

Sound Choice

Objective

The student will identify variant correspondences in words.

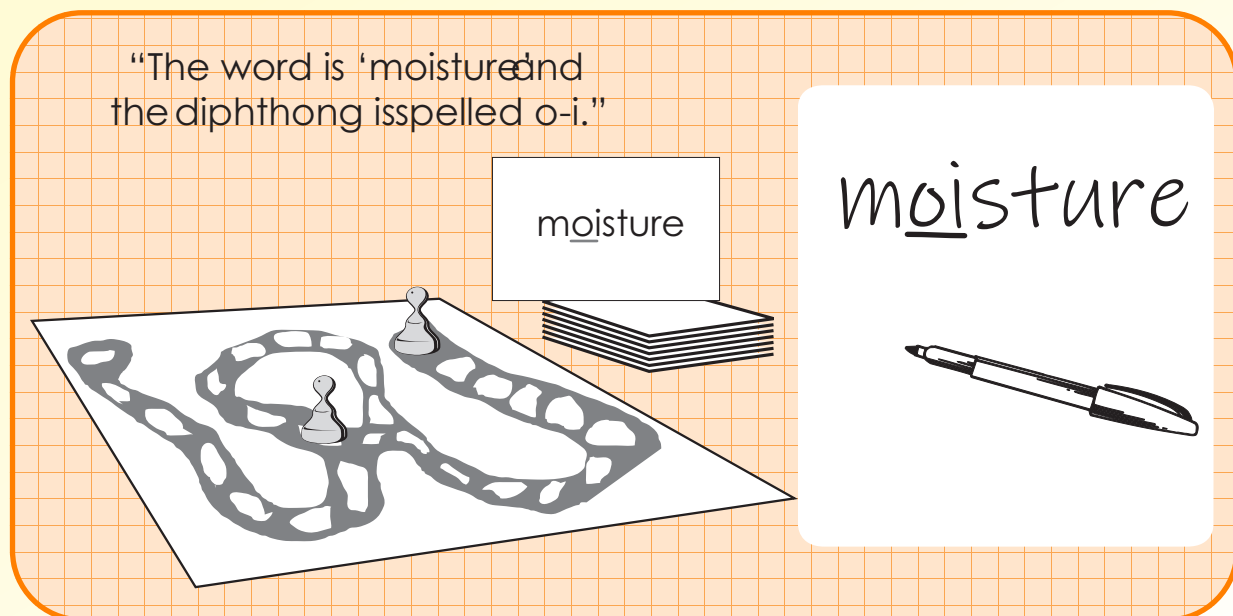
Materials

- ▶ Word cards
- ▶ Game board
- ▶ Whiteboards
- ▶ Game pieces (e.g., counters)
- ▶ Vis-à-Vis® markers

Activity

Students spell words and state diphthongs (i.e., **ou, ow, oi, oy**) by playing a board game.

1. Place the game board and game pieces on a flat surface. Place the word cards face down in a stack on the game board. Provide each student with a whiteboard and Vis-à-Vis® marker.
2. Taking turns, student one selects the top card from the stack (without revealing it). Reads word aloud to student two (e.g., “moisture”).
3. Student two writes the word on the whiteboard and underlines the diphthong (i.e., oi). Student one verifies the spelling.
4. If correct, student two places game piece on the next space that has the same diphthong on the game board. If incorrect, game piece remains on original spot. Return card to the bottom of the stack.
5. Reverse roles and continue until both students reach the end.
6. Peer evaluation



Extensions and Adaptations

- ▶ Make other word cards to play game.
- ▶ Use selected diphthong from spinner to record words on paper.
- ▶ Play new game by using other target words and variant correspondences on game board.

