

## Sounds Out!

1 or more players

This is an adult-directed game where players must select the puzzle piece that does not rhyme from a choice of three. Place all 45 puzzle pieces on the table in the following groups of three: (sock/lock/bell), (goat/boat/block), (nail/pail/cane), (train/coat/rain), (phone/bone/sun), (bun/frog/one), (core/bat/four), (fan/car/jar), (star/mop/stop), (shell/key/well), (snake/cake/cone), (tree/top/three), (dog/log/snail), (can/pan/door), (cat/rake/hat). The first player chooses a sequence of three pictures by pointing and naming each picture. Next, the player must name the picture that does not rhyme by pointing to it and saying "Sounds Out!" The player places the picture that does not rhyme in a discard pile, connects the two rhyming puzzle pieces, and sets them aside. Play proceeds with the next player and ends when all rhyming pairs have been connected. During this game it is important to encourage players to tell why a picture doesn't rhyme. The fact that rhyming words always have the same ending sound should be reinforced.

The vocabulary words used in the game are as follows.

nail	snail	pail	four	door	core
mop	top	stop	dog	frog	log
lock	block	sock	pan	fan	can
cat	bat	hat	bun	sun	one
shell	bell	well	three	key	tree
boat	coat	goat	phone	cone	bone
cake	rake	snake	car	star	jar
rain	cane	train			



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# Chime with Rhyme™

## Learning Goal

Rhyming contributes to early reading and spelling achievement and is an important foundation in helping children become aware of individual sounds in words. *Chime with Rhyme* is a wonderful way to target essential sounds for early literacy success. Children learn to focus on the sound component of speech with this fun game.

## Rules of Play

### Contents

- 45 puzzle pieces
- 18 uppercase and lowercase alphabet letters
- Vocabulary word list
- 45 word cards

### Introduction

Before playing the game encourage the players to name all the pictures on the puzzle pieces. Discuss the pictures to familiarize players with the vocabulary and ask probing questions to reinforce their understanding of new vocabulary. Make sure the players understand the concept of rhyme. An easy explanation is that rhyming words have the same ending sound: (cat, bat, hat)(rain,cane,train).

### Probing Questions

- Can you name this?
- How would you use this?
- Can you tell me a story about this?
- Where would you find this?

## Rhyming Triplets

1 or more players

This is a fun activity that helps players create sequences of rhymes. Separate the puzzle pieces and arrange them randomly in front of the players. The players take turns connecting three pictures that rhyme. Players are encouraged to say the names of their rhyming pictures out loud while simultaneously using their pointer finger to touch the pictures they are naming. For example: The player says, “lock” (point), “block” (point), and “sock” (point). The game ends when all the puzzle pieces are matched.

## Rhyming Memory

2 players

This is a rhyming game that also strengthens memory skills. Choose the following 9 pairs of rhyming puzzle pieces for this game: (bun/one, cat/hat, four/core, phone/bone, cake/snake, rain/train, pan/can, three/tree, car/jar). There will be 18 puzzle pieces in total. Mix up the puzzle pieces and place them face down in three rows. The first player chooses a puzzle piece and turns it over to reveal a picture. Make sure players name each picture out loud. Next, the starting player turns over another puzzle piece, trying to find a rhyming match. If the player is successful he may take the rhyming pair and connect them for a rhyming match. If he is unable to make a match he must return the puzzle pieces face down and play proceeds with the player to the left. When all the puzzle pieces have been turned over and matched, the player with the most matches wins the game.

### Variation

For a more challenging game players can be asked to complete matches by finding three rhyming pictures at a time (rain/cane/train). There will be 15 puzzle pieces in total. Set the game up with 3 rows.

## Rhyme Time

2 or more players

This game provides players with additional rhyming practice using three rhyming puzzle pieces to complete a match. Mix up all the rhyming puzzle pieces and deal them out face up in front of each player. It is okay if one player has more puzzle pieces than another. The first player chooses one puzzle piece to place face up in the center of the table (rake).

The next player must find a rhyming picture to place next to the starting player’s puzzle piece (cake). Play continues in this way and the first player to add the third rhyming picture (snake) shouts, “Rhyme Time!,” connects the three rhyming puzzle pieces, takes them for his winnings, and goes again. If a player does not have a rhyming match during his turn he must say “pass” and play proceeds with the next player. When a player runs out of puzzle pieces he is out of the game. Players should count any remaining rhyming matches in their possession at the end of the game toward their winnings. The player with the most rhyming puzzle pieces when the game is over is the winner! Encourage players to name pictures on the puzzle pieces out loud to increase their awareness of sounds in words.

## Rhymsters

1 or more players

This is an adult-directed sound switching game. Players improve their skill of manipulating sounds in preparation for reading and spelling. The addition of alphabet letters allows players to experience a more challenging skill level. Use the alphabet letters with this game. You will need two paper bags. Place all the rhyming puzzle pieces in one paper bag and the alphabet letters in the other. The starting player reaches into the bag with the rhyming puzzle pieces and chooses one to place face up on the table. Next, he reaches into the second paper bag and pulls out an alphabet letter to place next to the rhyming puzzle piece. The player must name the picture on the rhyming puzzle piece and then create a new rhyming word beginning with the sound of the alphabet letter he has chosen. For example: If the player has picked the dog and the letter N he must say “dog/Nog.” The rhyming words created by the players may be real or nonsense words. When a player requires support with this activity an adult should model the correct response. Play proceeds with the next player and continues until all alphabet letters are gone.

### Variation

For a more challenging activity players can create long sequences of rhymes by placing a puzzle piece in the center of the table and taking turns adding to it with the alphabet letters: (Pan, Fan, Dan, Gan, Han, Jan, Kan, Lan, Man, Nan, Ran, San, Tan, Van, Wan, Zan).