



# Phonemic Awareness

PA.018

Phoneme Segmenting and Blending  
Break and Make

## Objective

The student will segment and blend phonemes in words.

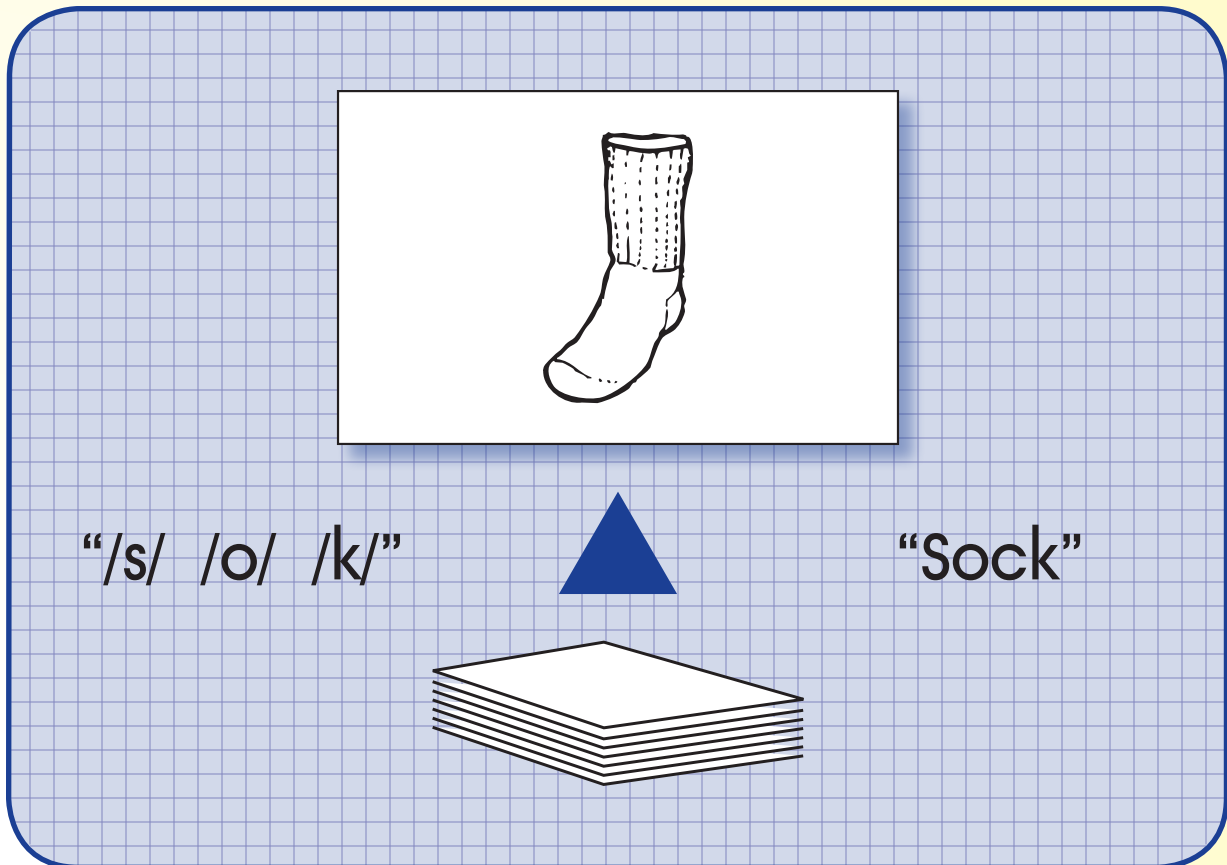
## Materials

► Picture cards (Activity Master PA.018.AM1a - PA.018.AM1e)

## Activity

Students segment and blend phonemes to make words by playing a picture card game.

1. Place picture cards face down in a stack.
2. Taking turns, student one selects the top card from the stack (without revealing the picture), and orally segments the name of the picture into phonemes (e.g., “/s/ /o/ /k/”).
3. Student two blends the sounds back together to identify the object (e.g., “sock”).
4. If correct, student two keeps the picture. If incorrect, picture card is placed at the bottom of the stack.
5. Reverse roles and continue until all cards are used.
6. Peer evaluation



