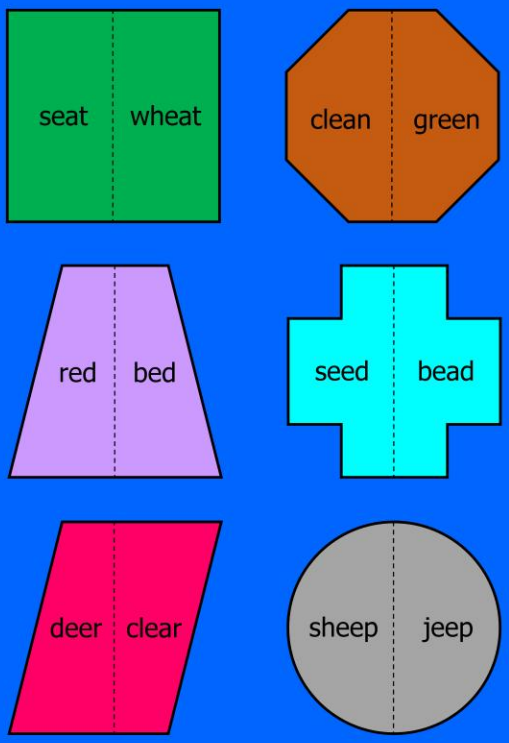
Rhyming Center Activities



Rhyming Words Bingo		
clean	made	seat
space	gate	deer
care	seed	mail
red	small	sheep

By Habakkuk Educational Materials

Table of Contents

1. Game Ideas for Ryming Words 2
2. Rhyming Words Matching Game 4
3. Rhyming Words Bingo 13
4. Rhyming Words Shape Puzzles 15
5. Rhyming Words Game to Practice Sight Words and More 20

RHYMING WORDS MATCHING GAME: Reproduce the matching cards on cardstock, laminate, and cut apart. Keep the A cards, the B Cards, and the C cards in separate Ziploc bags. There are two options for matching games. If you want students to match rhyming words that do not have the same spelling patterns, such as *night* and *write*, you can match the A and B cards (see the bottom right corner of the matching cards).

If you want students to match rhyming words that do have the same spelling pattern (also known as ***word families***), use the A and C cards so that students can match such words as *night* and *light*. The cards are placed face down on the table, and a child chooses two cards in an attempt to match rhyming words. If a match is made, the child removes the cards and holds onto them until the end of the game. If a match is not made, the cards would be returned to their original positions. The winner (the student with the greatest number of pairs after all cards have been removed) could be awarded a sticker to add to his or her incentive chart.

> **Matching game for whole group participation:** Print the set A and B cards on yellow cardstock. Use a different color to print the set C cards. Position the set A cards (or the set B cards) on one end of the chalkboard tray and the set *C* cards on the opposite side with the blank side of cards facing the students. Divide the students into two or more teams. A team player will choose a card from each set in an attempt to find two rhyming words, such as ***care*** and ***share*** (if you are using sets A and C) or ***share*** and ***pear*** (if you are using sets B and C). If a match is made, he or she would say, "*Care* and *share* are rhyming words," while removing the cards from the tray. If a match is not made, the cards should be returned to their original positions. Count the cards of each team at the end of the game to determine the winner.

RHYMING WORDS BINGO: Four bingo mats are available to use as a center activity. Reproduce the mats on cardstock and laminate. A word card is drawn from a bag, and students cover the word that rhymes with it on their bingo grids. There are two options for playing the game. If you want students to match rhyming words that do not have the same spelling patterns, such as *night* and *write*, draw the B cards from the matching game (see the bottom right corner of the cards). If you want students to match rhyming words that do have the same spelling pattern (also known as ***word families***), use the *C* cards so that students can match such words as *night* and *light*. The winner could be awarded a sticker to add to his or her incentive chart.

AROUND THE WORLD: Two students from the class stand together, and the teacher holds up, let's say, a word such as *store* from the rhyming words matching game. The first child to verbally call out a word that rhymes with it would move to the next child in line for a second race, and the game would continue in this manner.

