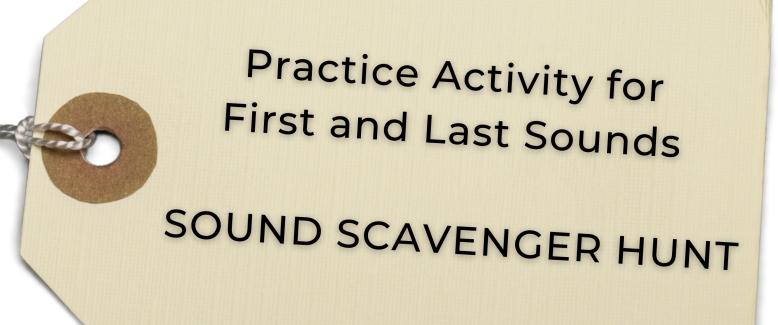


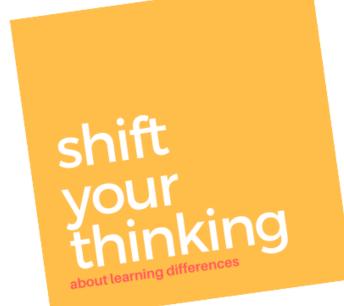
Resources in Partnership with Bright Lights Psychology



- Start by creating a list of first and last sounds of words (or use our list included below)
- Once you have created a list of words, ask your child to look for the word that the sound belongs to. For example, you can tell your child:
 - a. Find me something that starts with the sound /b/.
 - b. Find me something that ends with the sound /t/.
- To make it more fun, have your children work in teams or play against each other for more engagement and play-based motivation.

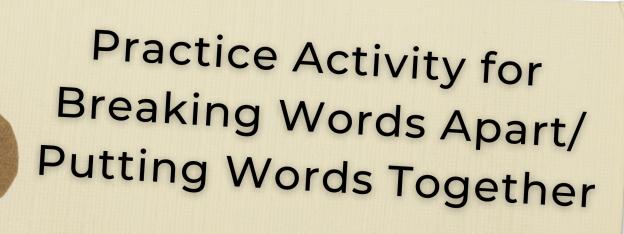
First Sounds: Last Sounds:

/b/ (as in BOOK). /d/ (as in BED). /k/ (as in CAT). /n/ (as in CAN). /f/ (as in FOOD). /t/ (as in MAT). /j/ (as in JUG). /g/ (as in RUG). /m/ (as in MOM). /r/ (as in CAR). /p/ (as in PIG). /s/ (as in MISS). /h/ (as in HAT). /I/ (as in PULL).





Resources in Partnership with Bright Lights Psychology



I Spy Sounds

Start by saying "I spy with my little eye, something that sounds like...
Select an item around the room and break the word up into sound parts

Example: BOOK - /b/ /uu/ /k/ CAR - /k/ /a/ /r/

- Now have your child put the sounds together to tell what word you were spying.
- Now it's your child's turn to say "I spy with my little eye, something that sounds like...." and select an object and break up the sounds for you to put back together. Try tapping or clapping the different sounds in words to develop syllable awareness.
- This game can be played anywhere at home, at the park or on car rides!

Simple Word Ideas:

- Book
- Car
- Tree
- Cup
- Door
- Road
- Floor
- Hat
- Dog
- Mitt

More Complex Ideas:

- Glove
- House
- Couch
- Kitten
- Marker
- Cookie
- Water
- Pencil
- Stair
- Lamp