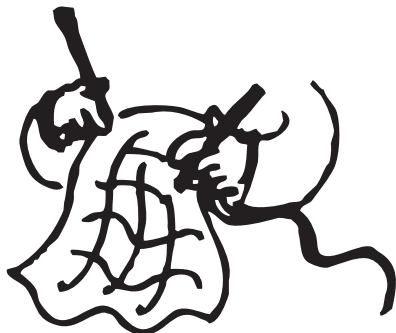
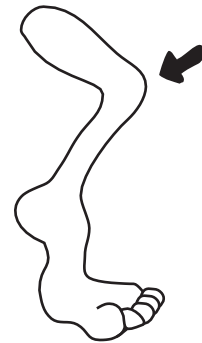
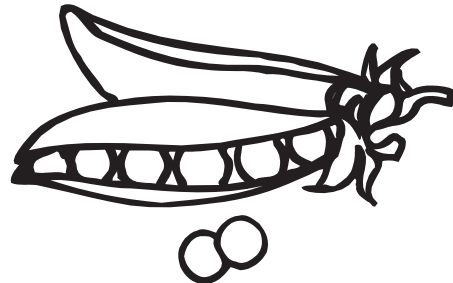
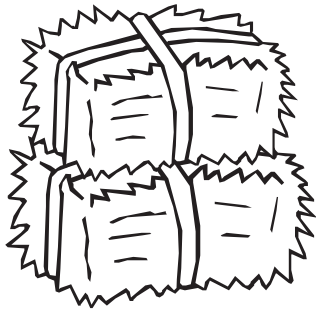
## Extensions and Adaptations

► Sort by number of phonemes.

# Phonemic Awareness

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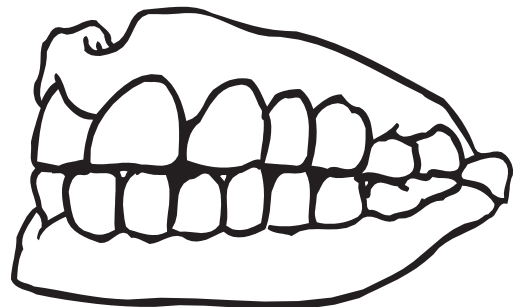
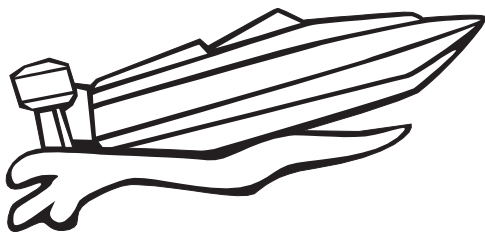
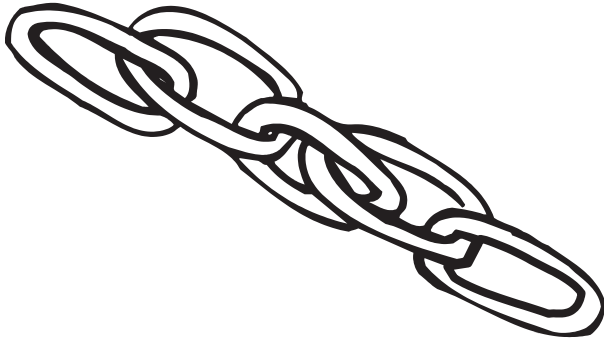
hay - 2, jar - 2, cow - 2, pea - 2, saw - 2, knee - 2, sew - 2, toe - 2



# Phonemic Awareness

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Break and Make



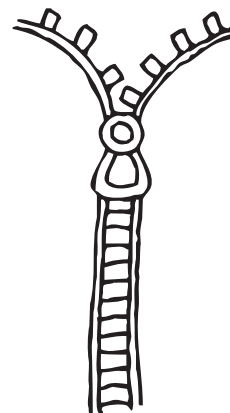
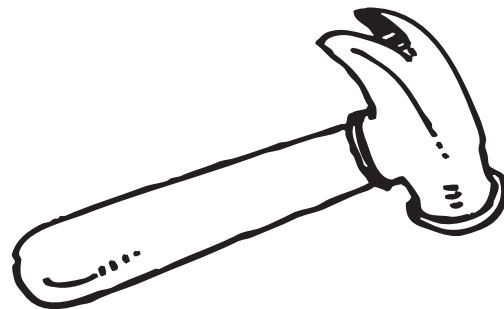
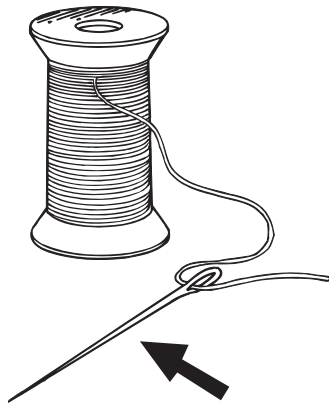
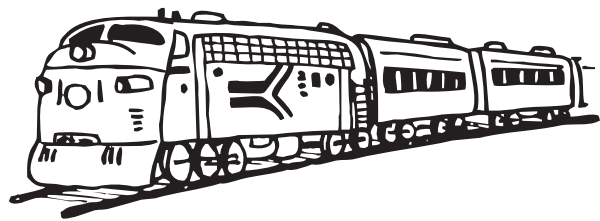
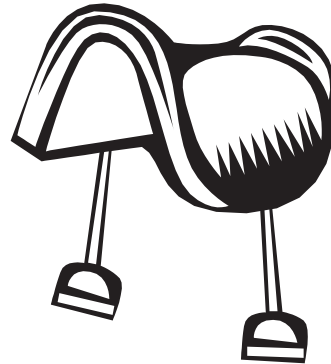
chain - 3, girl - 3, feet - 3, house - 3, boat - 3, sock - 3, seal - 3, teeth - 3



