

Activity

11

Odd Man Out!

GOAL:*Pick out rhyming words in a series*

BEFORE YOU BEGIN

Find objects in your home that rhyme (soap/rope, flag/tag, shell/bell). They should be small enough to fit in a bag. Seeing objects that represent words will help your child remember what the words mean. You can also make picture cards with photographs or drawings, or use some from the BINGO game in Activity #3.

NOW LET'S PLAY

Pull out two cards or items that rhyme and one that doesn't. Name the three objects. Remember that, at first, it will be easier for your child to hear the rhymes in one-syllable words. Maybe you choose a boat, a coat, and a hat.

Point to each picture/object as you say each word it represents (cat, bow, and snow). Remind your child you want him to name the one that doesn't rhyme.

If your child is just learning about rhyming, she may try to match the items that go together by their meaning (for example, shoes and socks, or dog and cat, rather than rhyming). If so, just gently remind her of what this game is all about. If she still wants to play the game by categorizing in this different way, come back to the rhyming version later. When she makes this choice, she signals you she's not quite ready for this new level of thinking.

Be careful to be clear. Maybe you have a "hat" and a "rat." Most young children call the "rat" a "mouse." Later you may want to introduce the new word "rat" and explain the difference between a rat and a mouse to grow your child's vocabulary, but avoid those for now.

Ask the child to watch how your mouth forms the last part of the word. Your mouth will move exactly the same way at the end of the word "bow" as the word "snow." Emphasize that ending sound and perhaps isolate it so the child can hear it. Pointing to the pictures or objects, repeat the words if necessary and emphasize the rhyming part of the word if needed.

CHANGE IT UP

Once your child is familiar with the rule, increase the pace and make it a race. Sit the objects or pictures on the table or floor in front of the child, mix them up to build excitement, and then name them as you point to them. Let your child take away the "odd man out" as fast as he can.