

Read-A-Rhyme



Note: In these activities, students have an opportunity to learn about two different types of rhyming word families: words which have the same ending letters (well, bell, tell) and words which have different ending letters (fly, high, pie). Students may be more comfortable using words that end with the same letters before using words that end with different letters.

Rhymes by the Yard

Language Arts

Hang a long sheet of paper on the wall. Ask the class to think of two words that rhyme. Print the words (for example, "cat" and "rat") beside each other at the top of one strip of paper. Leave the paper up, and let students add pairs of rhyming words as they think of them.

Poets All

Language Arts

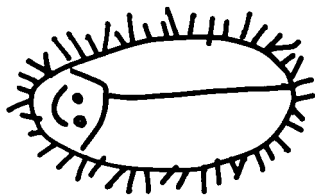
To facilitate collaborative writing, use the rhyming word list (from the activity above) and read the words aloud. Then ask if anyone can think of a first line for a poem ending in any of these words. Print as the student dictates. Continue with more lines for the poem. Encourage students to create a title for the poem after it is written.

Two-Word Rhymes

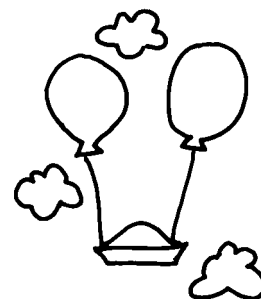
Art

Brainstorm with students to compose a list of two-word rhymes. Print the list on the chalkboard. If students can print, have each student choose one of the two-word rhymes (or think of a new one), and print the words at the bottom of a sheet of white paper (8 1/2-by-11-inch). Then allow time for students to draw large illustrations of the rhymes. Post these around the room. Here are sample word pairs for your reference:

bug rug	fat bat	goat float	stone phone	high pie	white light
tall ball	box fox	store chore	stack snack	fun son	play sleigh
rat hat	fish dish	frame name	door floor	toe sew	bear chair
pan fan	kite bite	flip drip	slide hide	fist burst	ski knee



bug rug



high pie

Rhyme Sorting

Science

Design a bulletin board that features a subject you are currently exploring in science (space, for example) or social studies (your community, for example). Incorporate three library book pockets into the bulletin board design. On each of the pockets, print a different vocabulary word from the subject you are featuring. (For example, if you are studying astronomy you can print "sky," "star," and "moon.") Make cards (to fit into the pockets) containing words that rhyme with each of the three vocabulary words. Make as many cards as you can. Shuffle the cards.

As a group or individually, have the students sort the cards into rhyming word families, placing them in the appropriate pockets. After students have sorted the cards, encourage them to read the words aloud quietly to be sure they rhyme. If they are taking turns sorting, have students remove the cards from the pockets and shuffle them before the next students take their turns.



Run and Rhyme

Physical Education

As students are doing a physical activity (walking, rope jumping, etc.), say aloud words that rhyme. Then, occasionally say a word that does not rhyme with the preceding word. Explain to students that as long as the words keep rhyming, they continue their activity. When they hear a word that does not rhyme, they stop ("freeze"). For example, say, "hat, cat, rat, pat." (Students should continue their activity.) Then say, "mat, fly." (They should stop.) Continue saying rhyming words as the students start and stop their activity. If your students are able, let them take turns saying the rhyming and non-rhyming words.

