



### Objective

The student will identify variant correspondences in words.

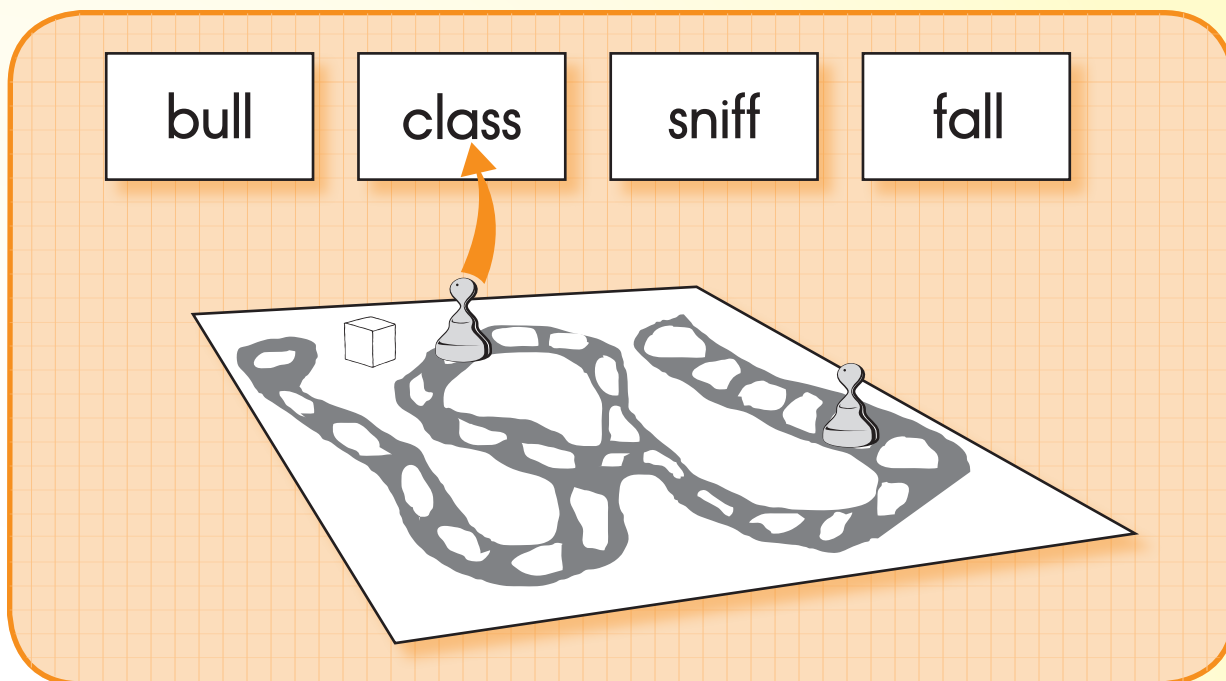
### Materials

- ▶ Game board (Activity Master P.012.AM1a - P.012.AM1b)
- ▶ Number cube (Activity Master P.012.AM2)
- ▶ Word cards (Activity Master P.012.AM3a - P.012.AM3b)
- ▶ Game pieces (e.g., counters)

### Activity

Students read words containing doubled consonants (ff, ll, ss) by playing a board game.

1. Place game board, game pieces, and number cube at the center. Place word cards face up in rows beside the game board.
2. Taking turns, students roll the number cube and move game piece that many spaces.
3. Read word and state target letters (ff, ll, ss) and sound that game piece lands on (e.g., lands on “boss” say, “boss, ss, /s/”). Point to a word card containing the same target letters and sound (e.g., point to and say “class, ss, /s/”). If students cannot read or identify another matching word, go back to original spot.
4. Continue until both students reach the end of the game board.
5. Peer evaluation



### Extensions and Adaptations

- ▶ Make other word cards to use with game.
- ▶ Sort the words from the game board.

# Phonics

Knoll Stroll

P.012.AM1a

START

puff

You press on,  
go ahead  
two spaces.

knoll

bless

stiff



stroll

stress

cross

Bull in your  
path, go back  
two spaces

full

boss

will

Miss falling off  
a cliff, go  
ahead  
two spaces.

Go hear the bell  
in the dell,  
go back  
two spaces.

press

END

riff

off

No stalling,  
go ahead  
two spaces.

fell

bass

grass

bell

small

You stop  
at the bluff,  
go back  
two spaces.

