.
- 4. The teacher asks, "What do you hear?" The student will say the correct sound or some other sound.
- 5. Example: If it is a /k/ item, the student will choose to give it to Ms. K. If it is not a /k/ item it goes to Mr. Nobody (a puppet with no sound).
- * Note* During review weeks you may use more than one sound and one puppet to choose from.

We now have **The Alphabet Sound Box** from Lakeshore which is basically the same game.

Rocket Game - Phonological Awareness/ Beginning Sound

You will need a toy rocket for this game (Dollar Store or one made from a paper towel tube), Alphabet Sounds Photo Cards (Lakeshore). Choose the (letter of the week) sound cards, as well as some other random cards without that sound.

1. Mix up and lay out the cards you have chosen. Point to each card as you say the name of each picture (great vocabulary builder!). The students repeat the word.

- 2. Speak with your letter puppet. She let's the students know that the rocket is MAGIC! It only flies if the picture card starts with her sound.
- 3. The rocket is on the ground. The teacher puts her hand around it. She points to a picture. Everyone says the word. Ask the students, "What do you hear?" If they say her sound, the teacher shakes the rocket and it moves up a little. If it is not the correct sound, the rocket remains in the same position. The goal is to get the rocket high in the sky, moving it up a little more for each correct sound. The students think it's REAL!

 Note This game may be used for any letter sound. This game may also be used in many other ways. For example, it could be a horse that only jumps the fence when the right sound is heard, or car or a boat only moves when the right sound it heard. Use your imagination!

<u>Letter Monster</u> - Phonological Awareness/Beginning Sounds

1. To make the Letter Monster: Cut out a big squiggly circle from the butcher paper, that can fit on the poster board. Draw a monster face on it. Make the mouth straight. Attach your monster toward the bottom half of the poster board. On the top half, write the following poem:

Letter Monster, Letter Monster, Munch, Munch, Munch. What letter is for your lunch?

Next to the word lunch, put a library pocket. Game should be laminated. After laminating, use a penknife to cut a slit in the monster's mouth big enough to "eat" the cards. Also open the library pocket with penknife. Insert an index card with the letter of the week on it.

2. To play the game: Read the poem with the students. Pull out the index card to confirm that the Monster is eating. **Example:**/k/ sound words today.

- 3. Have your /k/ sound cards mixed with random others, in your hand.
- 4. Hold up a card. The students say the name. Ask them, "What do you hear?" Ask them, "Is the monster going to eat it?" If it is a /k/ picture, they should say, "Yes!"
- 5. The teacher then slowly slides the card in his mouth while making munching noises and it disappears. If it is not a /k/ sound picture, he starts to eat it, then spits it out and the card falls on the floor.

Note May also be used as a Rhyme, Number or Color Monster

<u>Five Letter People</u> - Phonological Awareness and Letter Recognition

- 1. Sit in a circle with the students on the large rug. Lay your Letter Puppet of the week and several other puppets in a line in the middle of the rug.
- 2. Sing the following song to the tune of "Five Little Ducks": Five Letter People went out one day.

Over the hills and far away.

When the teacher called /k/, /k/, /k/,

Only the letter (pause for student response) K came back.

3. Remove that Letter Puppet and continue with other puppets and sounds. Ask the students how many Letter Persons are left? *Note* To individually assess you could hand the five Letter People to five students. They could walk around the room

acting out the song. When the teacher calls their sound, they should know to return to the teacher.

Here I Am - Phonological Awareness and Letter Recognition

- 1. Sit with the students on a large rug.
- 2. Select five students. Hand them each a different puppet (5 puppets total).
- 3. Students will hide the puppets behind their backs.
- 4. The class sings the following song to the tune of "Where is Thumbkin?"

Class Sings: Example: Where is K? Where is K? Student with

Ms. K holds her out and sings: Here I am. Here I am.

Class sings: What do you say? What do you say?

Student sings: /k/, /k/, /k/, /k/, /k/, /k/.

Continue singing for the other puppets to come out and make their sound.

Morning Message - Letter Identification

- 1. Run the laminating machine, not putting anything in it. Make the piece of laminating film large enough to cover the morning message.
- 2. Clip it over the morning message.
- 3. At center time students may come and use a dry erase marker to circle all the n's or whatever the letter of the week is. They can then erase it for the next child.

<u>Clapping Gloves</u> - Phonological Awareness / Syllables

This is a game to reinforce clapping syllables in words.

- 1. In a basket, provide a several pairs of gloves and set of picture card.
- 2. On the back of each picture card write the number of syllable in the word.

- 3. The children put on their "clapping gloves" and choose a picture card.
- 4. They clap the number of syllables in the word and check themselves by turning the card over.