

Letter & Picture Match

Item #218



Prerequisite skill: The student can recognize cluster #1 letters.

Materials: Letter & Picture Match cards for cluster #1 letters A-G-H-M-S

Purpose:

- To practice matching beginning sounds to printed letters
- To gain stronger recognition of the cluster #1 letters

Activity:

1. Place the deck of Letter & Picture Match cards face down.
2. Take a card from the deck and identify the beginning sound of each picture to see if it matches the letter. If it matches, it gets a game piece.

SEAL starts with /s/. That letter is not a /s/.

GIRL starts with /g/. That letter is a /g/. I'll put a game piece on GIRL.

3. Continue in the same manner until game pieces have been placed on the appropriate pictures.
4. Carefully slide the completed card near the top of the workspace to begin forming an orderly display of the completed work.
5. Take another turn in order to model the process clearly.
6. Invite the student to have a turn and alternate additional turns as needed until he can work independently.
7. Show the student the image for this activity on the Cluster 1 Alphabet Activities self-checking practice sheet. He may now choose to play this game during practice sessions.

Notes:

- It is important that the teacher demonstrate this game by beginning with the picture and then seeing if the sound matches the letter. Always move from speech to print, from sound to symbol.
- The student is not asked to read the letter, only to *recognize* it when prompted by the beginning sound of a picture.