RELAY GAME: Students line up in teams at the chalkboard for a relay game. The teacher would show a word card such as *store*, and the first team player to write a word that rhymes with it, such as *chore* or *four*, on the board would have a tally mark recorded under his group's name. A more challenging game might involve asking students to form a new word by thinking of an initial letter that can be added to the rime of a displayed word (the part from the vowel onward, such as the *ore* of *st<u>ore</u>*). Count the tally marks at the end of the game to determine the winner.

GO FISH

The cards used for the matching game could also be used by pairs or small groups of students to play "Go Fish!" in a classroom center.

Directions: Five cards are dealt to each player and the others are placed in a stack.

Player 1: "Do you have a word that rhymes with _____?" (Example: If Player 1 has the word *mail* in her set, she might show the card to Player 2 while asking him if he has a word that rhymes with it.)

<u>Player 2 has the card:</u> Player 2 sets *whale* down. (Player 1 keeps the pair and has a second turn.)

<u>Player 2 does not have the card:</u> Player 2 says, "Go Fish!" (Player 1 draws a card, and it is player 2's turn.)

Rhyming Words Matching Game

space A	base B
made A	paid B
mail A	whale B
small A	crawl B

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care A	pear B
gate A	wait B
clean A	green B
seat A	feet B

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r

red A	head B
seed A	bead B
sheep A	cheap B
deer A	clear B

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night A	write B
wilt A	built B
clock A	walk B
stone A	grown B

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spoon A	tune B
boot A	fruit B
store A	door B
rose A	froze B

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not A	thought B
shout A	doubt B
drum A	some B
fun A	won B

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Directions: For an easier matching game, let students match the C cards with the A cards. (*A* and *C* cards that rhyme have the same spelling patterns, but *A* and *B* cards that rhyme have different spelling patterns.)

ball C	bean C
bed C	cheer C
cone C	grade C
gum C	hot C

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jeep C	light C
moon C	more C
need C	nose C
race C	rock C

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root C	run C
scout C	share C
snail C	state C
tilt C	wheat C

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Rhyming Words Bingo		
clean	made	seat
space	gate	deer
care	seed	mail
red	small	sheep

Rhyming Words Bingo		
fun	stone	wilt
store	rose	shout
clock	night	boot
drum	spoon	not

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Rhyming Words Bingo		
space	clock	red
sheep	mail	drum
store	not	spoon
clean	night	care

Rhyming Words Bingo		
shout	fun	deer
boot	seat	small
gate	made	stone
seed	rose	wilt

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Rhyming Words Shape Puzzles

Directions: Put the shape puzzles together on a magnetic board. The word written on one half of each puzzle rhymes with the word written on the other half. Write the rhyme of each word in the space provided.

space	_____	night	_____
made	_____	wilt	_____
small	_____	clock	_____
mail	_____	stone	_____
care	_____	spoon	_____
gate	_____	boot	_____
seat	_____	store	_____
clean	_____	rose	_____
red	_____	hot	_____
seed	_____	shout	_____
sheep	_____	drum	_____
deer	_____	fun	_____

Teacher: Reproduce the shape puzzles from the next four pages on white cardstock. You may want to laminate the puzzles before cutting them out. Attach a piece of magnetic tape to the back of each half of a shape.

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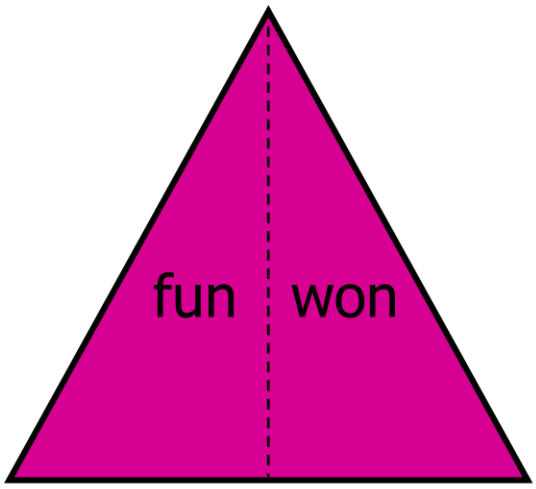