A Band of Poets

Music

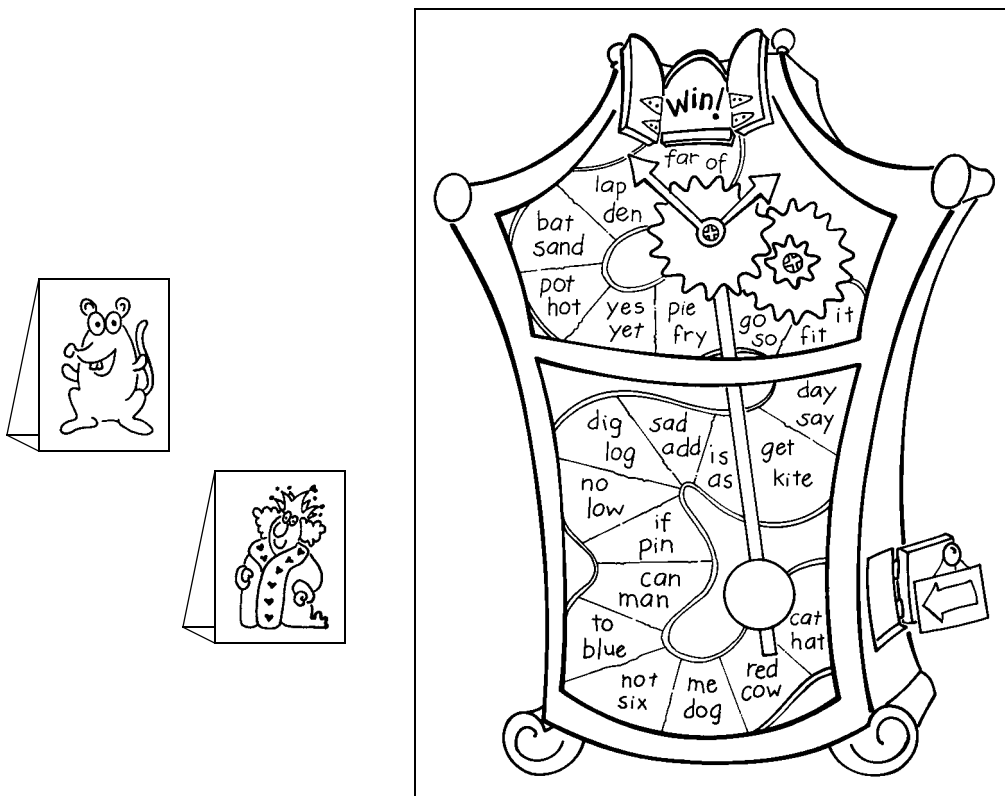
Provide each student with a rhythm instrument for a classroom band. Or, if there are not enough instruments for all students, have them take turns being part of smaller bands. Read aloud two lines from a familiar nursery rhyme, poem, or song. Then have students repeat it with you. Next, have them repeat the poem aloud as they play the rhythm of the poem on their instruments. Repeat the process using poems with different rhythms to help students gain a sense of the rhythm of poetry.

