PHONOLOGICAL AWARENESS

Level 1



Level 1 *PA activities only

Lesson 1: Sentence

Segmenting...5

_esson 2: Using Prepositions in

Complete Sentences...7

_esson 3: Understanding Order

Words (first & last)...9

Lesson 4: Using Same &

Different...17

esson 5: Listening to Sounds in

the Environment...25

Lesson 6: Silly Sentences...31

instruction includes activities to support: Phonological Awareness (PA) portion of the

- name recognition
- oral language skills
- phonological awareness
- phonemic awareness

PA instruction should take approximately 6 minutes to complete

Lesson Outline*begin each lesson with the name activity introduced at the beginning of each level Explain: Tell students what they will be doing during the activity

Model: Demonstrate the activity

Practice: Have students practice the activity with teacher support

Expand: Use when students need a challenge



In the Classroom

reinforce new vocabulary Ideas for incorporating these concepts throughout the day to



Reinforcement Lesson

students need more practice introduced concepts. Only use these lessons if These lessons provide reinforcement of previously



Error Correction Procedure

provide corrections. *Repeat this process as needed. When students make mistakes, use the following procedures

Model: Demonstrate the correct response

<u>Practice</u>: Have students practice the activity with teacher support.

<u>Praise</u>: Provide verbal reinforcement to students

JWH AW SNILNES INOSSIT

Materials: My name is ____ page and name cards with children's names.

Sutline of Activity:

when it is their turn.

Explain: Show children the My name is _____ page and explain that this is a sentence. Point out the words and punctuation. Tell them: "We are going to say this sentence together and clap each word. When we come to a friend."

Model: Display the teacher's name tag as you demonstrate the activity. Clap for each word and then point to yourself when your name is read. Have the children do it with you.

Practice: Repeat the activity with the children doing it with you for each child's name. Add their name tag

Expand: After you clap each name give each child their nametag. Have them look at their name and point to

the first letter and name their letter.

DEEDOZIONZ & COMDIELE ZENLENCEZ FERZON S: BUZIC NOCUBNITUBA

Whagedrag and "Put your garbage IM the garbage can."

*Begin with My name is ____ activity from lesson 1

Materials: Dog Finger Puppet, Small Box

Sutline of Activity:

xod 941 ni, xod 941 no :lbminb 941 gnisblq 9715 practice placing the animal: on the box, in the box,

"...Xod 9A1 o1 1X9A

Model: As you are saying the directions, act out the direction words with your animal.

<u>Practice</u>: Give each child an animal, call out a direction and together (you have an animal too, guiding the correct placement) place the animal in different positions and have the child say a complete sentence: Example: "The dog is in the box." Make sure you have the child repeat the sentence after you so they practice saying the sentence



Error Correction Procedure

"xod edt VI si gob edT :<u>leboM</u>

Practice: "Do it with me. Put the dog in the box."

Praise: "Good! The dog is in the box."

*Using the different direction words, support students to say and place the animal in the correct spot: on, in, over, under, next to, behind, in front of

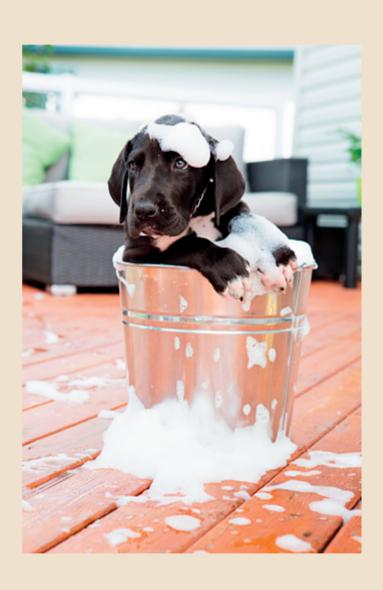
Expand: Let the children suggest directions.

as well as placing the animal in the correct spot.









