7 Fun ways on how to use this Rhyming Cards resource

Idea #1

In this game, the teacher places 3 rhyming cards on table: two cards that rhyme and 1 card that doesn't. Children guess which two words rhyme.

Idea #2

Children match pairs of cards that rhyme. One option is to give children about 6 cards and have them match the 3 pairs of cards that rhyme.

Idea #3

Another option is to pass out cards to half of the children in the class, and pass out the rhyming matches to the other half of the class. Ask the class to find their partner.

Idea #4

Pass out cards to each child in the group, keeping the matches in a pile to yourself. Shuffle your pile. Place a card in a pocket chart and ask the group who has the match. The child with the matching card will come up to the pocket chart and place their card beside your match.

Idea #5

The teacher "deals" out cards to each child in a small group. Each child should have about 5 or 6 cards. Call on the first child to say and show the first card in their stack. Other children look through their cards to find the match. Place the matches in the middle of the table.

Idea #6

Gather 8-12 pairs of rhyming cards, mix them up and turn them upside down on the table. Have children take turns drawing 2 cards. if the cards rhyme, the child can keep the cards. If they don't rhyme, they are turned back over and it's the next person's turn. When all cards are turned over, matched and taken, the person with the most cards wins.

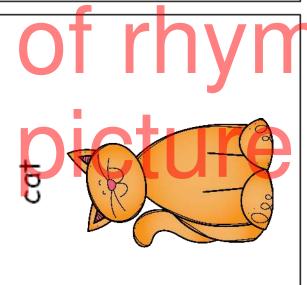
Idea #7

Have children group the word cards starting with the same sound.

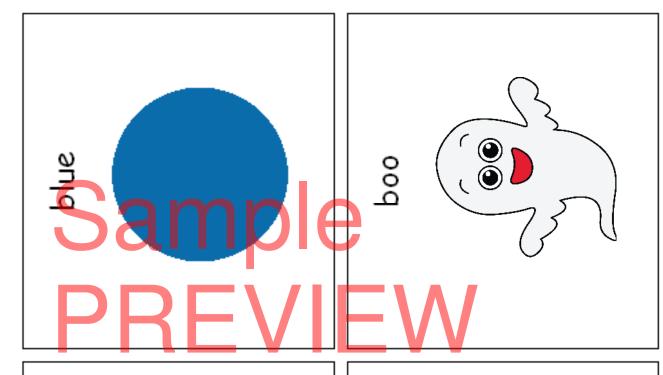


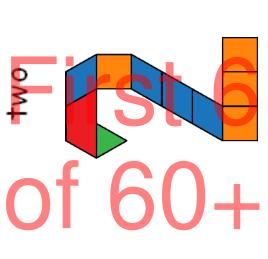




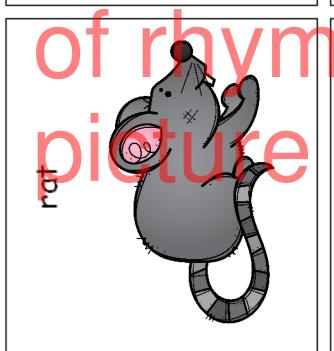




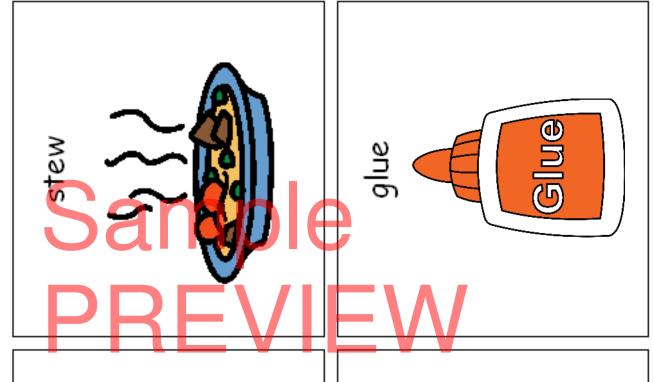


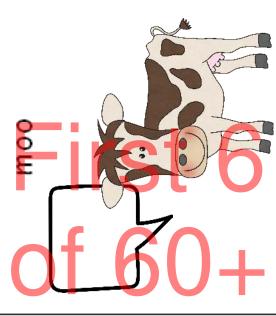


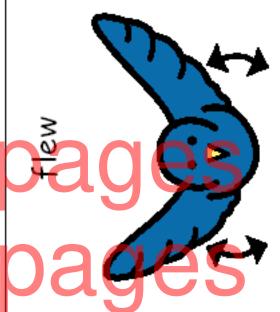


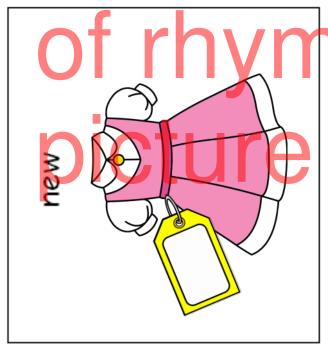




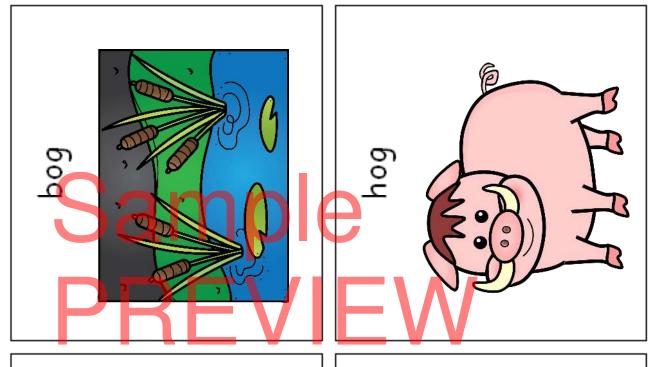




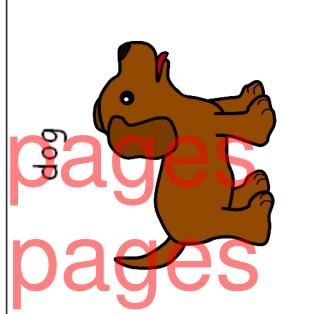










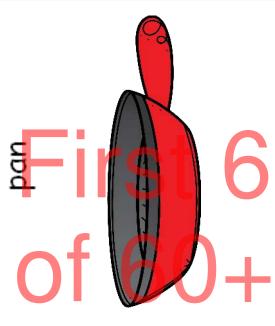


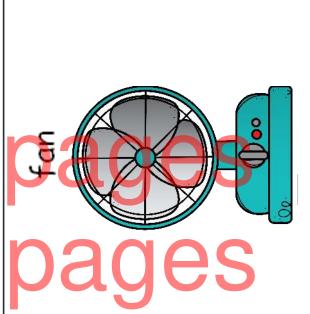












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