

Really Good Stuff® Activity Guide

Where's the Change?

Congratulations on your purchase of the **Really Good Literacy Center-in-a-Bag™ Where's the Change? Game**—an educational Really Good Literacy Center-in-a-Bag that you can use to sharpen your students' phonological awareness skills.

Objective

Students will use picture cues, to manipulate phonemes in words.

This Really Good Stuff® product includes:

- 30 *Where's the Change?* Picture Tiles
- 2 *Where's the Change?* Mats
- Center Task Card
- This Really Good Stuff® Activity Guide

The **Where's the Change? Game** offers early readers a fun way to manipulate phonemes in words. To play the game, students compare the sounds of two words and decide if these words sound different at the beginning, middle, or end. This activity gives students practice segmenting words into phonemes, or sounds, and identifying different sound positions within a word.

Managing the Center-in-a-Bag™

- Display the *Center Task Card*.
- Demonstrate how to tidy the center when the activity is complete.
- Store the center materials in the bag and hang it alongside other Centers-in-a-Bag™.

Introducing the *Where's the Change? Game*

The **Where's the Change? Game** provides ample opportunities for students to practice segmenting and manipulating phonemes in words. Each *Picture Tile* has two pictures that have two phonemes in common and one that is different. Students must determine which phoneme has changed from the first picture to the second; for example, in *bed* and *red* the beginning sound changes from *b* to *r*. Other *Picture Tiles* feature words that have a change in their middle sound, as in *goat* and *gate*, and in their ending sound, as in *braid* and *brain*. Once students determine where the sound has changed between the two words, they place the *Picture Tile* into the corresponding column on the *Where's the Change? Mat*. The first column, the fish head, is for a beginning sound change; the middle column, the fish body, corresponds to a middle sound change; and the final column, the fish tail, corresponds to an ending sound change.

Students can play **Where's the Change? Game** individually or in pairs, making it a perfect literacy center activity. Two *Where's the Change? Mats* make it possible for students to sort together or race against each other. Included are 30 *Picture Tiles*, 10 each for beginning, middle, and ending sound changes.

Center Task Card

Post this at the literacy center in a visible position. The student or helper can refer to the *Center Task Card* for instructions. Refer to the shaded section at the top of the *Card* for center preparation, including needed materials.

Model the Activity

Gather a *Where's the Change? Mat* and the *Picture Tiles* and play the **Where's the Change? Game**. Review the pictures on the *Tiles*, or use the *Answer Key* to make sure that students can easily identify each picture. Explain that students will practice segmenting each of the two words into their individual sounds and determine how the words have changed. Place the *Picture Tiles* in a stack face down and turn over the top *Tile*. Name each picture, *bed...red*. Say each word slowly, tapping your finger for each phoneme as necessary. Use the *Where's the Change? Mat* as a reference point for your tapping so that students can see how each column represents a position in the words. Ask students how the words are different and to identify the location of the sound change between the words. Place the *Picture Tile* in the corresponding column on the *Mat*.

After modeling the **Where's the Change? Game**, use it as an independent literacy center activity. The ease of instruction and fun *Picture Tiles* make the game accessible to all students, especially English language learners, who benefit from having picture cues to acquire new vocabulary.

Where's the Change? Game

One to four players

Object: To isolate phonemes in words.

Materials: *Picture Tiles*, *Where's the Change? Mats*, *Center Task Card*

1. Place the *Mats* in front of the players, one or two students per *Mat*. Place all the *Picture Tiles* face down in a stack. Decide on the order of play.
2. Player 1 turns over the top *Picture Tile* and names both pictures, stating if there is a beginning, middle, or ending sound change. Player 1 places the *Tile* in the corresponding column of his or her *Mat*.
3. Players continue taking turns in this way.
4. Play continues until all the *Picture Tiles* are used.

Variation

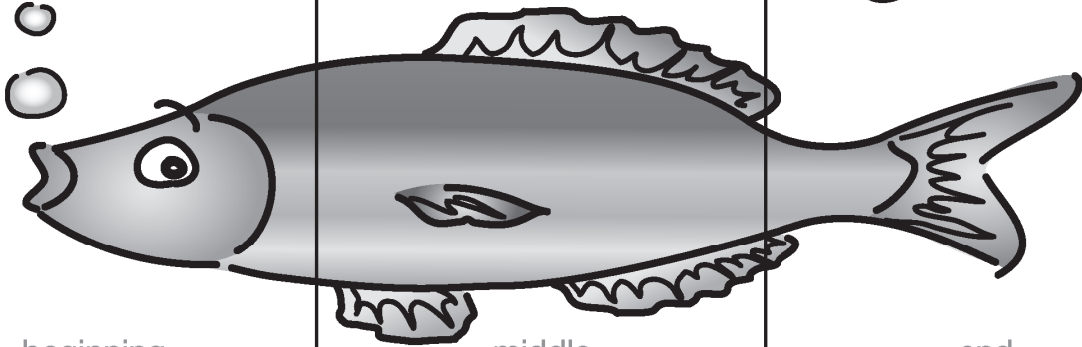
- Students record their answers on the *Where's the Change? Worksheet Reproducible* by drawing the pictures from their *Tiles*.
- Provide a timer and have players speed sort the *Picture Tiles*. Students race against their partner's time, or, if playing alone, their own time.

Answer Key

Beginning	Middle	Ending
cat, bat	goat, gate	braid, brain
bed, red	crab, crib	cone, comb
fish, dish	mop, map	dog, doll
dog, log	net, nut	graph, grass
bug, hug	pail, pool	pan, pad
rain, brain	truck, track	rag, rat
street, feet	whale, wheel	ship, shin
kite, night	cheek, chick	sing, sink
boat, coat	beak, bike	snail, snake
suit, boot	stump, stamp	tooth, tube

All activity guides can be found online:

Where's the Change?

 <p>beginning</p>	<p>middle</p>	<p>end</p>