Objective
The student will recognize rhyming words.

Materials
- Rhyming Game board (Activity Master PA.008.AM1a - PA.008.AM1b)
  *Copy on card stock, assemble, and laminate.
- Rhyming picture cards (Activity Master PA.008.AM2a - PA.008.AM2d)
- Number cube (Activity Master PA.008.AM3)
  *Copy on card stock and assemble.
- Game pieces (e.g., counters)

Activity
Students match rhyming words while playing a game.
1. Place Rhyming Game board, number cube, and rhyming picture cards face up in rows on a flat surface. Place game pieces on the START space.
2. Taking turns, students roll the number cube and move game piece according to the number shown.
3. Name the picture where the game piece lands (e.g., “lamp”) and look at the cards to find a rhyming match.
4. If a match is made, say the match (i.e., “stamp, lamp”). If unable to make a match, then return the game piece to its previous space.
5. Continue until all students reach the END space.
6. Peer evaluation

Extensions and Adaptations
- Play using print media or illustrate additional picture cards.
- Play by stating rhyming words.
Rhyming Game

pictures on the game board: pie, hand, hen, king, dish, jam
rhyming picture cards: eye, sand, pen, ring, fish, ham
Rhyming Game

pictures on the game board: sheep, nut, wink, walk, skate, bow
rhyming picture cards: sleep, hut, sink, chalk, gate, snow
pictures on the game board: cat, lip, lamp, crib, lock, mop
rhyming picture cards: hat, ship, stamp, bib, dock, hop
Rhyming Game

pictures on the game board: gum, paw, ball, mail, fox, bag
rhyming picture cards: drum, straw, wall, sail, box, tag
Rhyming Game

1. Cut along solid line
2. Fold along dotted lines