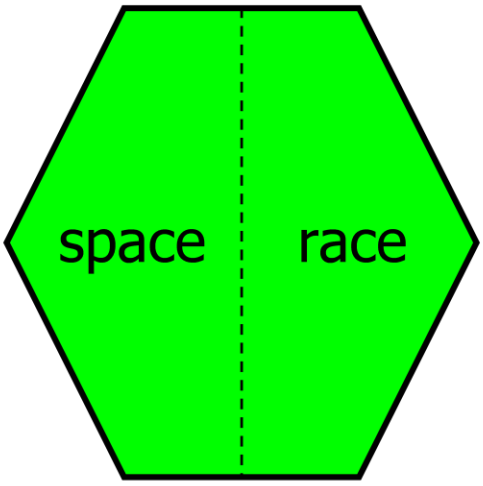

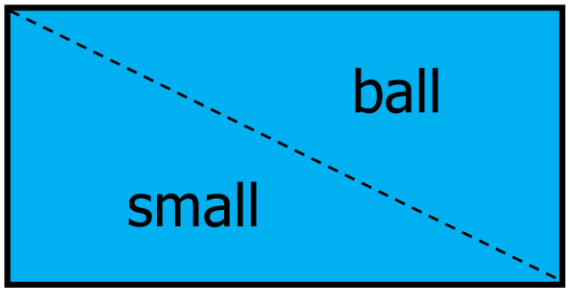

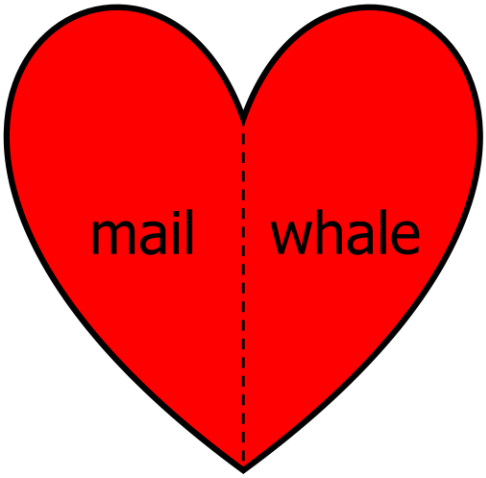

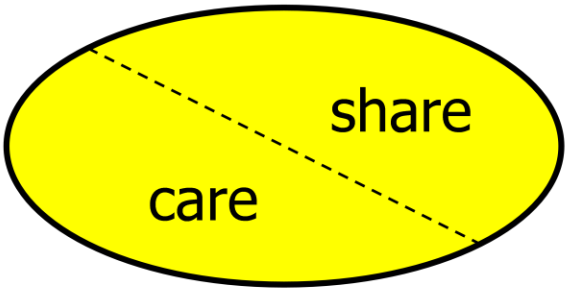

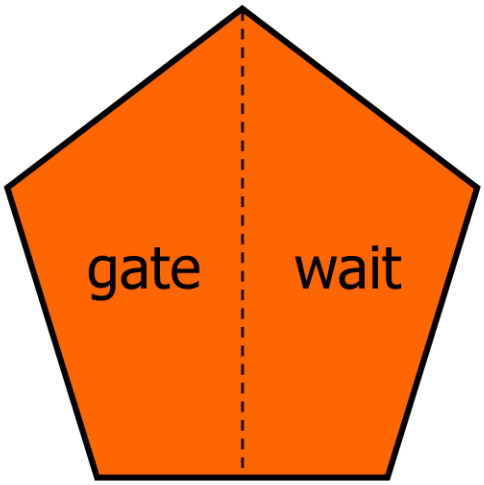

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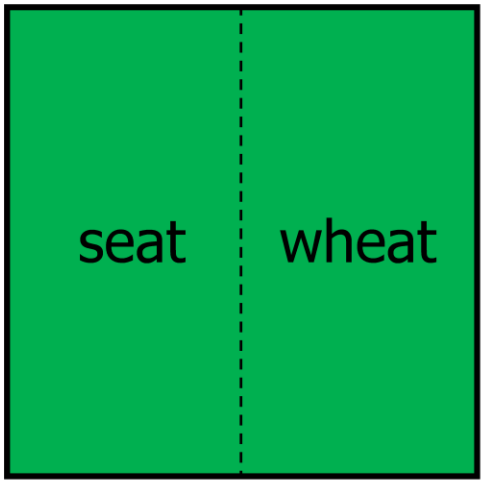

