

T's Terrific Sound Adventure!

Materials Needed:

- Opaque bag (e.g., pillowcase, tote bag)
- 3-5 small, familiar objects with distinct initial sounds (e.g., **b**all, **c**ar, **d**uck, **s**poon, **t**oy)
- Picture cards or small objects representing rhyming pairs (e.g., cat/hat, dog/log, mouse/house)
- Optional: A small mirror for the articulation game
- Comfortable play area

Let's Begin Our Sound Adventure! (5-7 minutes)

Hello T! Are you ready for a super fun sound adventure today? We're going to play with sounds and words! Let's get our ears ready! (*Wiggle ears playfully*)

Sing a simple "Hello" song or a sound readiness song like "Open, Shut Them" with exaggerated mouth movements.

Activity 1: The Magical Sound-Object Bag (10-12 minutes)

Goal: To help T connect a sound with an object.

Instructions:

1. "Look T, I have a magical sound bag! What do you think is inside?" (*Shake the bag gently*)
2. "Let's feel inside and pick one thing. Close your eyes! What did you find?"
3. When T pulls out an object (e.g., a ball), say its name clearly, emphasizing the initial sound: "It's a **b**all! /b/, /b/, **b**all. Can you say /b/?"
4. Encourage T to repeat the sound. If T says the word, affirm: "Yes, **b**all!"
5. Put the object aside and repeat with the other 2-4 items, focusing on making the initial sound clear and fun. "This is a **c**ar! /k/, /k/, **c**ar."
6. After all objects are out, you can point to each one and say its sound and name again. "What sound does the **b**all start with? /b/!"

Creative Tip: Make silly animal sounds if an animal toy is pulled out, then emphasize its starting letter sound.

Activity 2: Rhyme Time Fun! (8-10 minutes)

Goal: To introduce T to the idea that some words sound alike.

Instructions:

1. "Now for some rhyming fun! Rhyming words sound the same at the end. Listen: **cat** and **hat**. They rhyme!" (*Use picture cards or objects*).
2. Show one item/card (e.g., cat). "This is a cat. Can you find its rhyming friend? Does cat rhyme with dog, or cat rhyme with hat?"
3. Gently guide T to match the rhyming pairs. You can say them together: "Cat, hat! They sound the same!"
4. Use 2-3 rhyming pairs for a 2-year-old to keep it engaging (e.g., cat/hat, dog/log, mouse/house).
5. Make it a game: "Where is the hat? Oh, it wants to be with the cat because they rhyme!"

Application Tip: If possible, use objects T can hold and match up.

Activity 3: Silly Sounds Articulation Game (Minimal Pairs) (5-7 minutes)

Goal: To gently introduce different mouth movements for similar sounding words.

Instructions:

1. "Let's play a silly sounds game! Some words sound almost the same, but a tiny sound makes them different. Watch my mouth."
2. Choose one minimal pair, e.g., 'bat' and 'pat'.
3. "This is a **bat**. /b/, /b/, **bat**. Feel the air pop from your lips for /b/." (*Demonstrate*)
4. "This is **pat**. /p/, /p/, **pat**. This sound also pops, but it's a bit softer. Can you try?" (*Demonstrate. Use a hand in front of your mouth to show the puff of air for 'p' vs 'b' or use a mirror so T can see their mouth.*)
5. "Let's try to say them: **bat**... **pat**." Exaggerate the mouth movements.
6. Make it playful: "Can you 'pat' the teddy bear? Good job! Now, imagine a 'bat' flying!"
7. Don't worry about perfect articulation. The goal is exposure and playful practice. Praise any attempt!
8. You can try one more pair if T is still engaged, like 'cap'/'cab', but keep it short and fun.

Creative Play: Use gestures! Mime hitting a ball with a 'bat', then gently 'pat' T's hand.

Cool Down & Wrap Up (3-5 minutes)

Wow, T! You did such a great job with our sounds, rhymes, and tricky words today! You're a sound superstar!

Review one favorite item from the sound bag or one rhyming pair. "Remember the **ball**? /b/, /b/, **ball**!"

Give lots of praise and a high-five or a hug.

Maybe sing a goodbye song that includes some of the sounds or words from the lesson.