

**DOG
ON A LOG
BOOKS**



Teaching
Phonological
Awareness
using printable
DOG ON A LOG
Games

www.dogonalogbooks.com/pre-readers

Phonological Awareness is the ability to hear and manipulate the sounds in a word.

These skills are the foundation for learning to read and write.



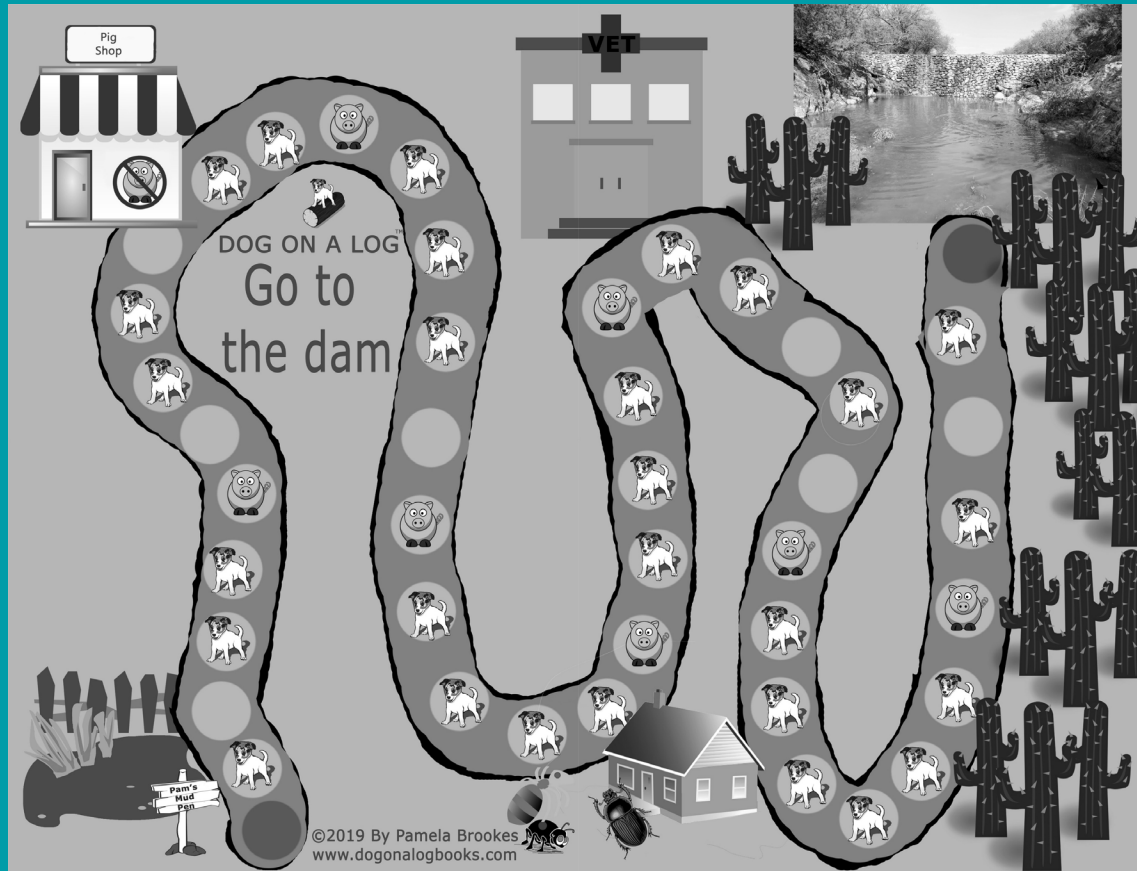
Why Games?



DOG ON A LOG Pup Books help guide parents, librarians, and teachers in teaching the essential Pre-Reading Skills.



Games are fun whether they are printed in black and white or if they are in color and laminated.



Hear Each Word

For each word in a sentence, we set down a disk, coin, or a small knick-knack. We can also thump our elbows or tap a pencil on the table. (No choking hazards, please.)

Start with one-syllable words only, then move on to sentences with two-syllable words.

This is Tup.								
●	●	●						
Tup is a dog.								
●	●	●	●					

More Games Including:

- **Board Games:** Use flashcards with sentences. When a player lands on *Tup the Dog*, the player pulls a flashcard then thumps for each word they hear.

