

# Blending Bingo

## Onset and Rime

# BINGO CARDS

ACTIVITY INSTRUCTIONS

### What You'll Need

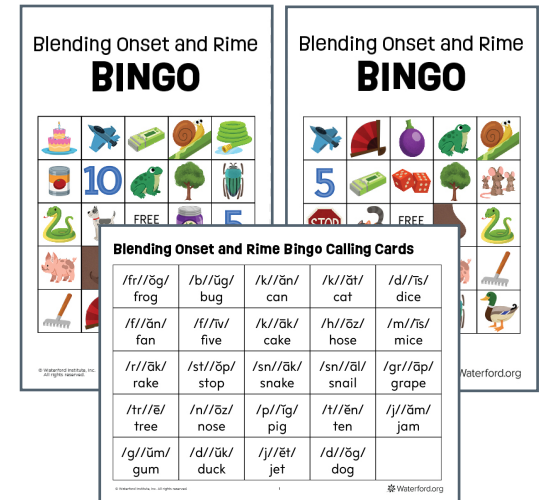
- Blending Bingo: Onset and Rime cards
- Blending Bingo: Onset and Rime calling cards
- Tokens or markers

### Getting Ready

- Print one set of the Bingo calling cards, and print enough Bingo cards for everyone playing.
- Gather markers or tokens.
- Cut out the Bingo cards and calling cards.

### How to Play

1. Pick a calling card, and read it aloud. Say the word slowly, breaking it into onset and rime sounds (for example, /c/ /ăt/ for *cat*).
2. Ask the players to listen closely and blend the sounds together to figure out the word.
3. If a player has the matching picture on their card, they say the word aloud quietly and put a marker on that picture.
4. Repeat with more calling cards.
5. The first player to cover a row, column, or diagonal with markers on their Bingo card shouts "Bingo!"
6. The caller checks the winning card by confirming that the marked pictures match the words that were called out.



### Knowledge Builder

The *onset* is the part of the word that includes the sounds before the vowel sound and the *rime* is the vowel and the rest of the sounds.

For example, in *pet*, the onset is *p* and the rime is *et*, and in *stop*, the onset is *st* and the rime is *op*.

# Blending Onset and Rime Bingo Calling Cards

/fr//ŏg/ frog	/b//ŭg/ bug	/k//ăn/ can	/k//ăt/ cat	/d//īs/ dice
/f//ăn/ fan	/f//īv/ five	/k//āk/ cake	/h//ōz/ hose	/m//īs/ mice
/r//āk/ rake	/st//ŏp/ stop	/sn//āk/ snake	/sn//āl/ snail	/gr//āp/ grape
/tr//ē/ tree	/n//ōz/ nose	/p//ĭg/ pig	/t//ĕn/ ten	/j//ăm/ jam
/g//ŭm/ gum	/d//ŭk/ duck	/j//ĕt/ jet	/d//ŏg/ dog	

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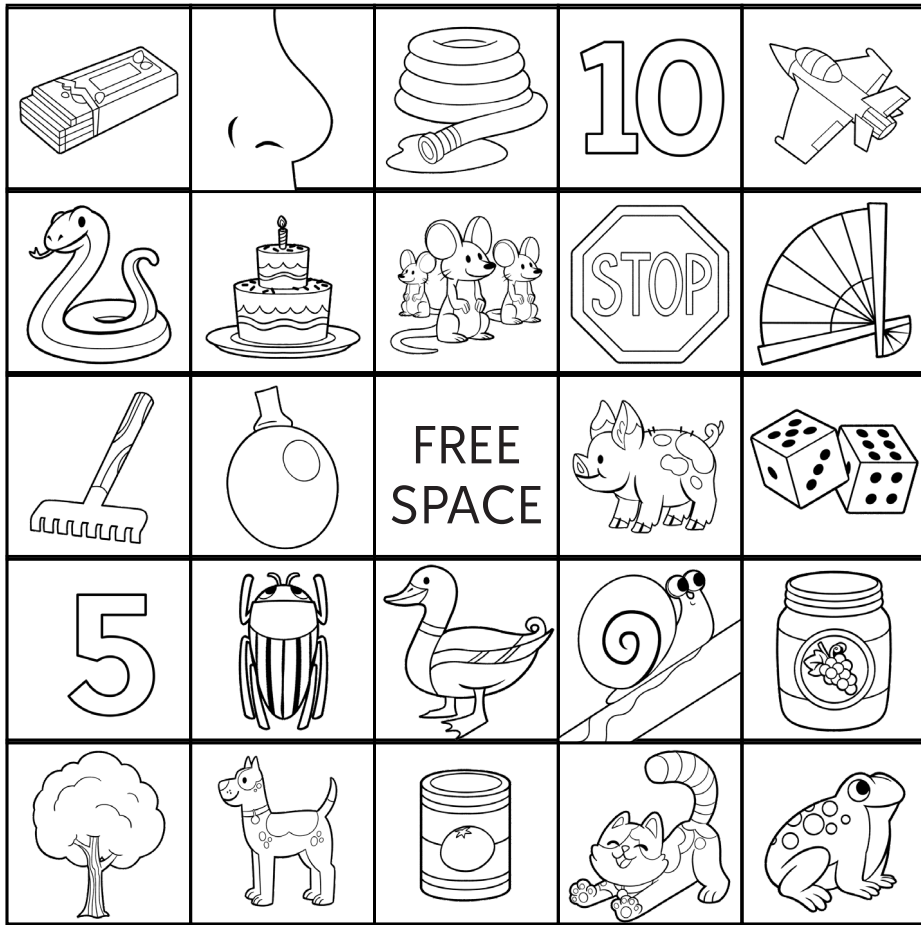
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