OBDER OF OFFICE FIBLES FIBLES TESSON 3: BYSIC NOCHENTERS

*Begin with My name is _____ activity from lesson 1

Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

Explain: "We are going to practice pointing to which animal is first and last in line." (Hand out dog

puppets for students to use as pointers)

Model: Show students the line of animals. Point to each animal and say its name. "This is a cow. The cow is first in line. This is a cat, and this is a pig. The pig is last in line."

Practice: "Point to the animal that is first in line. Point to the animal that is last in line."

Error Correction Procedure

". The cow is first. This is first."

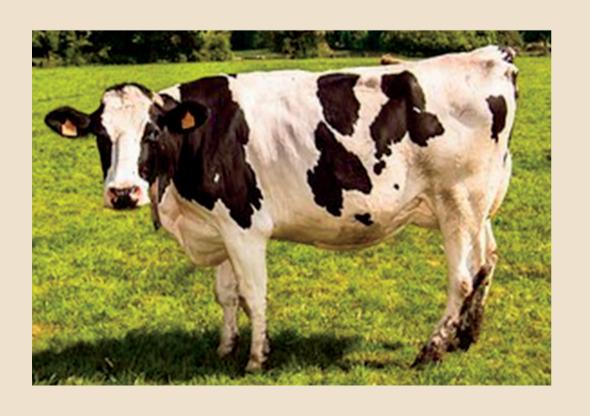
"Itsrif ei woo adT !bood" :<u>asisrq</u>

Practice: "Point with me. Which animal is first?"

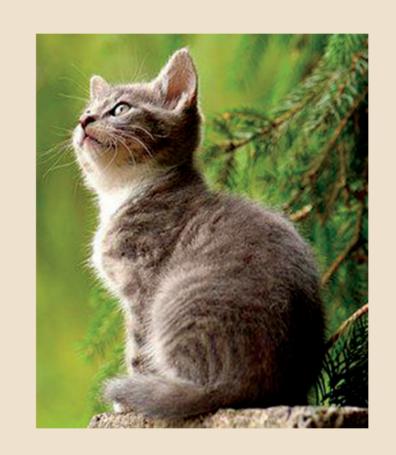
Expand: Have students say which animal is first

and last in line.





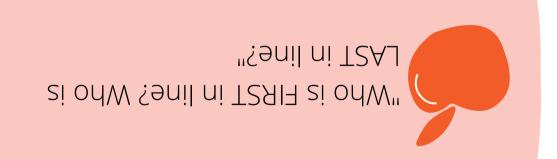






OBDER OF OFFICE SHELL & ITALIAN SHE BUSINES NOSSET





*Begin with My name is _____ activity from lesson 1

Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

Explain: "We are going to practice pointing to which animal is first and last in line." (Hand out dog puppets

for students to use as pointers)

Abodel: Show students the line of animals. Point to each animal and say its name. "This is a cat. The cat is first in line."

Practice: "Point to the animal that is first in line. Point to the animal that is last in line."

Error Correction Procedure

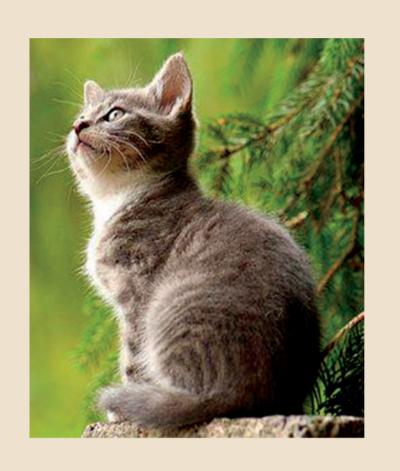
Model: Point "The cat is first. This is first."

Practice: "Point with me. Which animal is first?"

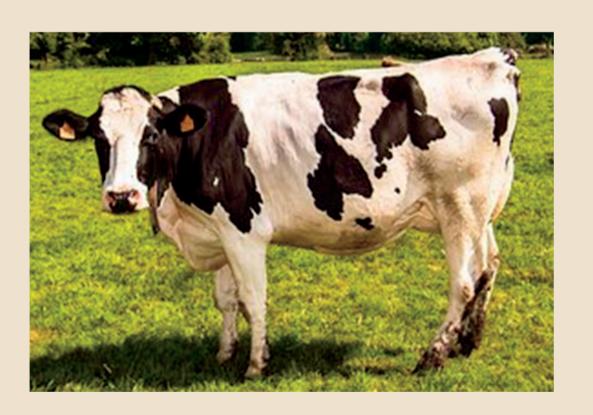
"Itsrif si Jaba ed The cat is first!"

