

**Objective**

The student will gain speed and accuracy in recognizing letter-sounds.

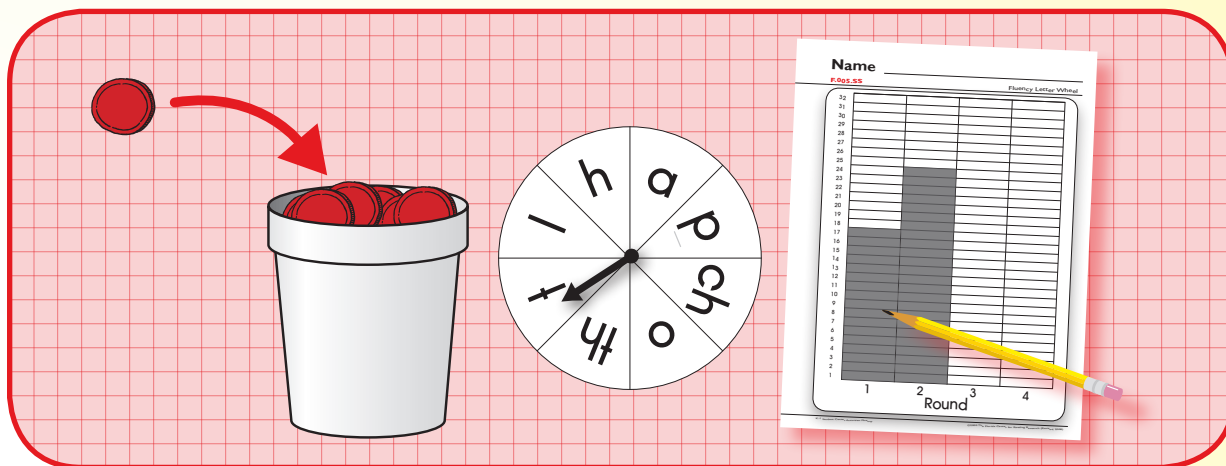
**Materials**

- ▶ Letter wheel spinner (Activity Master F.005.AM1)
Copy on card stock and cut.
- ▶ Brad
Attach arrow to the spinner with the brad.
- ▶ Letter-sound graph student sheet (Activity Master F.005.SS)
- ▶ Cup
- ▶ Counters
- ▶ Timer (e.g., digital)
- ▶ Pencils

**Activity**

Students say sounds of letters on a spinner in a timed activity.

1. Place the letter wheel spinner, cup, counters, and timer at the center. Provide the students with one letter-sound graph.
2. Working in pairs, student one sets the timer for one minute and says “begin.” Student two spins the arrow on the spinner, names the letter, and says its sound (e.g., “t, /t/”).
3. If correct, student one places one counter in the cup. If incorrect, no counter is placed in the cup.
4. Reverse roles and continue until the timer goes off. Count and graph the number of counters in the cup.
5. Repeat the activity attempting to increase speed and accuracy.
6. Continue until student sheet is complete.
7. Teacher evaluation