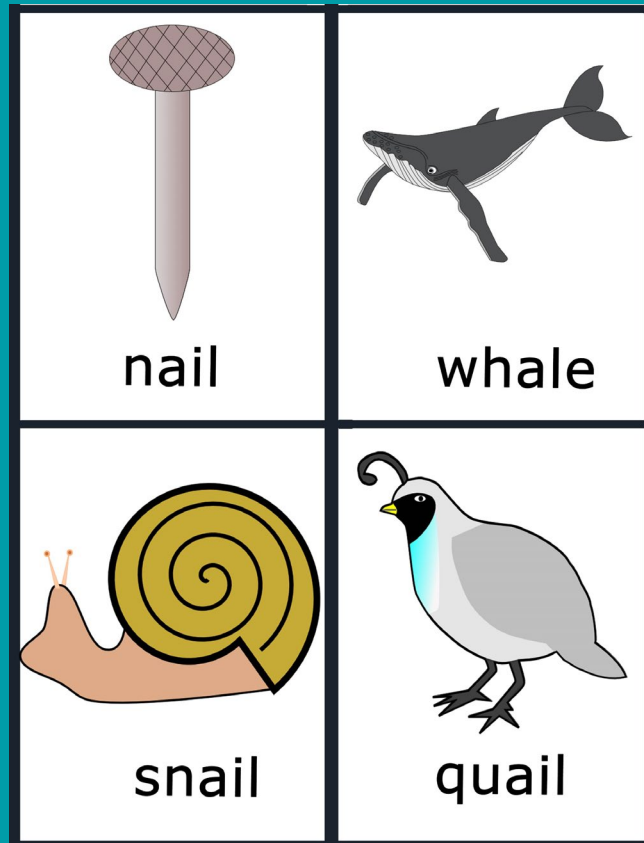
Rhyming

- The inability to understand rhymes is one of the biggest red flags of dyslexia.
- If all of child's same age peers understand rhyme and they don't, the parents should be advised to seek help from someone **knowledgeable** about dyslexia.
- "Wait and See" is an unsound strategy.

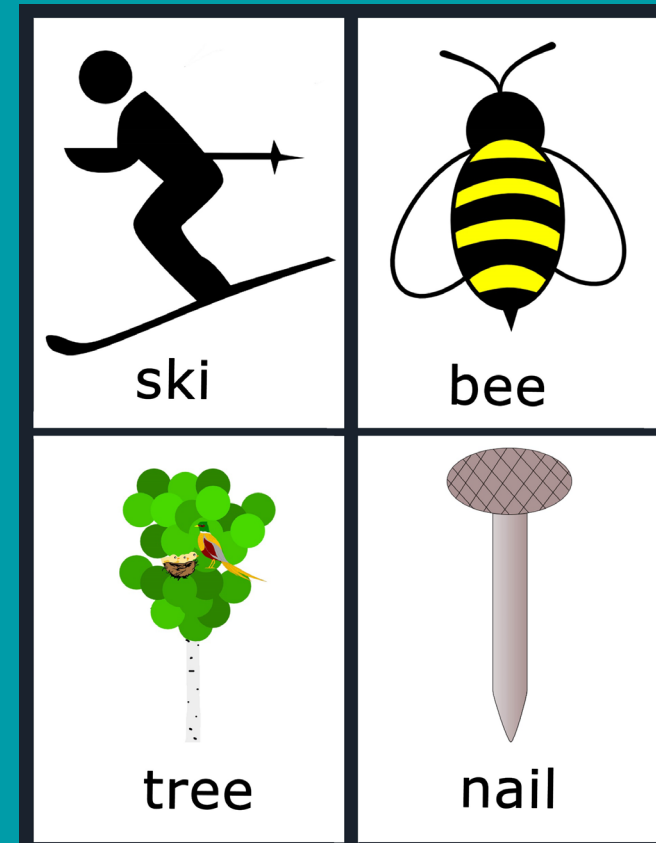
Why Rhyme?

- Rhymes are a fun way to learn to play with the sounds in words.
- Although rhyming is the one phonological skill that is not essential for learning to read, it does make using keywords for “letter teams” easier later in the reading process.