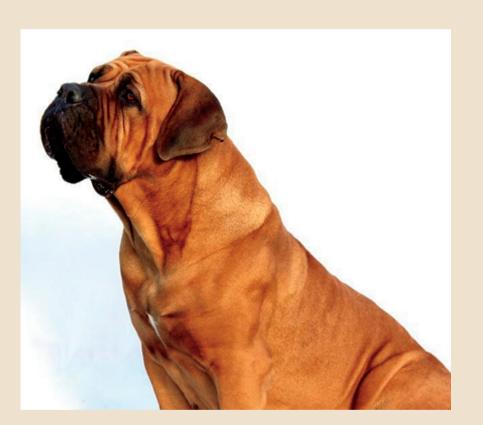
Expand: Have students say which animal is first

.anil ni tzel bne

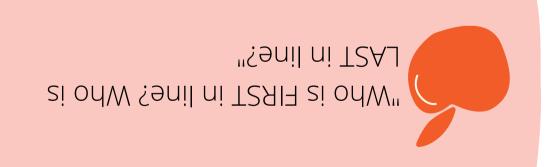








OBDEE OF OFFICLS FIESL & ITSE WEITHER NOCHENTURA



(srafinger Puppets (used as pointers) *Begin with My name is ____ activity from lesson 1

Outline of Activity:

and last in line.

Explain: "We are going to practice pointing to which animal is first and last in line." (Hand out dog puppets

for students to use as pointers)

Expand: Have students say which animal is first

". anil ni tsel si woo adT . woo e si sidt bne ,teo e si sidT . gob e si sidT . anil ni tsrif zi giq edT. Show students the line of animals. Point to each animal and say its name. "This is a pig. The pig is

Practice: "Point to the animal that is first in line. Point to the animal that is last in line."



Model: Point "The pig is first. This is first."

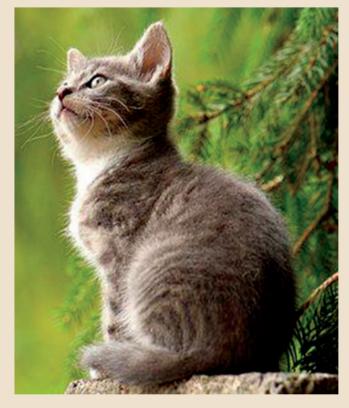
Practice: "Point with me. Which animal is first?"

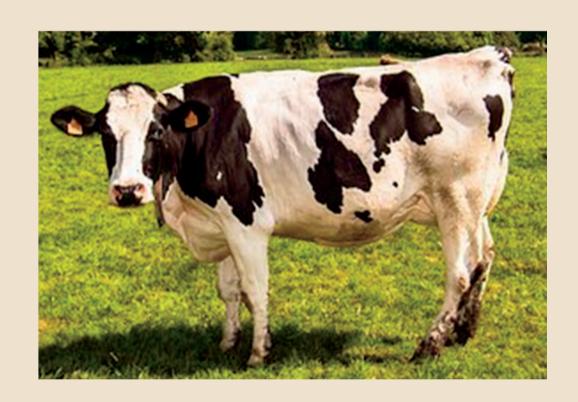
"Itsrif e giq adT!bood": <u>asisrq</u>

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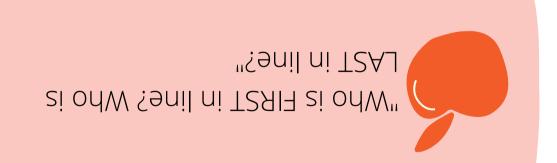








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*Begin with My name is activity from lesson 1

Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

Explain: "We are going to practice pointing to which animal is first and last in line." (Hand out dog puppets for students to use as pointers)

.