# Phonemic Awareness

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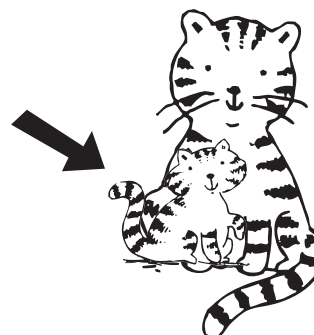
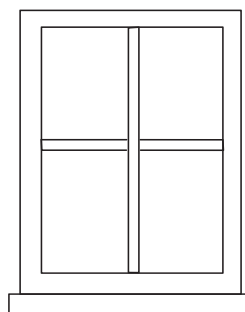
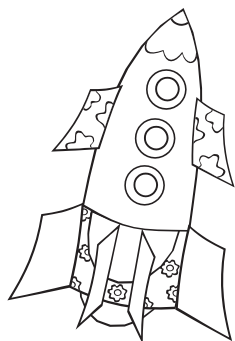
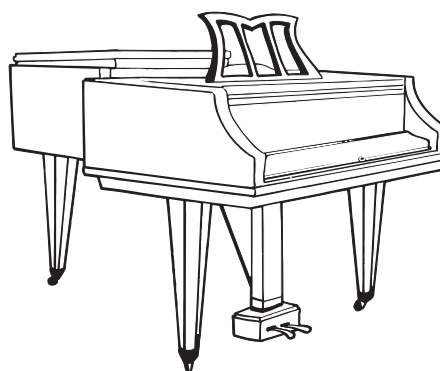
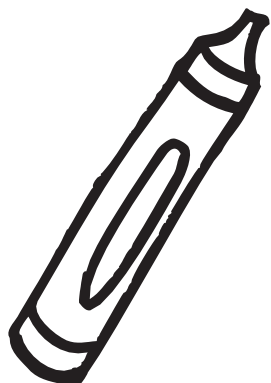
tent - 4, saddle - 4, drum - 4, train - 4, needle - 4, hammer - 4, bottle - 4, zipper - 4



# Phonemic Awareness

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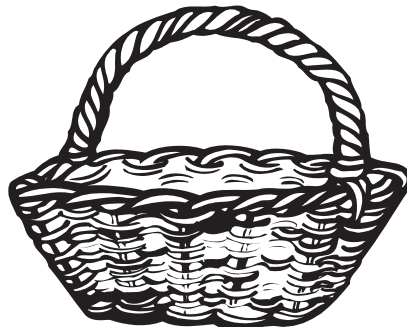
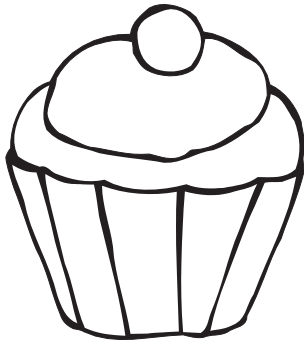
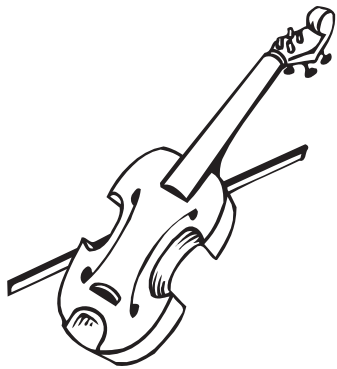
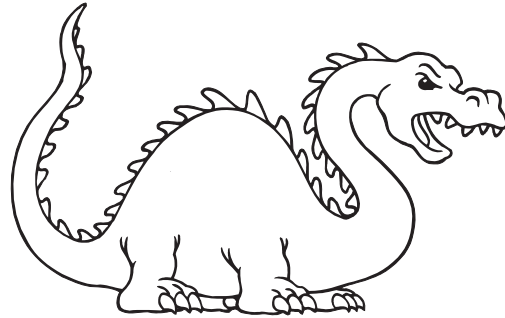


crayon - 5, thimble - 5, eraser - 5, piano - 5, rocket - 5, window - 5, zebra - 5, kitten - 5

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snowman - 6, dragon - 6, violin - 6, tractor - 6, cupcake - 6, backpack - 6, fountain - 6, basket - 6