These all rhyme.
Listen to the last sound.



Which one of these does not rhyme?



Which one rhymes with dog?

(Some kids will choose cat.)



dog



log



cat

More Games Including:

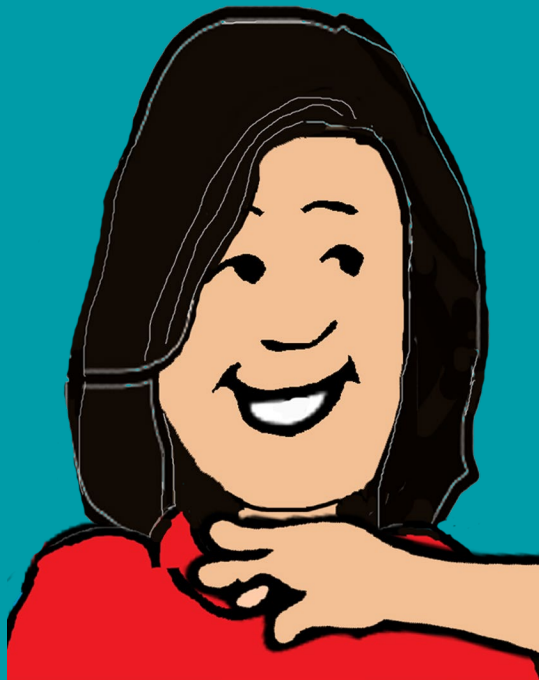
- Go Fetch (a.k.a. Go Fish): Use rhyming flashcards. “Do you have a card that rhymes with...?”
- Board Games: Use rhyming flashcards. When a player lands on *Tup the Dog*, the player makes up a real word or a funny word that rhymes with their card.

Syllables

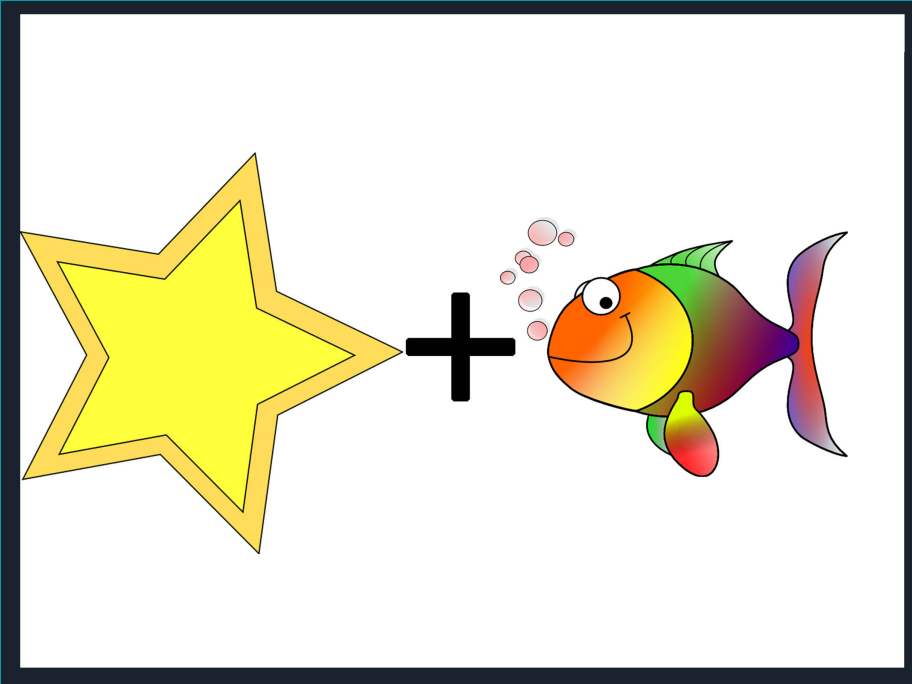
- Another way to play with the sounds in a word.
- Understanding syllables will facilitate using the syllable types when learning to read.
- Every syllable has a vowel.
- Clap your hands for each syllable you hear.