20b adt pab e si sidt" amed sti ves bae lemine daea at taiall alemine to anil adt ataabilits wod? Jabald

Model: Show students the line of animals. Point to each animal and say its name. "This is a dog. The dog is first in line."

Practice: "Point to the animal that is first in line. Point to the animal that is last in line."

Expand: Have students say which animal is first

and last in line.

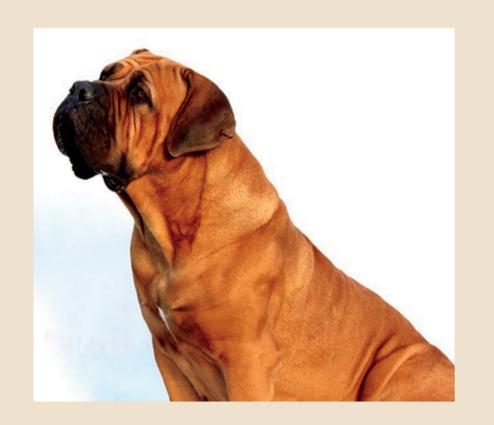
Error Correction Procedure

Model: Point "The dog is first. This is first."

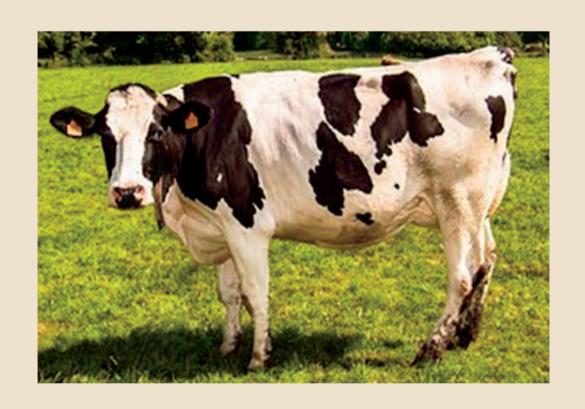
Practice: "Point with me. Which animal is first?"

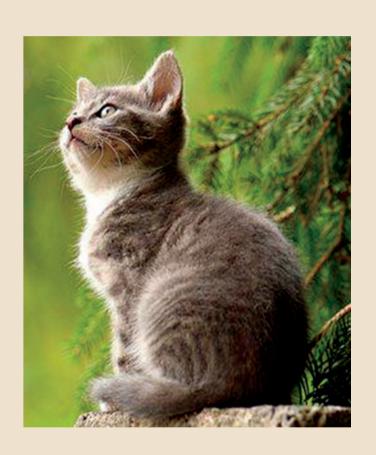
"Itsrif ei gob aht Ibood" : <u>asisrq</u>



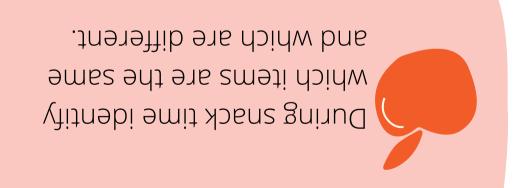








LESSON & ONIS SUNE & DILLEBENL



*Begin with My name is activity from lesson 1
Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

sentences.

".Jn919ffib

Explain: "We are going to practice pointing to animals that are the same and different."

Model: Show students the line of animals. Point to each animal and say its name. "This is a cat. This is a cat, and it is the same. It is different."

Practice: "Point to the animal down here that is the same as this. Good! Point to the animal that is

Error Correction Procedure

".9mes 941 si the sat. This is a cat. The same."

"Iones of is the same!" "Good! : <u>Praise</u>:

"Sames ant si lemine haihw. Am htiw thio9": Practice: "Point with me. Which animal is the same?"

