

Domain:

Reading and Language

Goals:

- Child will invent rhyming words.
- Child will identify beginning sounds in words.
- Child will create rhyming words that correlate with words found in the story.
- Child will match letters of the alphabet.
- Child will identify upper case letters in random order.

Materials:

- Gingerbread Man Rhyming Words pp. 123-126
- card stock or durable paper
- color CD
- scissors
- lamination



spoon



hat

cat

Instructions:

- Print one set of Gingerbread Man Rhyming Words from color CD.
- Laminate for durability.
- Cut Gingerbread Man Rhyming Words along dotted lines.

moon

- Have the child identify one picture (hat).
- Introduce a second picture that rhymes with the first (cat).
- Repeat the words cat and hat together so that the child can hear the rhyming sounds.
- Choose a third picture and have the child identify that picture (bear).
- Introduce the picture that rhymes with lock (chair).
- Ask the child to repeat the two words, reinforcing the concept that the two words rhyme.
- Present all four word pictures (hat, cat, bear, chair).
- Ask the child to identify each of the four pictures.
- Now choose one picture and ask the child to select the picture that rhymes with that word.

- Reinforce the rhyming concept by having the child repeat both words.
- Ask the child to name the two remaining pictures.
- Again reinforce the fact that the words have similar rhyming sounds.
- Continue this process adding another set of rhyming words.

Suggestions:

 Make a rhyming game by asking children to select the two pictures that rhyme. Encourage the children to make up silly sentences using the two rhyming words.

The cat sat in a hat.

A bear sat on a rocking chair.

The gingerbread man will run under the sun.

- Use cards to make mini rhyming books for each child.
- Challenge children to see how many rhyming words they can use in one sentence.

A cat with a hat held a key under the tree.

 Copy two sets of cards to make a matching game where children can match pictures and sight words.