Syllables

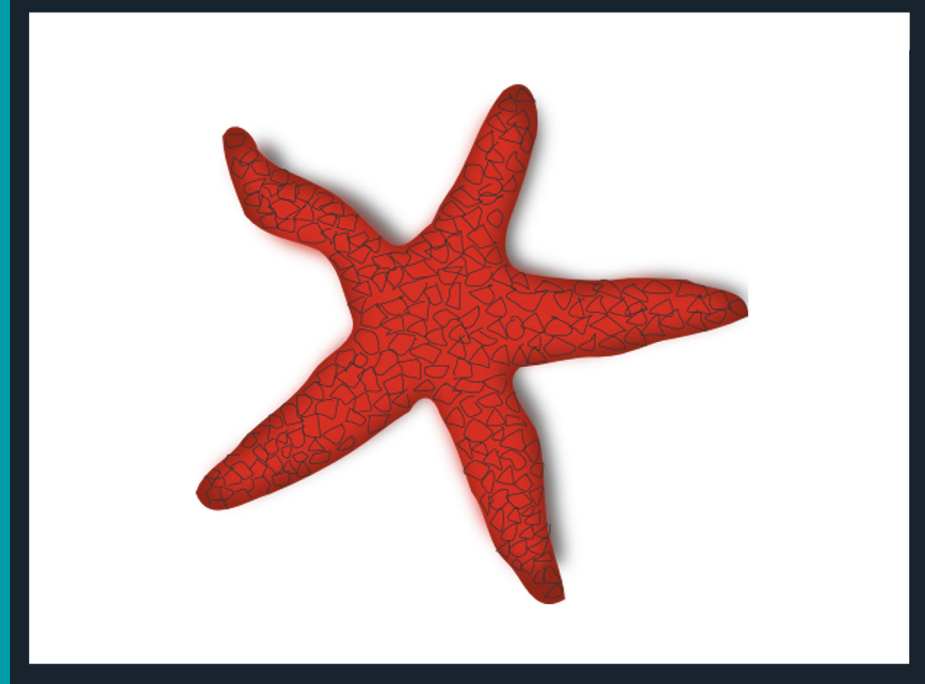
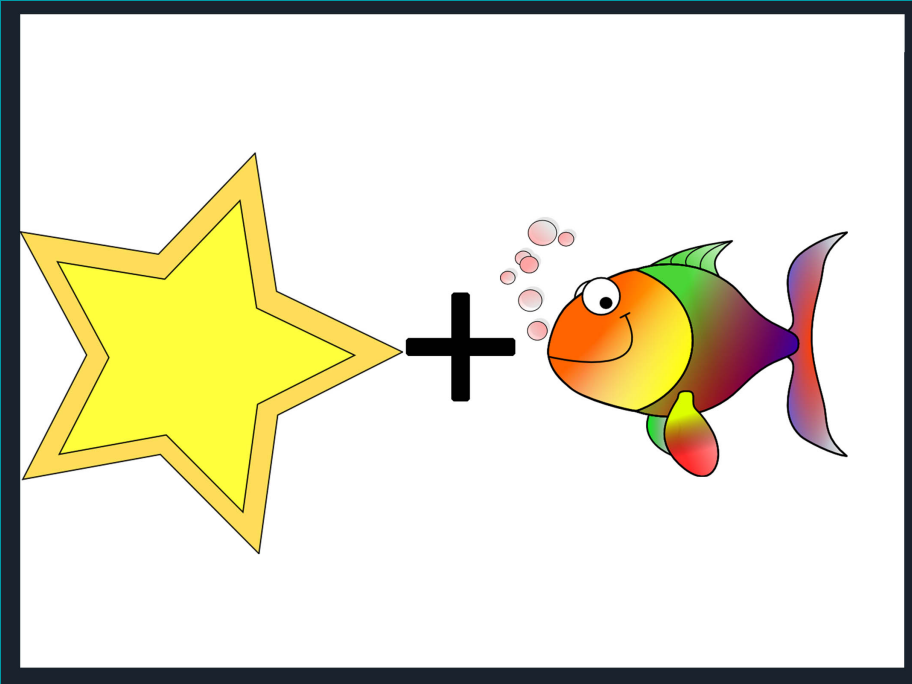
If a child can't hear the syllables in words, have them put their hand under their chin as they say each word. Have them count the chin drops. For most words, each time they feel their chin drop, it is a syllable.



