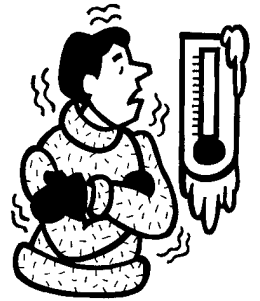
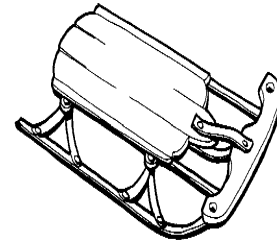
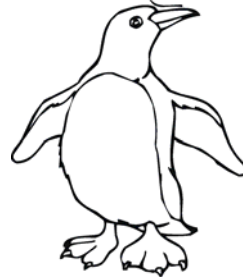
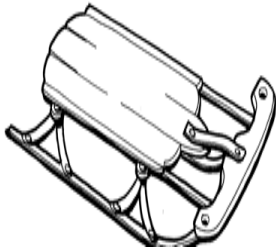
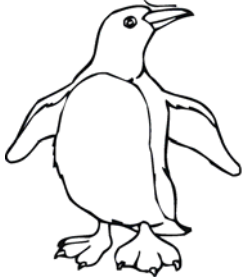
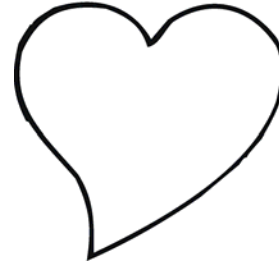
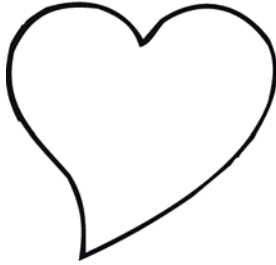
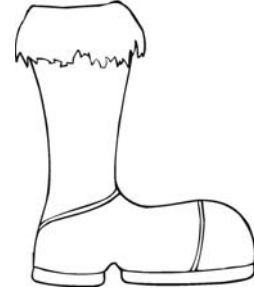
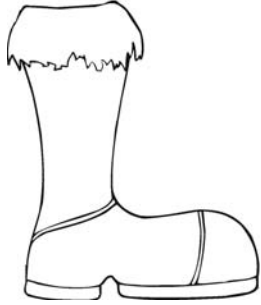


# Phonemic Awareness Hear-O

## Teacher Directions:

- Make your own set of cards by cutting all of the squares on the following page and laminating them. These will be your "call out cards".
- Give students their picture cards, discussing what each picture represents. There are suggestions on the following page, but you can name the pictures according to your needs (example: picture of man shivering has been named cold, but you could call it shiver if your class if you need more 2 syllable words for the game).
- The students will color 9 or 16 pictures of their choice depending on which board you have chosen to use for the activity.
- The students will cut out and glue one picture in each square of the empty boards.
- When all boards are complete, you are ready to play "Hear-O".
- As you pick a picture out of your set of cards, you can choose what the focus will be (rhyming, beginning, or ending sounds, syllabication, etc.).
- Note that there could be several different pictures to fit what you call out. Example: "Cover a picture that you hear a /s/ at the beginning." Children could cover the sled or the snowman and still be correct. Or, you say, "Cover a picture that has two syllables in it." Children could cover the snowman or the groundhog and still be correct. Discussing all of the possibilities after each card will reinforce the skills you are focusing on during the game.
- You have a winner when a student covers an entire row and you are ready to play again.





# Winter Phonemic Awareness Hear-O




# Winter Phonemic Awareness Hear-O