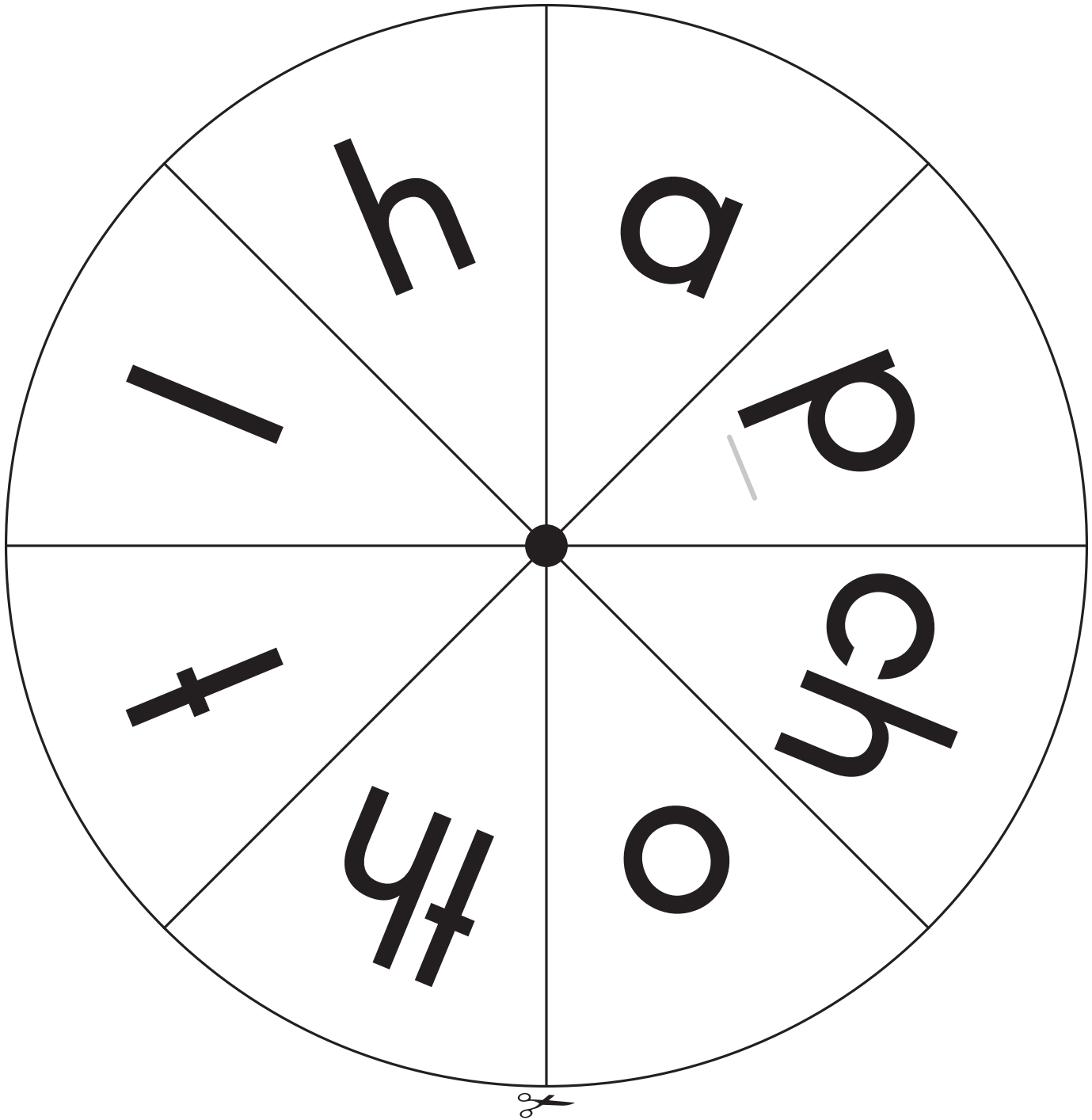
**Extensions and Adaptations**

- ▶ Use other letter wheel spinners. (Activity Master F.005.AM2a – F.005.AM2c)
- ▶ Make and use a wheel spinner with other letter combinations (F.005.AM3).