Expand: Have students name the items that are the same and different. Encourage the use of complete

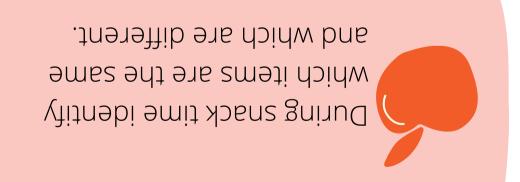






INEURING RUNES DILLEBENL





*Begin with My name is _____activity from lesson 1
Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

".Jn919ffib

Explain: "We are going to practice pointing to animals that are the same and different."

Model: Show students the line of animals. Point to each animal and say its name. "This is a squirrel. This is a squirrel and it is the same. It is different."

Practice: "Point to the animal down here that is the same as this. Good! Point to the animal that is

Error Correction Procedure

".9mes 9dt si l971iups sidT. This squirrel is the same."

Practice: "Point with me. Which animal is the same?"

Practice: "Point with me. Which animal is the same?"

Expand: Have students name the items that are the same and different. Encourage the use of complete sentences.

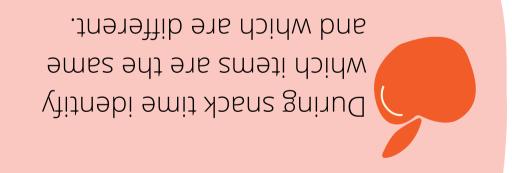






INEURING BINGS SING WILE & DILLEBENL





*Begin with My name is _____activity from lesson 1
Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

sentences.

".tnearetice pointing to practice pointing to animals that are the same and different."

Model: Show students the line of animals. Point to each animal and say its name. "This is a wolf. This is a wolf, and it is the same. It is different."

Practice: "Point to the animal down here that is the same as this. Good! Point to the animal that is different."

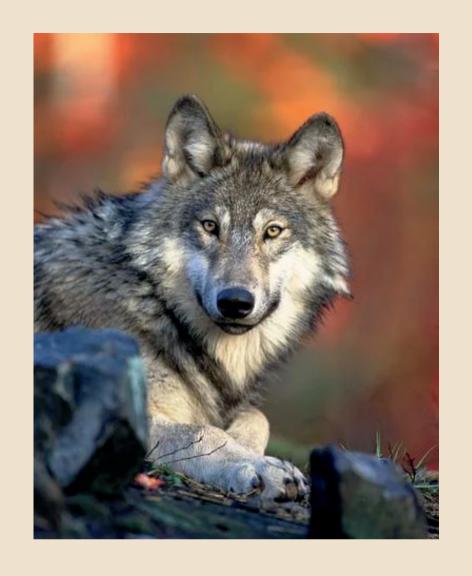
Error Correction Procedure

".9mes 941 si flow sidT. This is a wolf is the same."

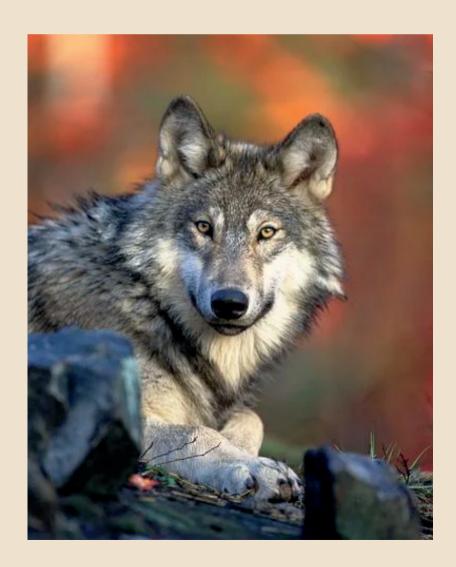
Practice: "Point with me. Which animal is the same?"

Praise: "Good! The wolf is the same!"