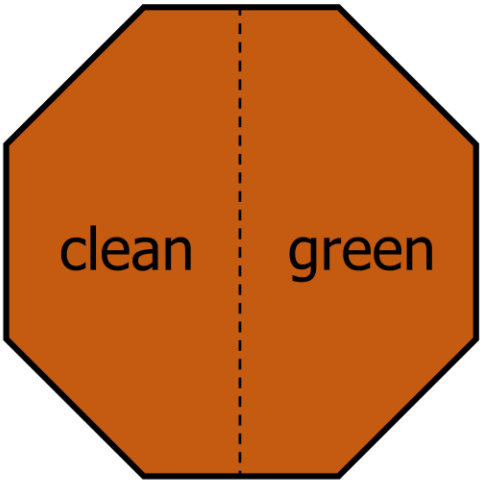

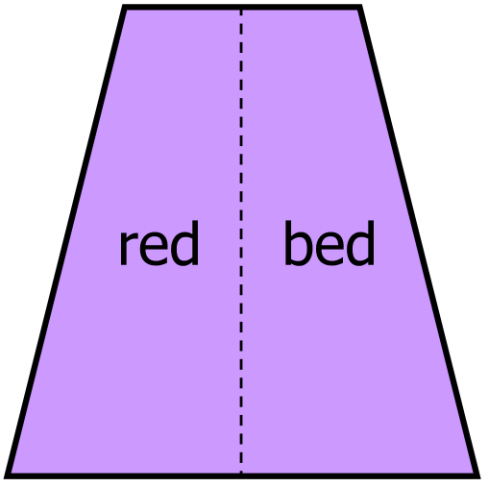

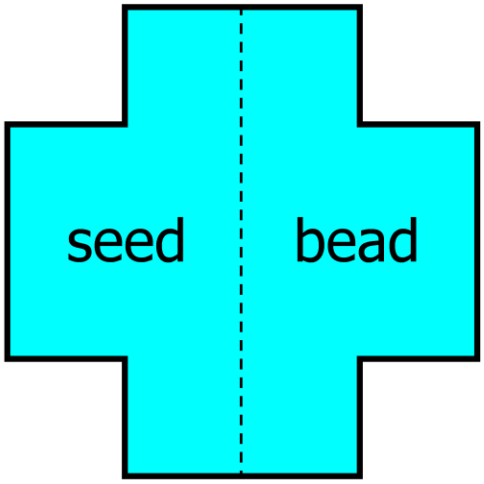

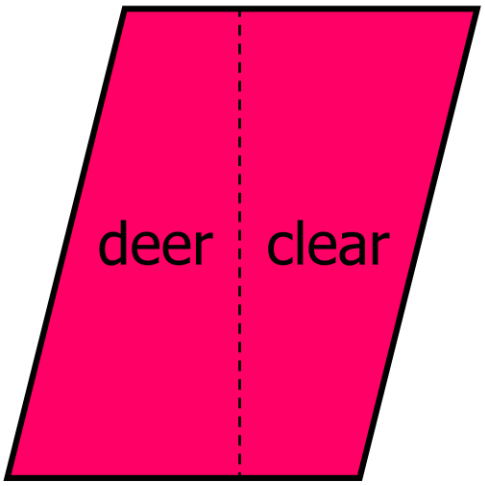

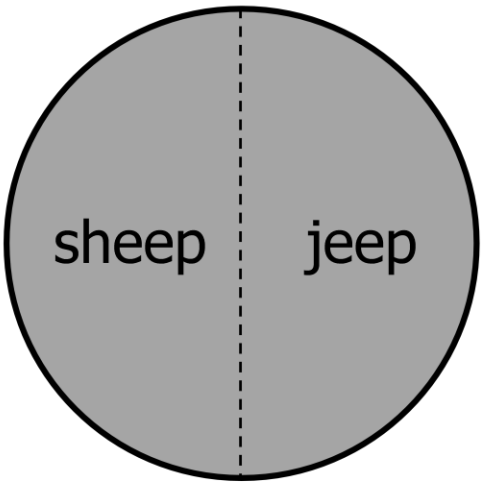

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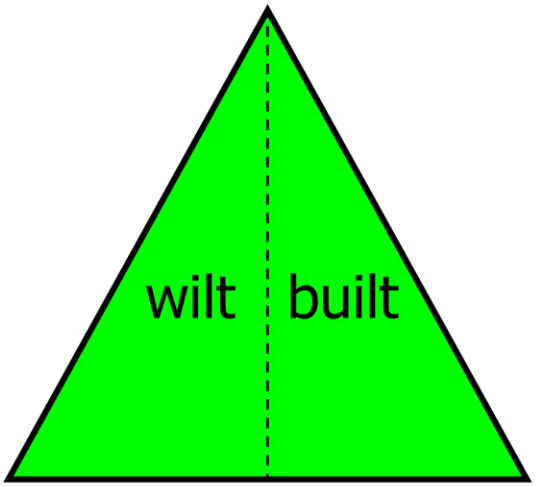