Fluency

Fluency Letter Wheel

F.005.AM1



letter wheel spinner

Name _____

F.005.SS

Fluency Letter Wheel

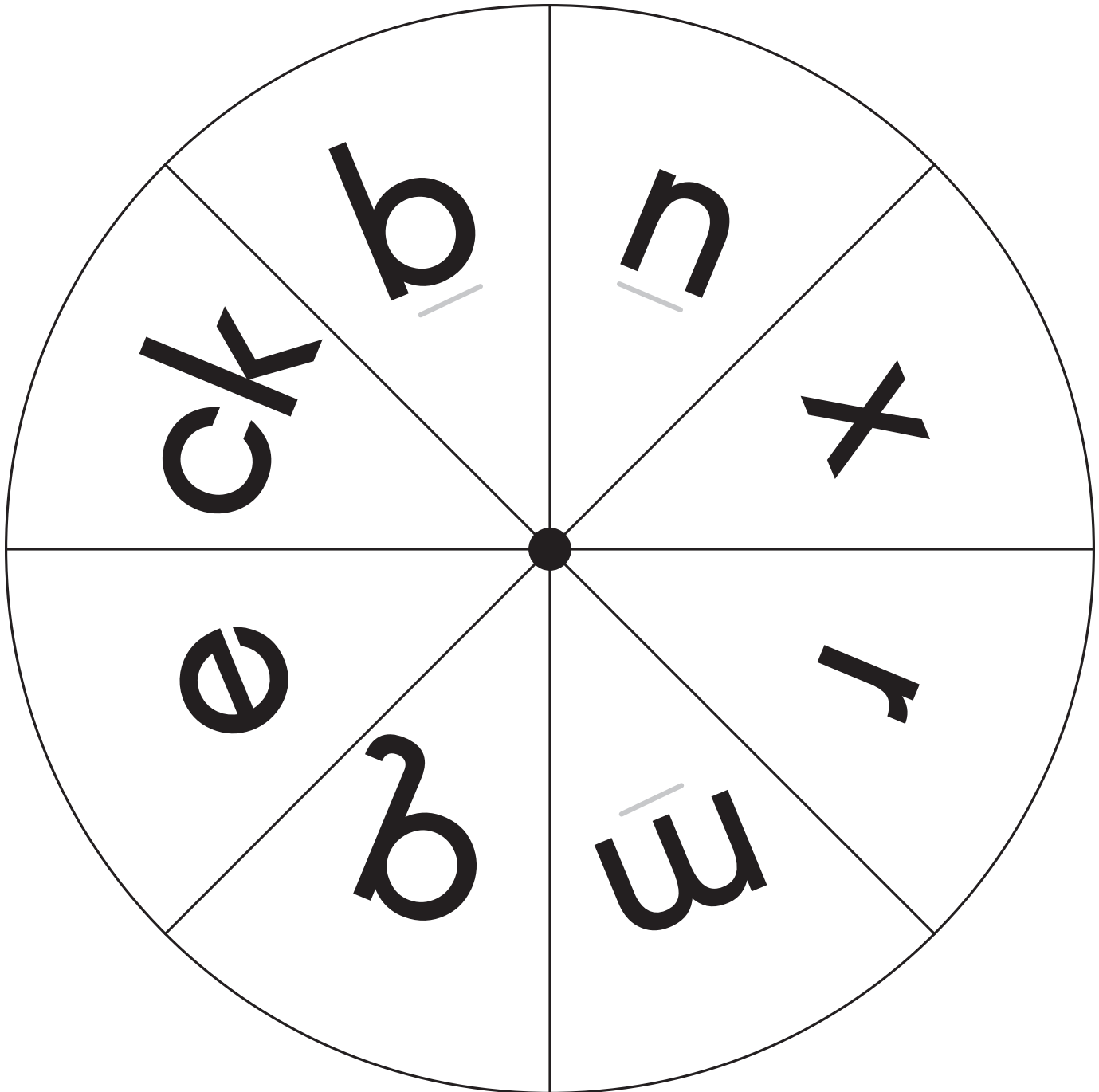
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	1	2	3	4