Rhyme Climb

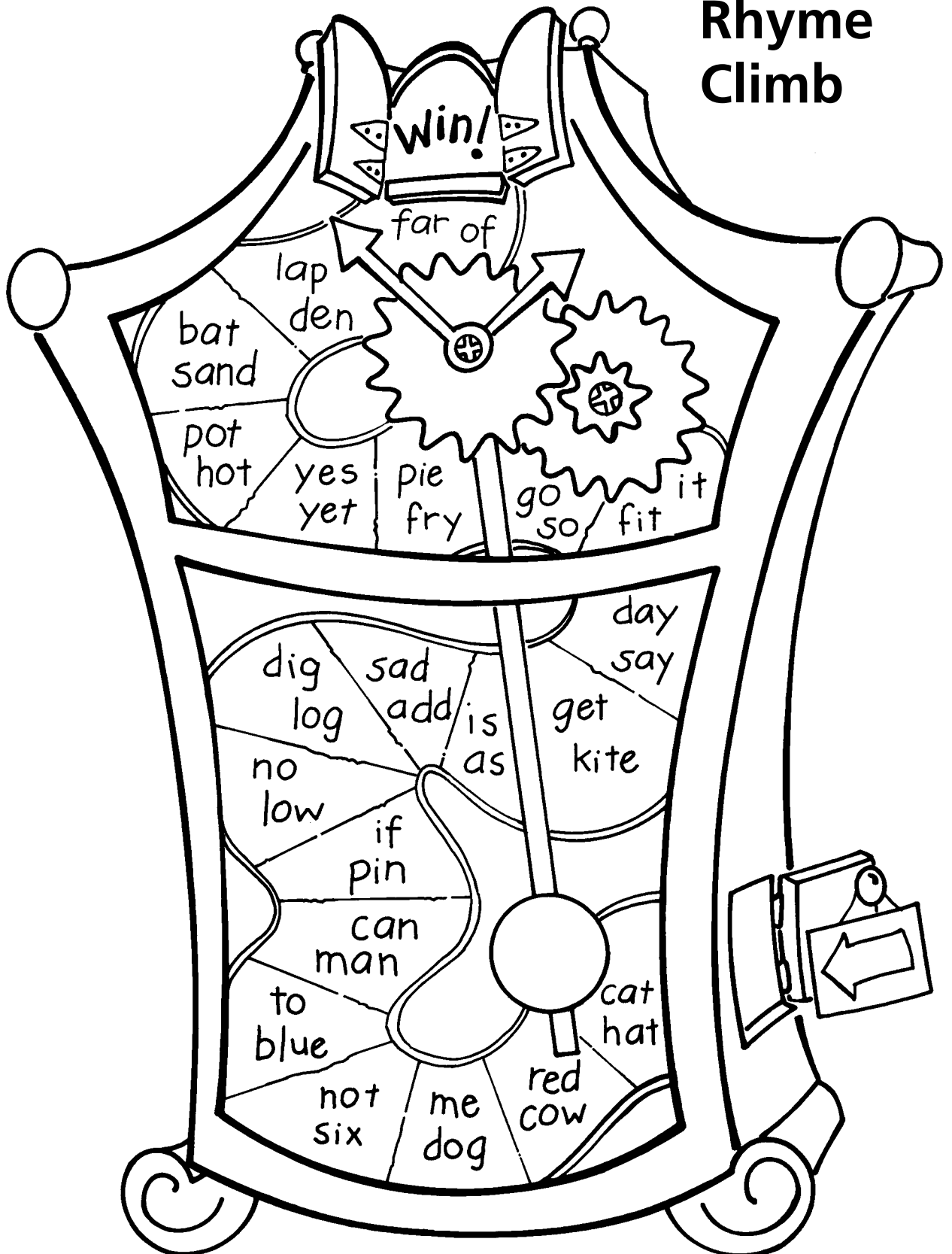
Mathematics

Pair students to work together. Provide each pair of students with copies of page 86 and page 87. Each student can choose a character to use as a playing piece. Read the directions together and allow time for students to prepare the playing pieces and spinners. (Some students may need assistance.)

A student takes a turn by spinning the spinner and moving the number of spaces shown. If the space landed upon contains two words that rhyme, the player moves forward one bonus space. If the words do not rhyme, the other player takes a turn. The first player to reach the top of the clock wins.



Rhyme Climb



Use with "Rhyme Climb" (page 85).



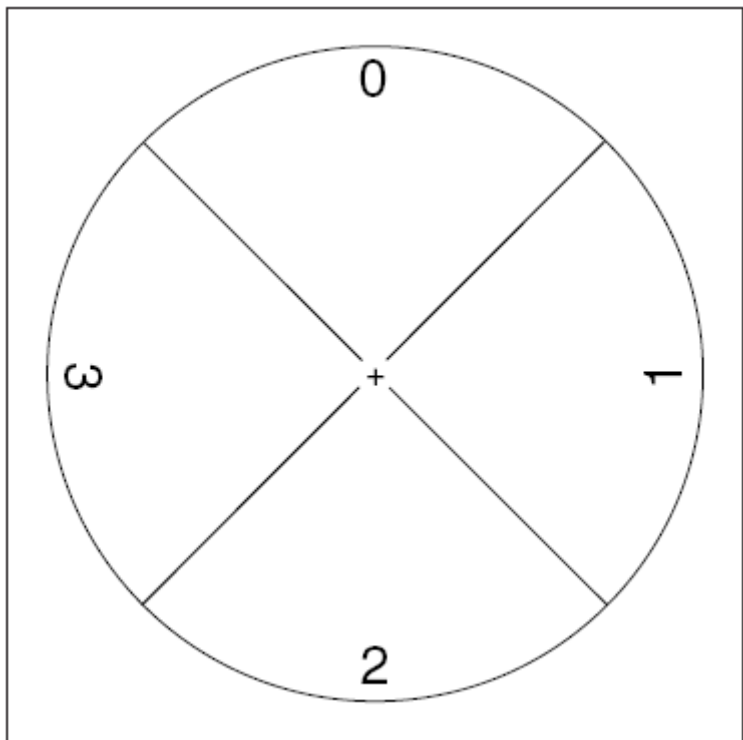
Playing Pieces

1. Each player can choose a character and color it.
2. Cut it out.
3. Fold on dashed lines.
4. Glue or staple tabs together.



Spinner

1. Mount on cardboard.
2. Color.
3. Cut out. Punch hole in arrow.
4. Attach arrow loosely at "x" with a brass fastener.



Use with "Rhyme Climb" (page 85).