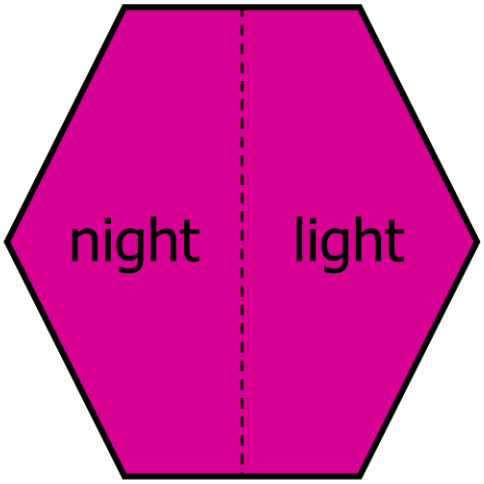

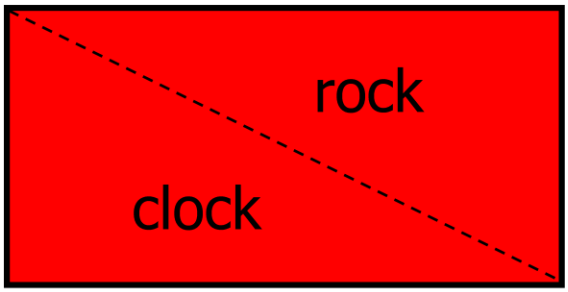

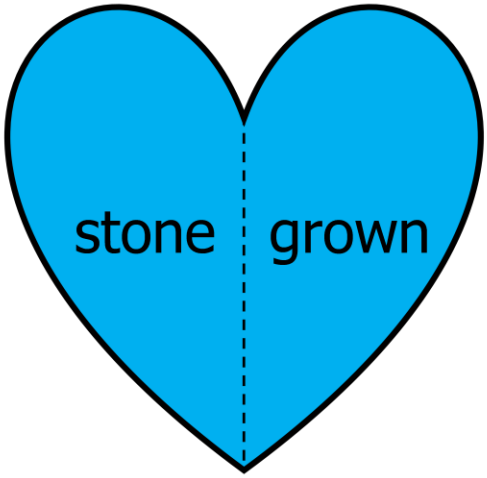

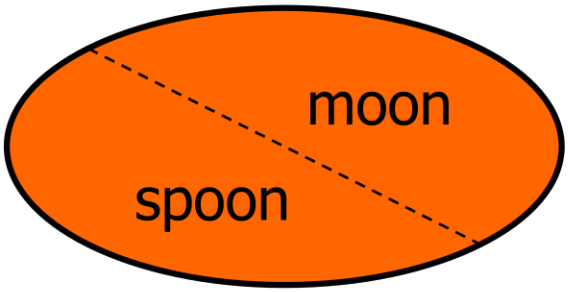

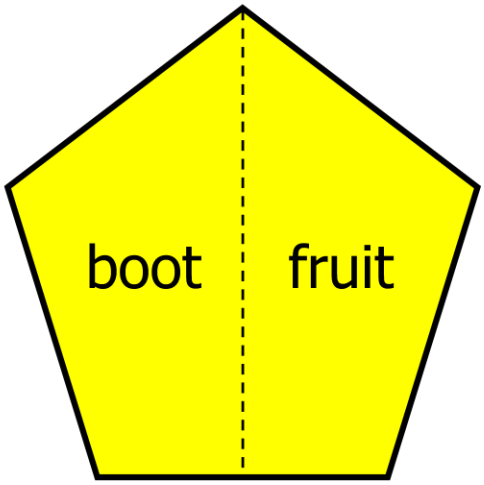

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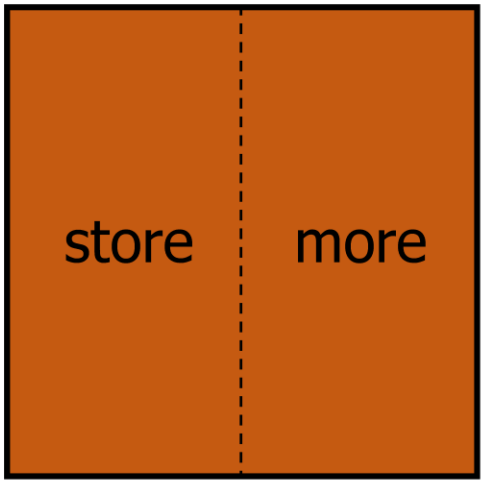