Round

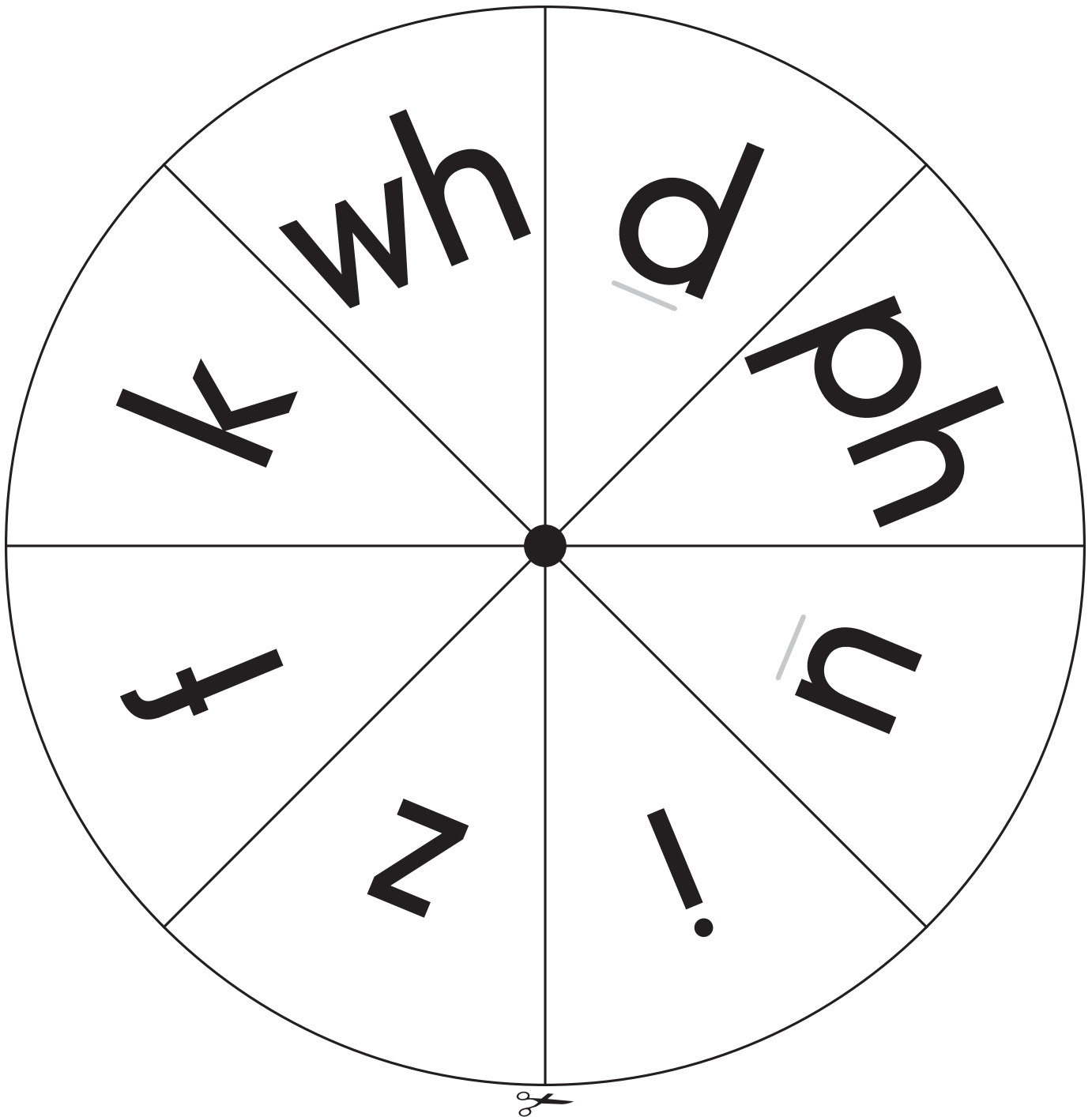
Fluency

Fluency Letter Wheel

F.005.AM2a