You are  
starting to  
huff and puff,  
rest one turn.

miss

huff

hall

dill

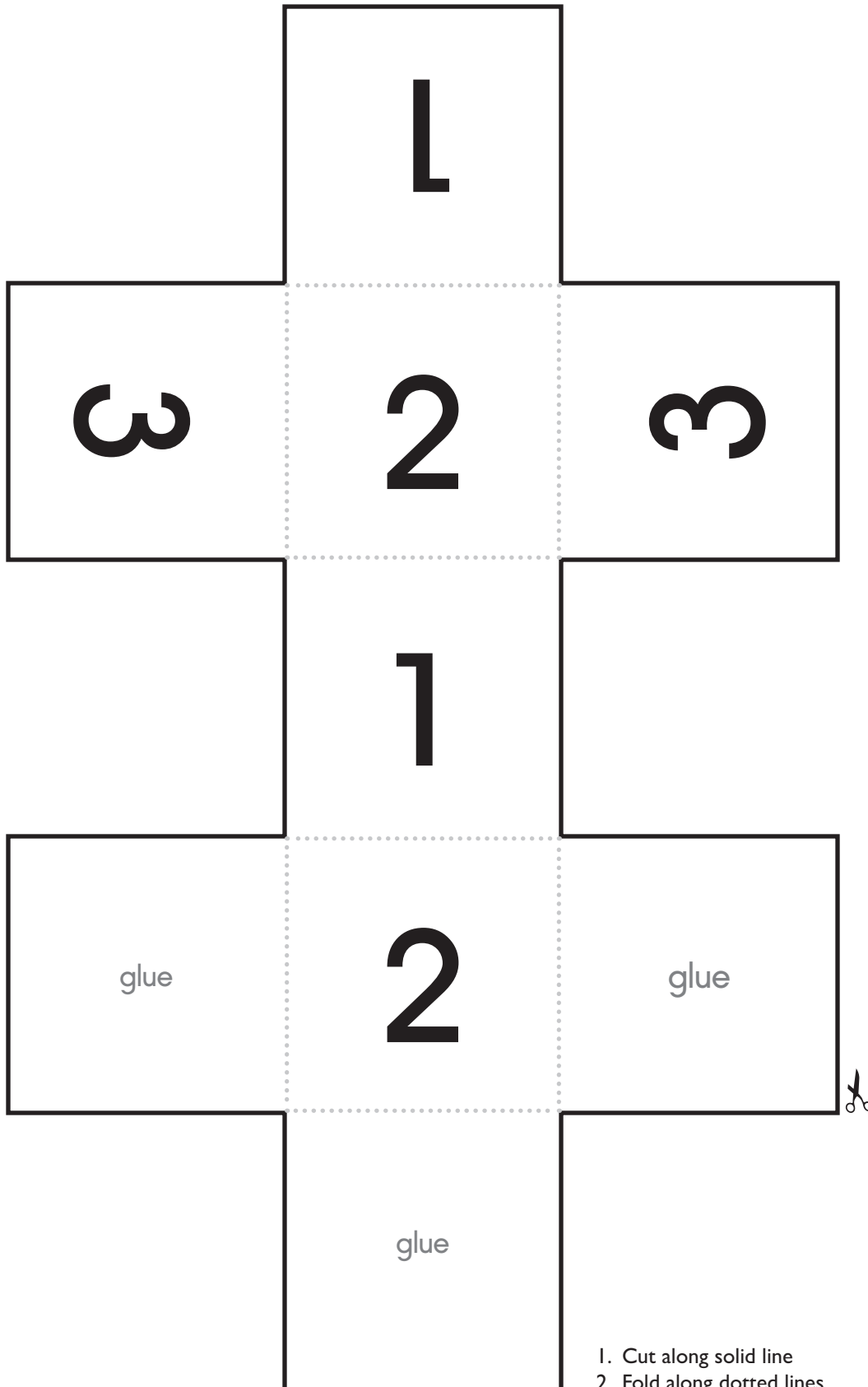
You feel swell,  
go ahead two  
spaces.

fuss

# Phonics

Knoll Stroll

P.012.AM2



fuss

glass

hiss

class

stress

bluff

sniff

stuff



# Phonics

Knoll Stroll

P.012.AM3b

gruff

cliff

dell

smell

fall

stall

bull

frill

