

## Blending Game Bingo

### Item #114

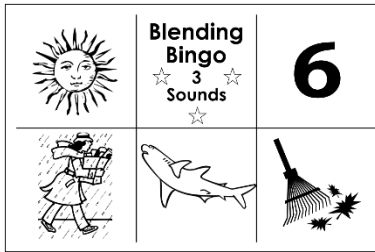
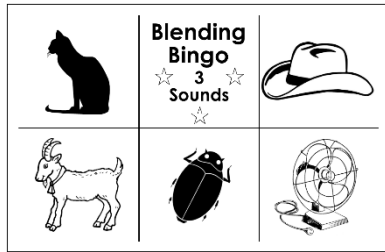


IMAGE #48, IMAGE #169

Purpose:

- To blend sounds into words in preparation for learning to decode
- To model phoneme segmentation for the student
- To prepare the student to understand the alphabetic principle at the word level
- To prepare the student to encode and decode 3 letter words

Activity:

1. Give the student a Blending Game Bingo card.
2. Call out a picture you see on the student's card by segmenting the word into sounds.  
*Where is /c/.. /a/.. /t/?*
3. The student will place a game piece on the picture of CAT and say "cat."
4. Continue calling out pictures on the student's card by segmenting the words into phonemes.  
*Find the /b/.. /u/.. /g/?*  
*Where is /sh/.. /ar/.. /k/?*
5. When the student fills up his game card, have him choose another card and continue the game.
6. Show the student the picture for this activity on the Activities with Sounds self-checking practice sheet. He may ask a teacher to play this game with him during practice sessions.

Notes:

- The Blending Bingo Game teaches the student how to blend sounds into a word he knows. Later when he is decoding, he will sound out letters and blend them into words.
- Each time you give the student sounds to blend, you are modeling for him the breaking apart of spoken words into individual phonemes. He will use this phoneme segmentation skill to learn to spell (encode) and read (decode) words.
- Don't ask a student to segment a word unless you are relatively sure he is ready to do so.
- Later, when he is able to segment words, the student can play the role of teacher (or "bingo caller").
- The Blending Game activities should be done parallel to work with beginning sound isolation.
- When appropriate for an individual student, introduce The Blending Game Bingo cards that have 4 phonemes and are more challenging.
- Working with words that have 4 phonemes prepares a student to read and spell 4-letter short vowel words like FLAT, DUST and STOP.