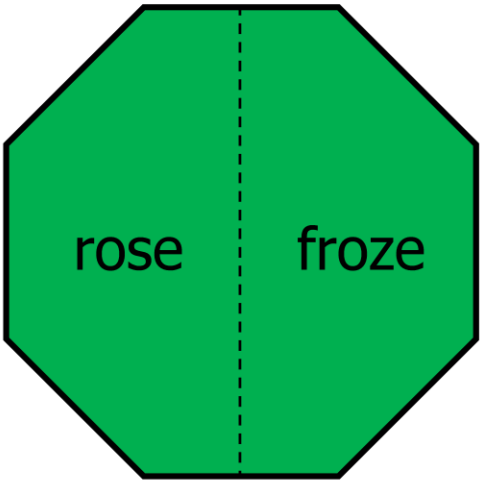

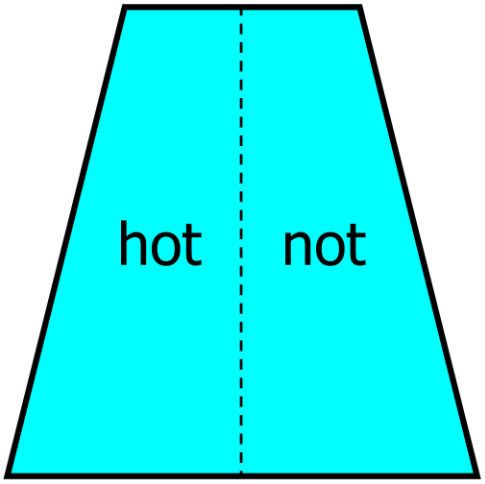

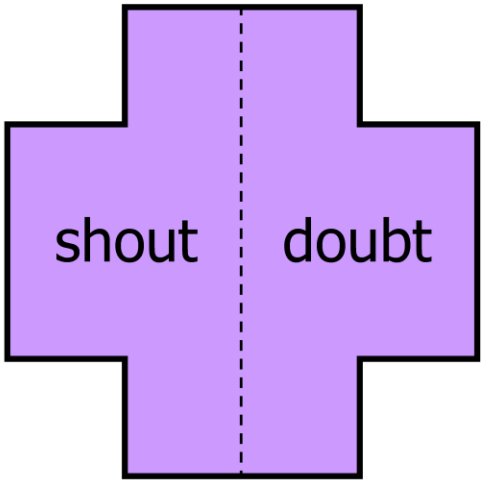

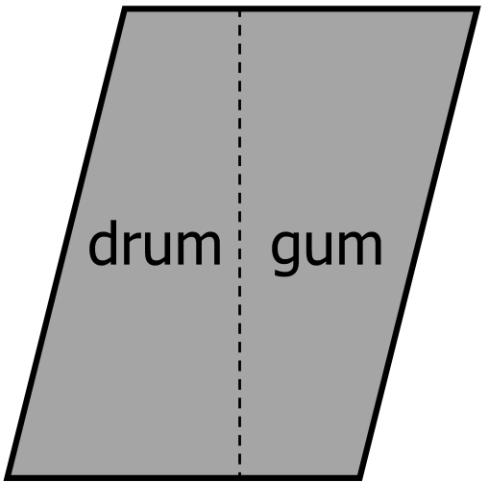

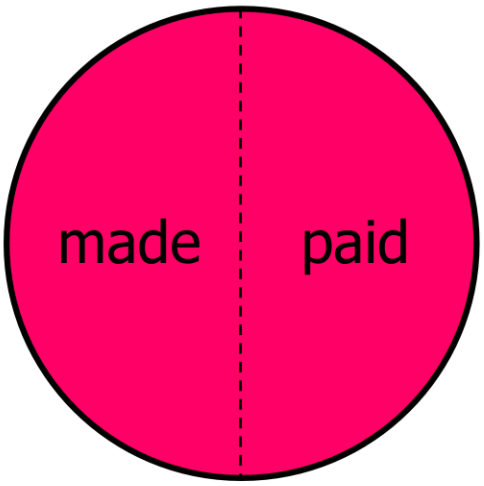

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Rhyming Words Game to Practice Sight Words and More

Use this game to practice sight words or to review unit questions provided with the social studies and science lessons from the books listed below.

Learning Social Studies, Spelling Words, Phonics, and More Simultaneously
Learning Science, Spelling Words, Phonics, and More Simultaneously

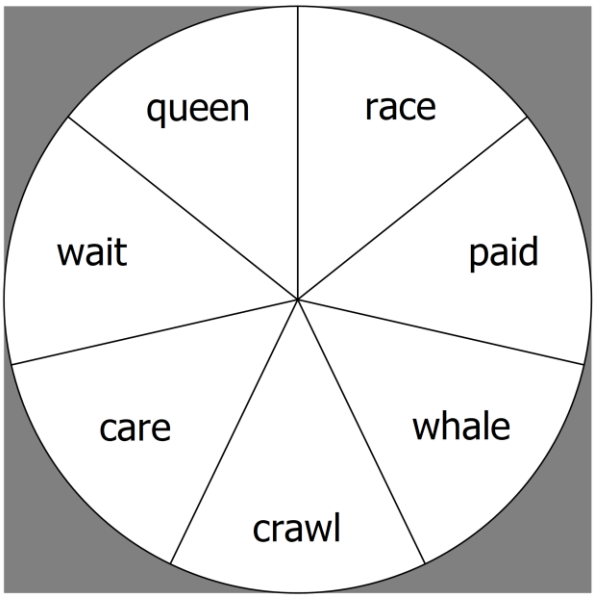
