

# Sound Smash— Onset and Rime

## SOUND SENSE CARDS

ACTIVITY INSTRUCTIONS

### What You'll Need

- Set of [Sound Sense Cards](#) cut out

### Blend It to Find It!

#### How to Play

1. Tell your child that you will show them three pictures and say the word for one of the pictures in a special way—broken into two parts.
2. Ask your child to listen carefully, blend the sounds together, and choose the correct picture.
3. Select three pictures. For a challenge, make sure two of the pictures start with the same letter. (For example, *fig*, *fan*, and *dog*.)
4. Place the three pictures in front of your child.
5. Say the onset (first sound) of the word for one of the pictures, pause briefly, and then say the rime (rest of the word). For instance, say the sounds for *fig* as /f/ (pause) /ig/.
6. Ask your child to blend the sounds together, and choose the matching picture.
7. Confirm the correct answer, and encourage your child to keep listening carefully. Repeat with new sets of pictures.



Example of Sound Sense cards

### Fun Idea to Try

Break each word into separate sounds (for example, /b//ŭ//g/ for *bug*.)

### Win the Card!

#### How to Play

1. Explain the game by saying, “We’re going to play a game where you can win a card by saying its name in a special way. I’ll show you how.”
2. Hold up a Sound Sense card, and name the item shown in the picture, such as *hat*.
3. Say, “Here is the special way to say this word: /h/ (pause) /at/.” Give your child a few more examples.
4. Ask your child to pick a card and try saying its parts (onset and rime). When they do it correctly, they keep the card.
5. At the end of the game, have them count how many cards they won.

#### 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*.