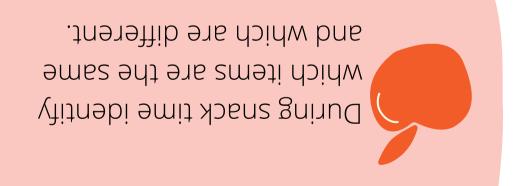
Expand: Have students name the items that are the same and different. Encourage the use of complete







ESSON AC ONICE S DILLEBENL



(srafinger Puppets (used as pointers) *Begin with My name is ____ activity from lesson 1

Outline of Activity:

".Jn919ffib

".tnanafilib bne are going to practice pointing to animals that are the same and different."

toad, and it is the same. This is a wolf, and it is not the same as the toad. It is different." Model: Show students the line of animals. Point to each animal and say its name. "This is a toad. This is a

Practice: "Point to the animal down here that is the same as this. Good! Point to the animal that is

Error Correction Procedure

".9mes 941 si beot sidT .beot a si sidT" tnio9 : 19boM

"!9mes 9ht si beot 9hT !bood" :9sisn9

Practice: "Point with me. Which animal is the same?"

sentences. and different. Encourage the use of complete Expand: Have students name the items that are the same







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*Begin with My name is activity from lesson 1
Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

Explain: "We are going to practice using our ears to listen to animal sounds and then point to which

".bnuos that sound."

Model: Show students the line of animals. Point to each animal and say its name. "This is a dog. The dog says 'woof'. This is a pig. The pig says 'oink'. This is a cow. The cow says 'moo'. This is a cat. The cat says 'meow'."

Error Correction Procedure

".'woom' eat says 'meow'."

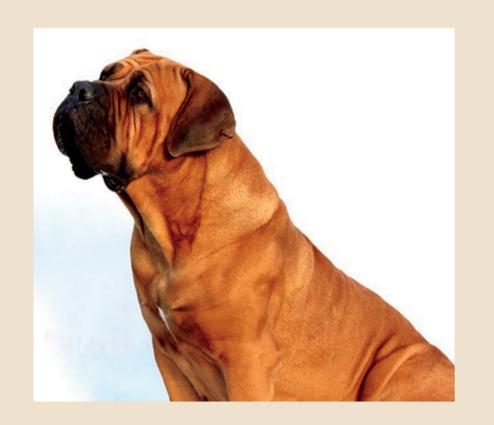
"I'woom' eat says 'meow'!"

Practice: "Point with me. Which animal says 'meow'?"

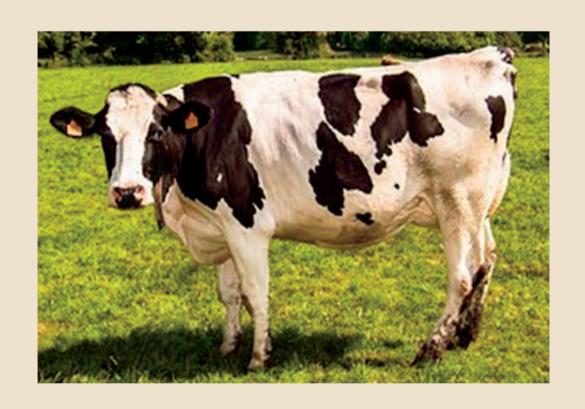
"!booD .____sys says ____shood :____sys ____. Good!"

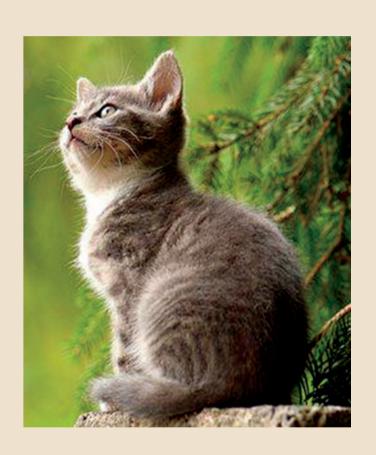
Expand: Have students take turns making animal noises for their friends to identify.

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SIGMING Z-LNIMNOZINNI



f nossel mort ytivitse _____

Materials: Dog Finger Puppets (used as pointers)

Outline of Activity:

last. I'll go first."

".bnuoz that sound." Explain: "We are going to practice using our ears to listen to animal sounds and then point to which

'meow'. I am going to say 2 animal sounds, and I want you to point to which animal sound I make first and says 'woof'. This is a pig. The pig says 'oink'. This is a cow. The cow says 'moo'. This is a cat. The cat says Model: Show students the line of animals. Point to each animal and say its name. "This is a dog. The dog

Error Correction Procedure

Practice: "Point to the animals that say "Meow. Woof". Good!"