Materials for assembling the game are provided. Reproduce the picture cards on white cardstock, laminate, and cut apart. Tape each card to a lunch bag or to a paper gift bag without handles. You may want to use wall-safe tape to attach the bags to the wall under a title that reads "Rhyming Words." Distribute question or word cards between the bags.

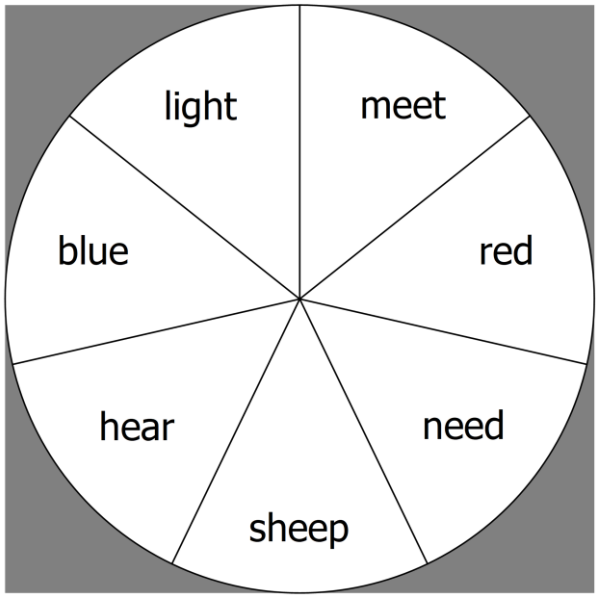
There are four spinners with seven words. If you have a limited number of word or question cards to put in the bags, you might just use one of the spinners and those bags with pictures that rhyme with the words on the spinner (see the chart on the following page).