Advanced Phonics

AP. 003

Sound Choice

disappoint

moisture

turmoil

siroin

poison

appoint

destroy

employ

word cards



Advanced Phonics

Sound Choice

AP. 003

joyful

voyage

prounce

discount

doghouse

background

announce

surround

word cards



Advanced Phonics

AP. 003

Sound Choice

chowder

hometown

crowded

allow

royal

disloyal

downhill

powder

word cards



Advanced Phonics

Sound Choice

AP. 003

START

oi

oy

ou

ow

oi

oy

cards

ou

ow

oi

ou

ow

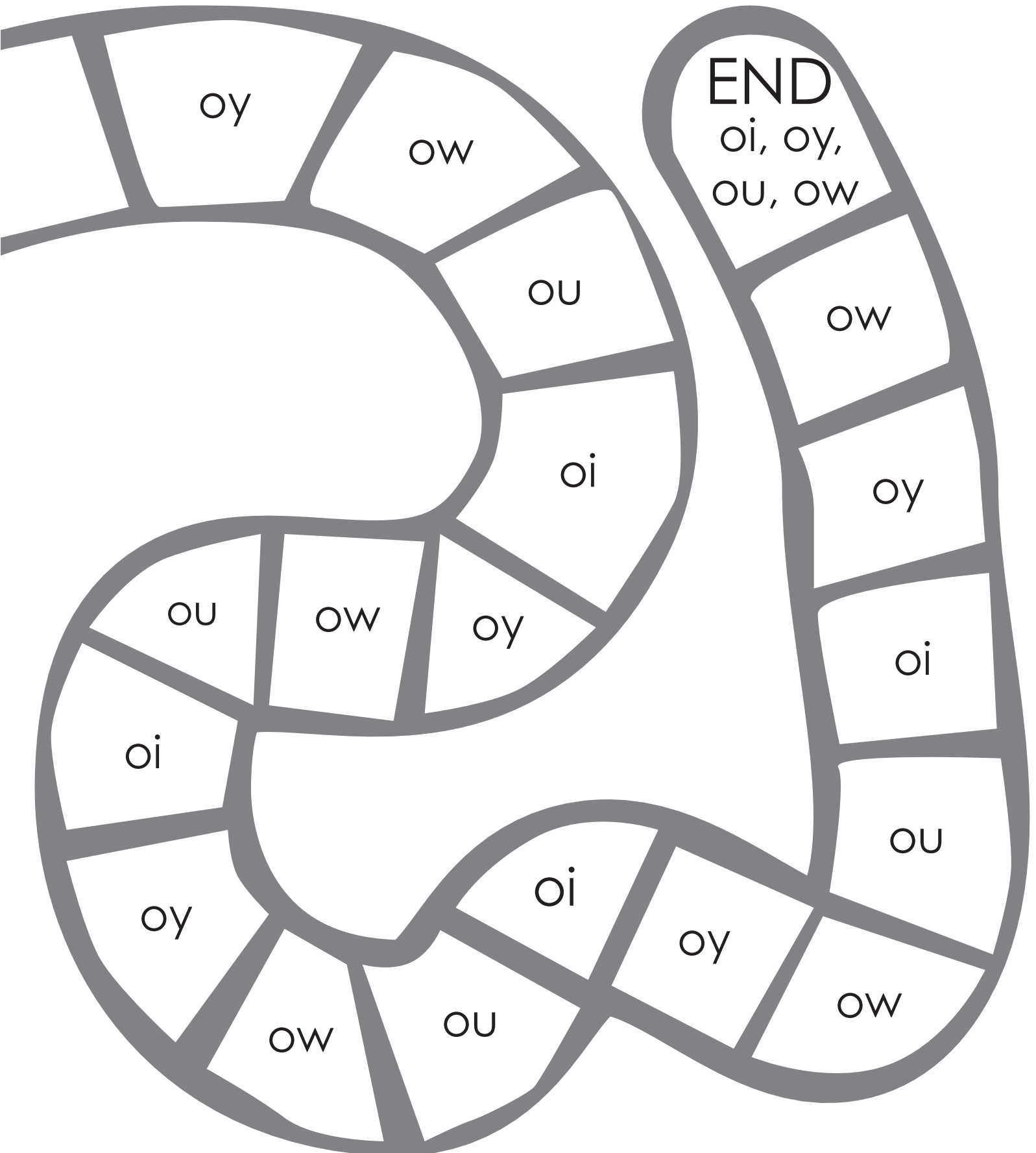
oy

oi

Advanced Phonics

AP. 003

Sound Choice



Advanced Phonics

Sound Choice

AP. 003

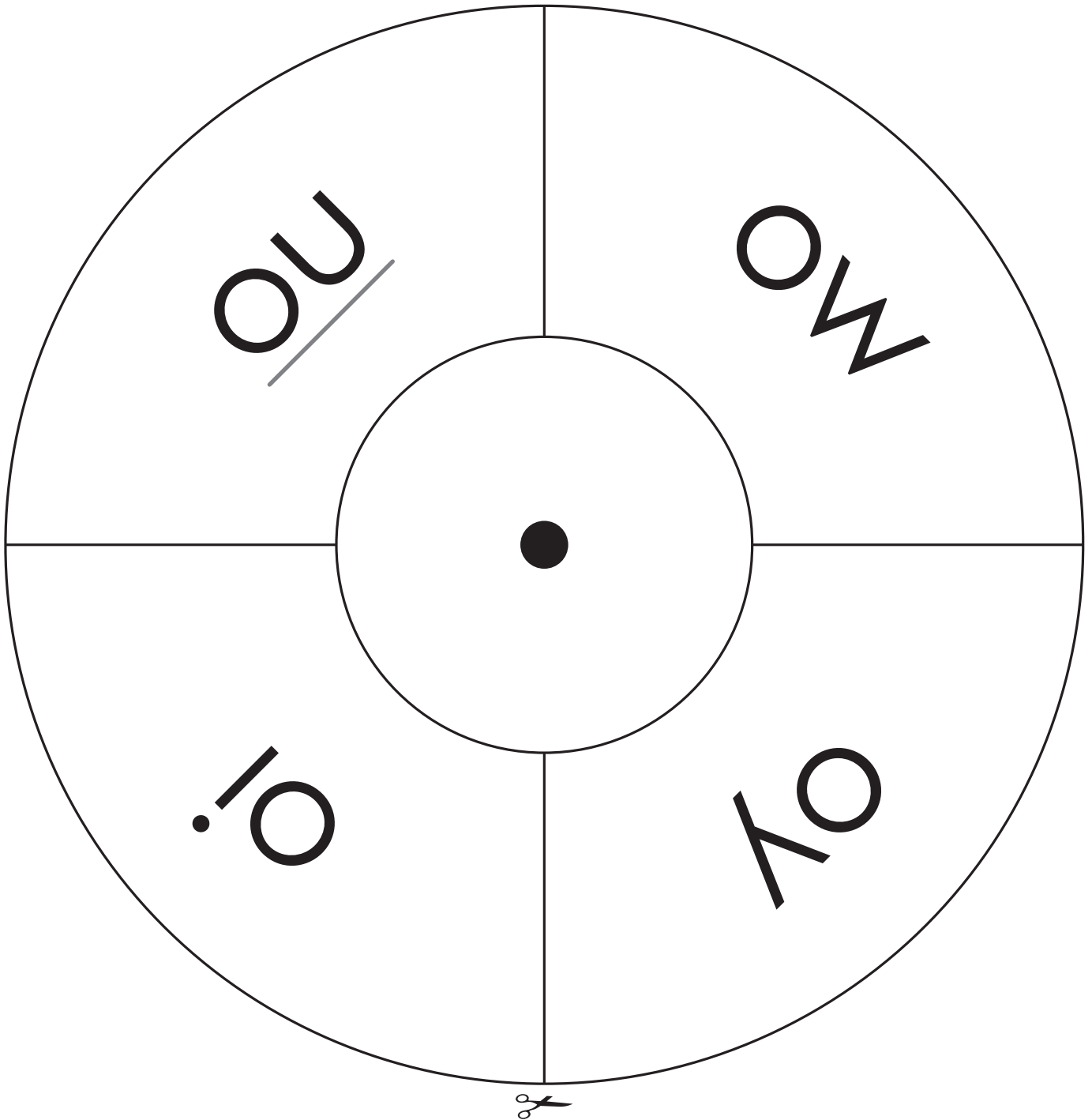
blank word cards



Advanced Phonics

AP. 003

Sound Choice



Advanced Phonics

Sound Choice

AP. 003

START

cards

Advanced Phonics

AP. 003

Sound Choice



END