letter wheel spinner

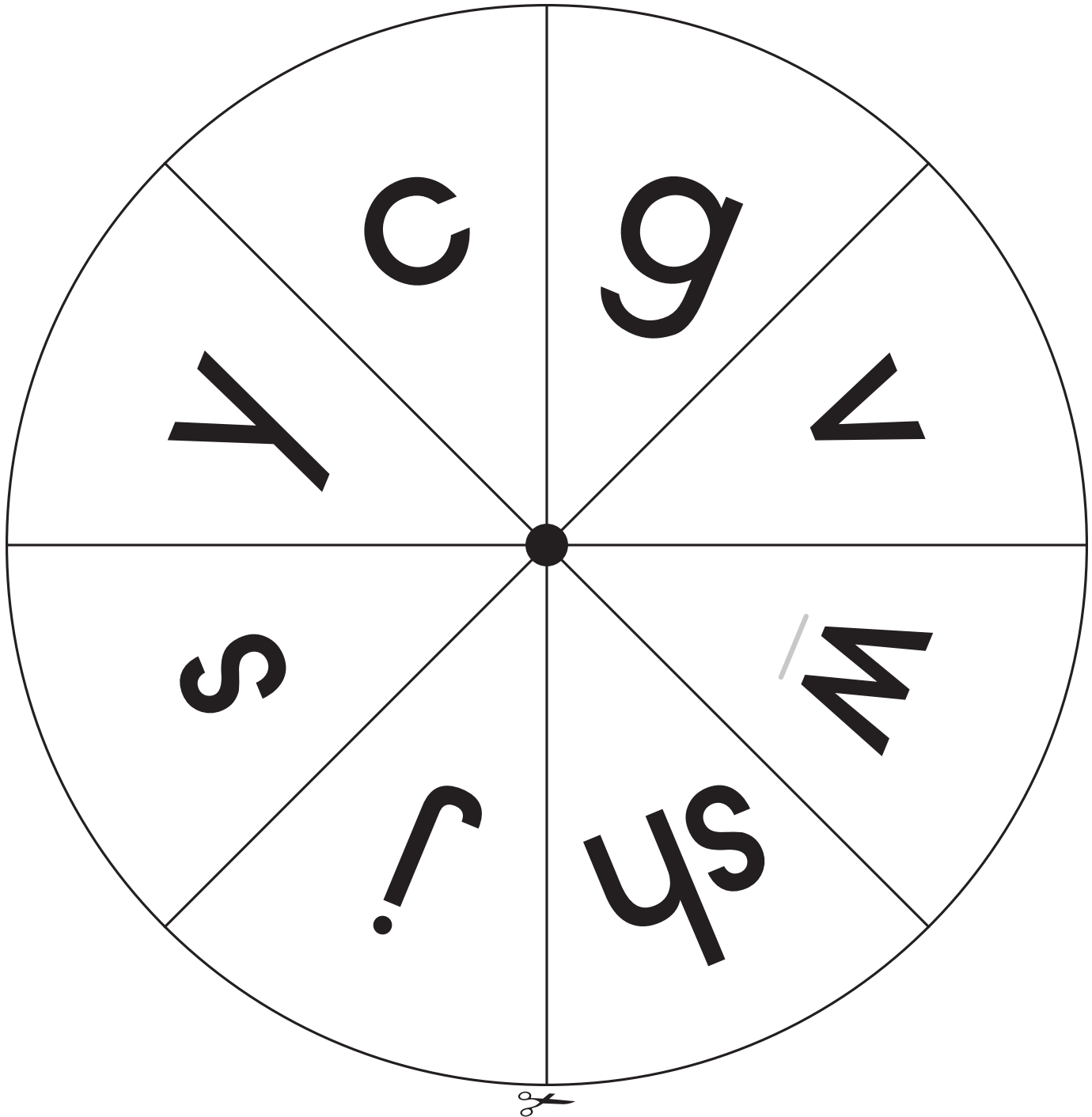


letter wheel spinner

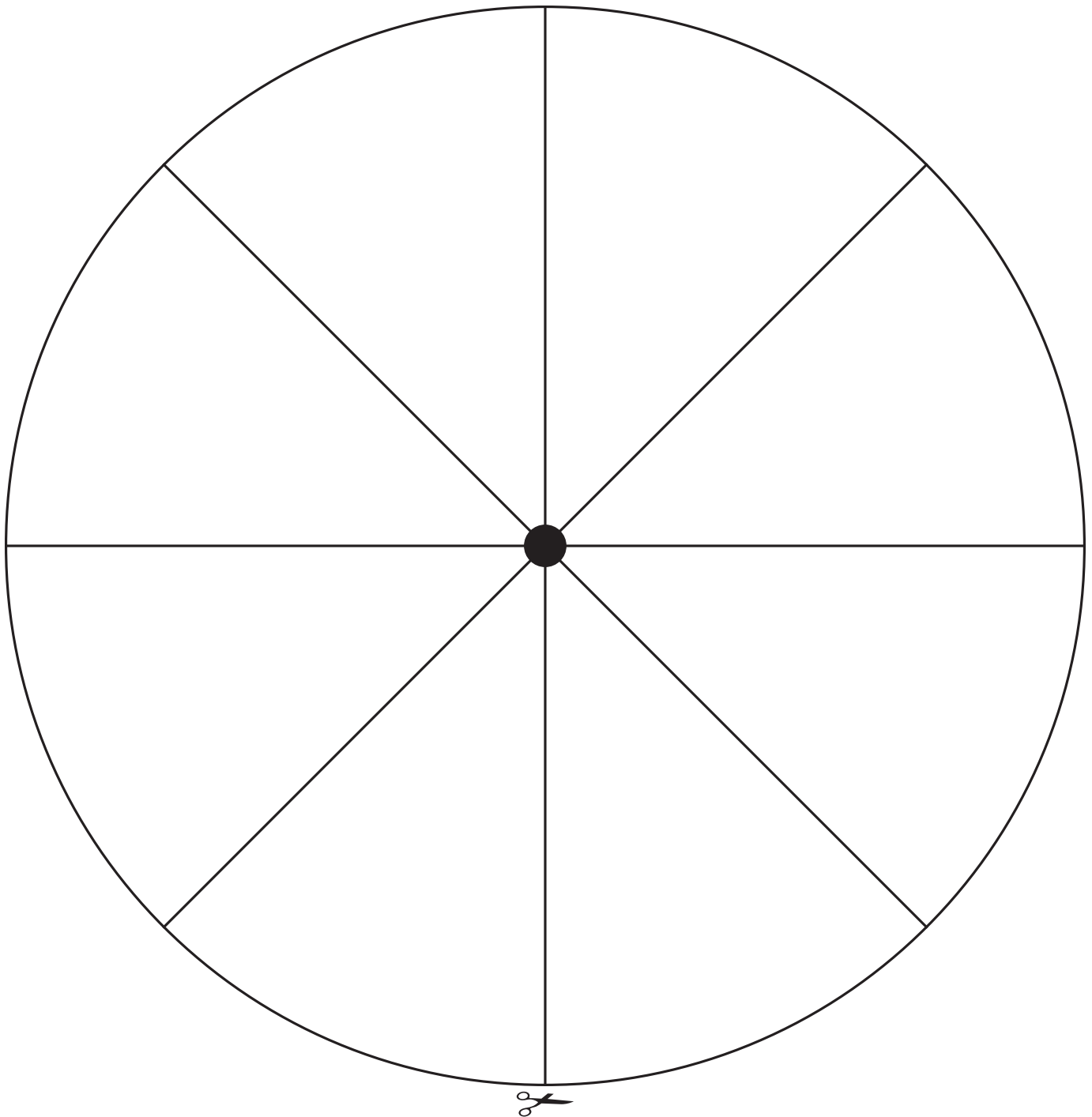
Fluency

Fluency Letter Wheel

F.005.AM2c



letter wheel spinner



blank spinner