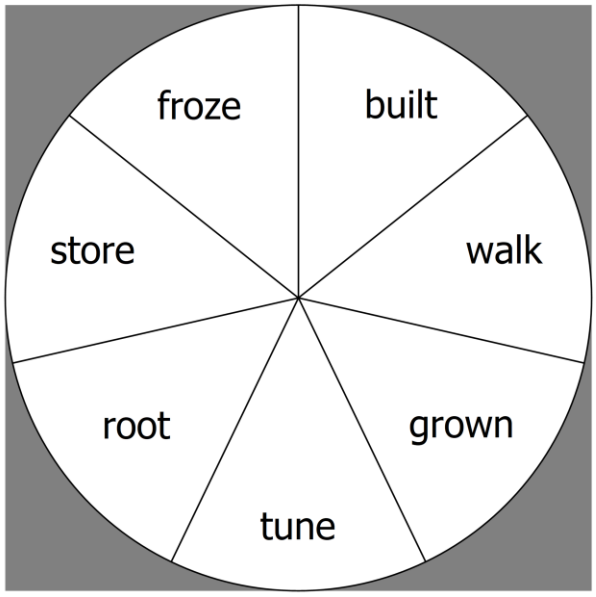
Explain to students that **rhyming words** end with the same sound. A few of the matching rhyming words with this game have the same spelling patterns, as in *sleep* and *sheep*, but most have different spelling patterns, as in *bear* and *care*.

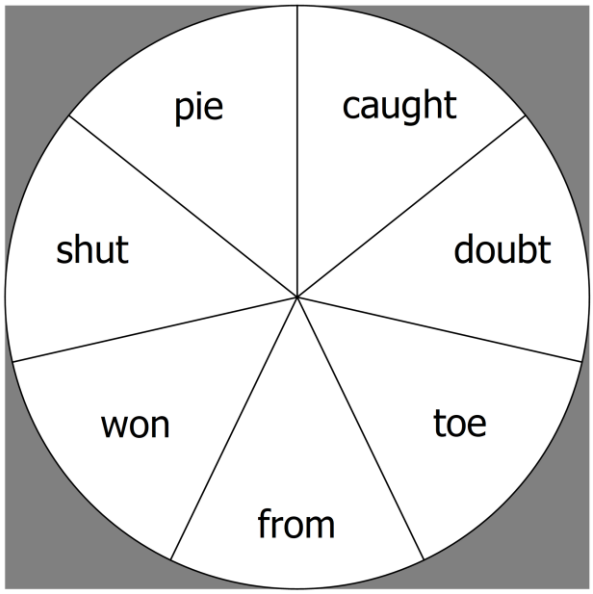
A student spins one of the spinners, reads the word that the spinner lands on, identifies the bag with the picture/word card that rhymes with the word, and then draws a unit question or a word card from the bag. If he reads the word from inside the bag or answers the question correctly, his team receives one point. (**Note:** To prepare the spinners, reproduce them on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of a spinner. Turn the spinner over to fasten the brad to the back. Students spin the paperclips.)

Spinner Words	Bag Words	Spinner Words	Bag Words	Spinner Words	Bag Words	Spinner Words	Bag Words
race	face	meet	eat	built	quilt	caught	hot
paid	grade	red	bread	walk	clock	doubt	scout
whale	mail	need	read	grown	cone	toe	crow
crawl	fall	sheep	sleep	tune	moon	from	drum
care	bear	hear	deer	root	fruit	won	sun
wait	skate	blue	grew	store	four	shut	nut
queen	clean	light	kite	froze	hose	pie	cry









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face	grade
mail	fall
bear	skate

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clean	eat
bread	read
sleep	deer

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grew	kite
quilt	clock
cone	moon

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fruit	four
hose	hot
scout	crow

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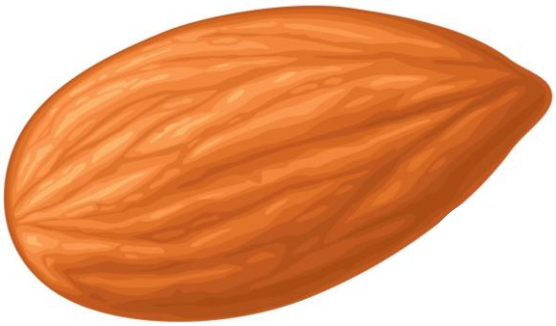
drum	sun
 nut	cry

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RHYMING CENTER ACTIVITIES

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