

| $a$ | $d$ | $c$ | $g$ |
| :--- | :--- | :--- | :--- |
| $i$ | $p$ | $t$ | $w$ |
| $e$ | $a$ | $h$ | $p$ |
| $t$ | $i$ | $b$ | $g$ |
| $d$ | $e$ | $w$ | $i$ |
| $g$ | $h$ | $c$ | $f$ |

## Phoneme Awareness

## Sound Bingo (initial sounds)

## What you need:

Bingo Cards
Counters or pasta

## What you do:

1. Ask children to say the name of each picture and repeat the first sound of each word after you. eg. 'dog' ' $d$ ', ' $d$ ', ' $d$ '. (This may need to be modelled a few times before children understand)
2. Call out the first sound of one of the pictures, ' $g$ ' for 'goat' and children are to try and work out whether they have a picture that starts with that sound. If they do they can put a counter on it.
3. The first child who has all the pictures covered with counters is the winner and can say 'sound bingo'.

## Variations of the game

1. Children who have a good understanding of the initial sounds of words could be introduced to the written letters of these sounds. They could have these sounds cut out and then match the initial sound to the correct picture.
2. Children who are not ready to play sound bingo can play word/picture bingo. The educator calls out the picture name and, if children have that picture, they cover it with a counter.
