



**Title:** Read-A-Rhyme

**Grade:** K-1

**Overview:** Students create silly rhymes by experimenting with rhyming word families. Rhymes are illustrated with animated pictures. They can see how different words change the rhyme's meaning and identify rhyming words among non-rhyming words

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### **My Learning Objectives:**

Recognize rhyming words

Make correlations between words and objects

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### **DISCOVER MODE**

1. Click the grandfather clock to enter Read-A-Rhyme from the Main Room.
2. Click one of the four picture-word boxes to complete the rhyme. Because this is the Discover Mode, you can try any of the words. The completed rhyme is read, and an animated picture illustrates the rhyme.
3. Click the dot before the rhyme to see and hear it read aloud again. Click a word to hear it spoken.
4. Try different picture-word boxes to make new rhymes.
5. To see and hear a new rhyme to complete, click the arrow.
6. Click the character in the picture frame for Question and Answer Mode, or click Bailey to return to the Main Room.

### **QUESTION AND ANSWER MODE**

1. Click the character in the picture frame for the Question and Answer Mode.
2. An incomplete rhyme appears and is read; for example: "The queen of hearts, She made some ..."
3. Try and find the picture-word box that rhymes, and click it. The rhyme is read with the word you chose. If you forget the request, click Mother Goose to hear it again.
  - If you chose the word that rhymes, you hear, "That rhymes!" The rhyme is read, and you see an animated picture.
  - If you chose a word that does not rhyme, Mother Goose says, "No rhyme this time." Try another picture-word box until you find the word that rhymes.You can continue making rhymes as long as you like. If you keep trying, you will always find the rhyming word.
4. Click the empty picture frame for Discover Mode, or click Bailey to return to the Main Room.