

Rhyme Time Detectives: The Case of the Missing Sound

Materials Needed:

- A basket or bag (the "Mystery Basket")
 - Several pairs of small, rhyming objects from around the house (e.g., a toy **car** and a **star**, a **block** and a **sock**, a toy **mouse** and a small toy **house**, a **pen** and a toy **hen**, a **ball** and a small **doll**)
 - A piece of paper and a crayon/marker
 - A speaker or phone for music (optional, for the Wrap-Up)
-

Lesson Information

- **Subject:** Early Literacy (Phonological Awareness)
 - **Grade Level:** Pre-K (Age 4)
 - **Time Allotment:** 25-30 minutes
-

1. Learning Objectives

By the end of this lesson, the student will be able to:

- Identify if two spoken words rhyme with guidance.
 - Physically match at least two pairs of rhyming objects.
 - Generate one or more rhyming words (real or nonsense) to complete a silly sentence.
-

2. Lesson Procedure

Part 1: Warm-Up - The Rhyme Time Chant (5 minutes)

The goal is to get moving and introduce the idea of words that sound the same at the end.

1. Sit with your child and say, "We are going to be Rhyme Time Detectives today! Our job is to find words that have the same secret sound at the end. Let's practice with a chant. Copy me!"
2. Start a simple, rhythmic clap-and-stomp pattern.
3. Chant the following lines, having the child repeat each line after you:
"Rhyme time, rhyme time, are you ready? (Child repeats)"
"Let's get started, steady, steady! (Child repeats)"
"Words that rhyme sound the same... (Child repeats)"
"At the end of the name! (Child repeats)"
4. Finish with a big clap and say, "Great! Now let's get our detective gear ready!"

Part 2: Main Activity - The Mystery Basket (10 minutes)

This hands-on activity encourages the student to listen for and match rhyming sounds using physical objects.

1. Present the "Mystery Basket." Say, "Oh no! All these toys got mixed up in the mystery basket. They want to find their rhyming partner! Can you help them?"
2. Pull out one object, for example, the toy **car**. Emphasize the word clearly. "This is a **car**. Let's be detectives and find the toy that rhymes with **car**."
3. Pull out the other objects one by one. "Is it this **sock**? Do **car** and **sock** rhyme? Hmmm, no." Continue until you pull out the star.
4. "Is it this **star**? Let's check. **Car... star**. Yes! They sound the same at the end! You found a match!" Place the two matched objects together to the side.
5. Let the child take the lead. Encourage them to pull an object out of the basket. You can say the name of the object, and they can search for its partner. Help them say the words aloud to check if they rhyme.
6. Continue until all the pairs are matched. Celebrate each successful match!

Differentiation:

- **For extra support:** Start with only two pairs of objects in the basket to make the choice simpler. Say the words for the child and over-emphasize the rhyming part (c-**AR** and st-**AR**).
- **For an extra challenge:** After a match is made, ask, "Can you think of another word that rhymes with **car** and **star**?" (e.g., far, jar).

Part 3: Creative Application - Silly Rhyme Story (5-10 minutes)

This part moves from matching to creating, applying the rhyming skill in a fun, imaginative context.

1. Say, "You are such a great Rhyme Detective! Now let's use our rhyming powers to make a super silly story. I'll start a sentence, and you finish it with a word that rhymes."
2. On the piece of paper, you can draw a simple picture of the character as you go.
3. **Teacher:** "Once there was a little frog..." (Draw a frog). "...who sat upon a..."
4. **Student:** "...log!" (Or any other rhyming word they think of, even a nonsense word like "zog").
5. Praise their answer enthusiastically! "Excellent! A frog on a log!" Add a log to your drawing.
6. Continue with 2-3 more silly sentences:
 - "He saw a big bug... who gave him a..." (**hug**)
 - "Then he saw a goat... who was wearing a..." (**coat**)
 - "The goat sailed a boat... that couldn't..." (**float**)
7. Let the child help draw the silly pictures. Read the whole silly story back when you're done.

3. Wrap-Up and Assessment

Rhyming Freeze Dance (5 minutes)

This is a fun, physical way to review and assess their listening skills.

1. Say, "Time for one last detective game: Rhyming Freeze Dance!"
2. Play some fun music and have the child dance around.
3. Stop the music and shout out two words.
4. "If the words rhyme, FREEZE! If they don't rhyme, you can do a silly wiggle."
5. Use a mix of rhyming and non-rhyming pairs:
 - "Cat... Hat!" (Child should freeze)
 - "Dog... Spoon!" (Child should wiggle)
 - "Sun... Run!" (Child should freeze)

- "Blue... Tree!" (Child should wiggle)

6. End the game with a final freeze and a "Congratulations, you are an official Rhyme Time Detective!"

Informal Assessment: The assessment is done through observation during the activities. Did the student correctly match the objects? Did they participate in the story creation? Did they freeze or wiggle correctly during the dance? This provides a clear picture of their understanding without the pressure of a formal test.