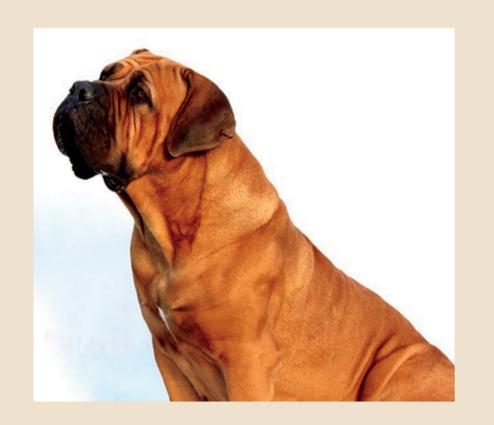
Model: Point "I said 'meow first. So I point to the cat. I said 'woof' last, so I point to the dog.'."

Practice: "Point with me. Which animals say 'meow', woof'?"

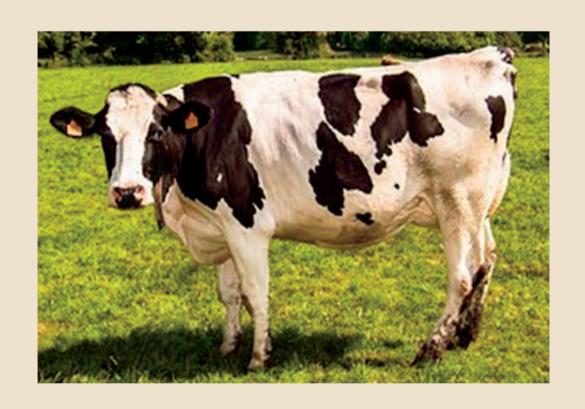
"Itsel si gob and the dog is last!" Good! The cat is first and the dog is last!"

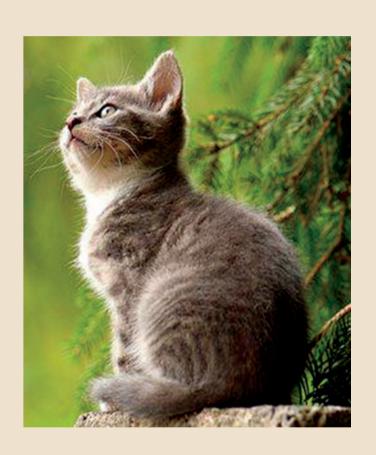
Expand: Have students take turns making animal noises

for their friends to identify.









ENNIBONNESS - LEEFELL LHE ZONNO ZEONENE HE ZONNOS OLDNINGLO ZONSSET

activity from lesson 1

si əmbn yM diw nigəa*

Materials: none

Outline of Activity:

Explain: "We are going to practice making sounds. I will say a sound, and you will repeat after me."

Model: Start with having students repeat one sound, and then increase to 2 or 3 sounds as students are ready.

Practice: "Repeat after me. (make a sound- could be animal noises or other sounds). Good! Now I am

going to make 2 noises. Repeat after me."

Error Correction Procedure

Model: "Repeat after me" (repeat sound)

Practice: "Say it with me."

"Ibood" :<u>92is79</u>

Expand: Have students take turns making noises for their friends to repeat, Focus on which sound was first and last.



SEONES SITTA SENLERCES

*Begin with My name is _____activity from lesson 1 Materials: Dog Finger Puppet (Teacher uses it)

Outline of Activity:

Explain: ""This is my friend, Daisy Dog. She is very silly. No matter what, Daisy always says silly things. She can't help it! See if you can figure out what is silly in the sentences Daisy says."

Model: "I will say the sentence first, and it will NOT be silly. Then Daisy will change the sentence to make it silly."



Error Correction Procedure

Model: "I said _____. Daisy said ____."

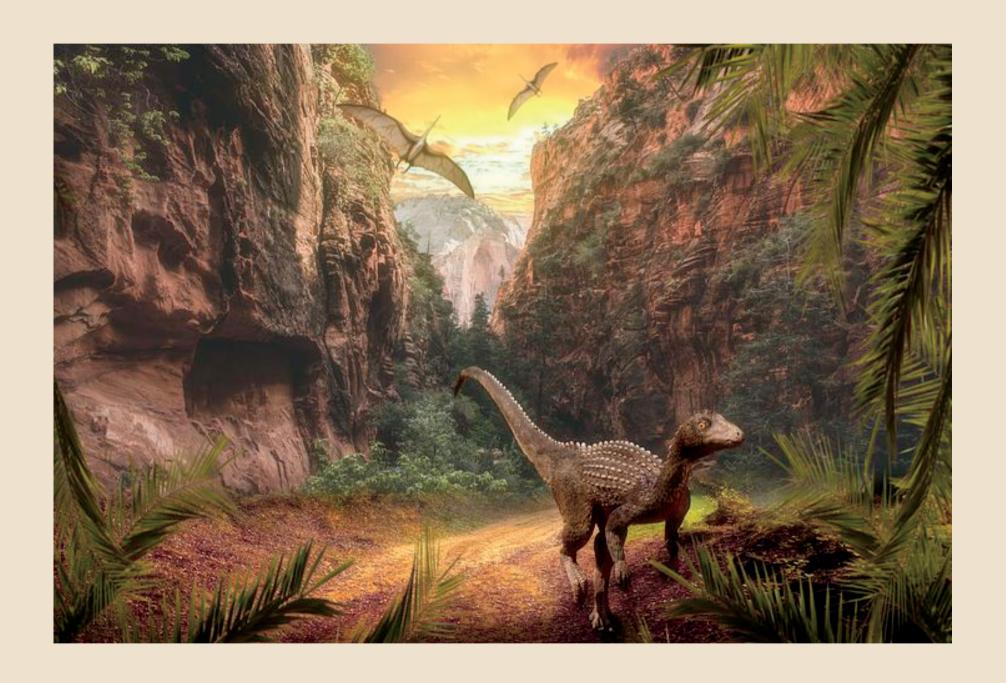
She made it silly by saying ____.."

Practice: "How did Daisy make the sentence silly?"

Practice: "Good!"

Teacher: "My mom walked me to school." Sally: "My dinosaur walked me to school." Teacher: "How did Daisy make my sentence silly?"

Practice: Continue the game with more silly sentences. flip the page to continue)



My favorite food is pizza. (pizza – sand)

Practice:
I love my pet dog. (dog – octopus)

SEALENCES SITTA SENLENCES





SEALUS SITTA SENLENCES



*Begin with My name is ____ activity from lesson 1

Materials: Dog Finger Puppet (Teacher uses it)

Outline of Activity:

Explain: ""This is my friend, Daisy Dog. She is very silly. No matter what, Daisy always says silly things. She can't help it! See if you can figure out what is silly in the sentences Daisy says."

Model: "I will say the sentence first, and it will NOT be silly. Then Daisy will change the sentence to make it silly."

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Praise: "Good!"

Error Correction Procedure

Model: "I said ____ Daisy said ____.

She made it silly by saying ____.."

Practice: "How did Daisy make the sentence silly?"

Practice: Cows-elephants)

Juan rode his bike to the park (bike-pineapple)





SEALENCES SITTA SENLENCES



*Begin with My name is ____ activity from lesson 1

Materials: Dog Finger Puppet (Teacher uses it)

Outline of Activity:

Explain: ""This is my friend, Daisy Dog. She is very silly. No matter what, Daisy always says silly things. She can't help it! See if you can figure out what is silly in the sentences Daisy says."

Model: "I will say the sentence first, and it will NOT be silly. Then Daisy will change the sentence to make it silly."

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Error Correction Procedure

Model: "I said ____. Daisy said ____.

She made it silly by saying ___.."

Practice: "How did Daisy make the sentence silly?"

Practice: "Good!"

Practice: The children went swimming in the pool. (pool-pudding).

The dog barked at the mail carrier. (dog-cat)