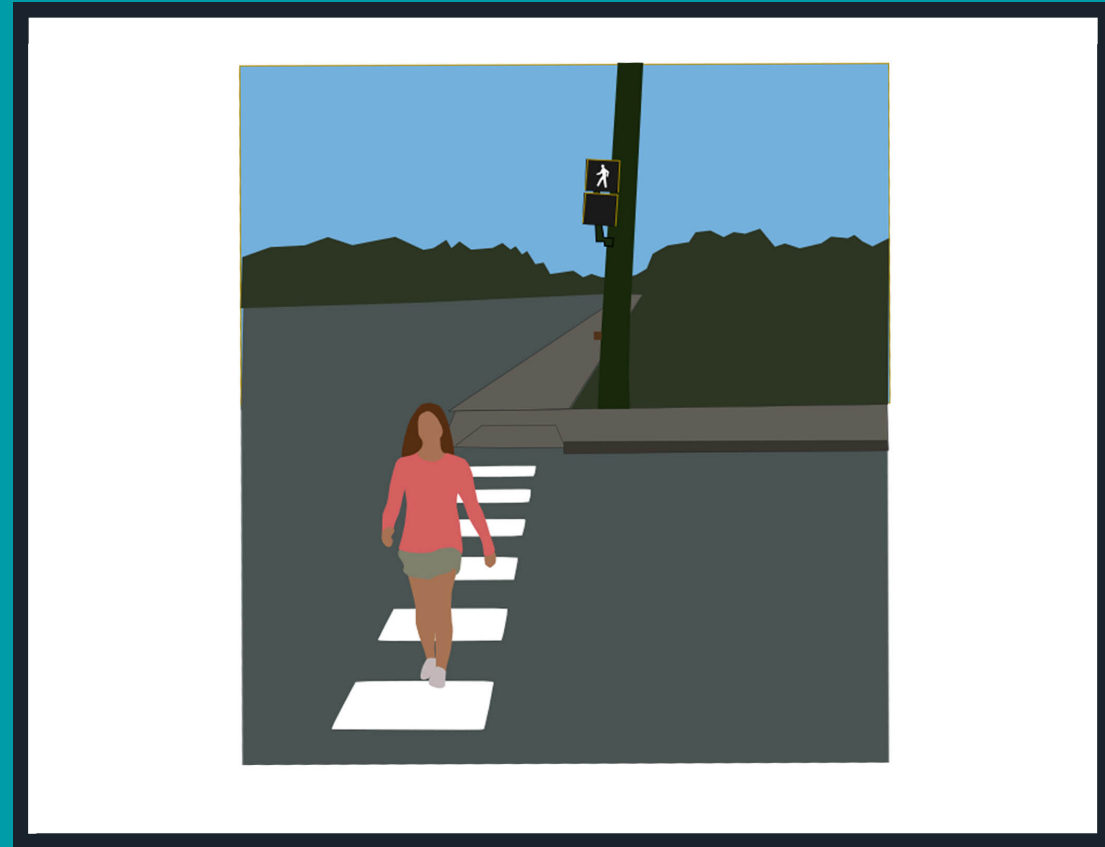
Start by combining familiar words
into compound words.



Start by combining familiar words
into compound words.



Help them break compound words into two words.

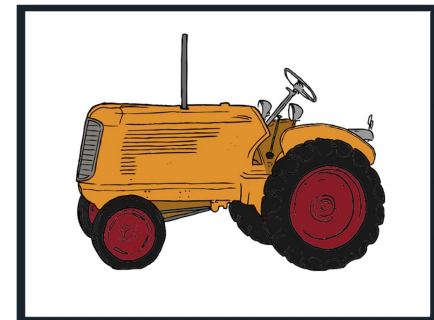
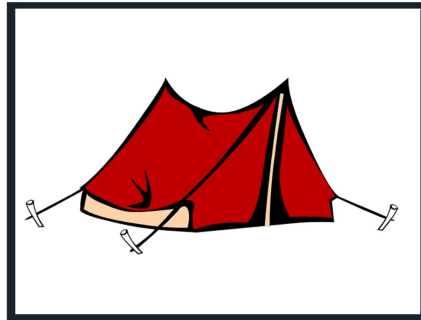
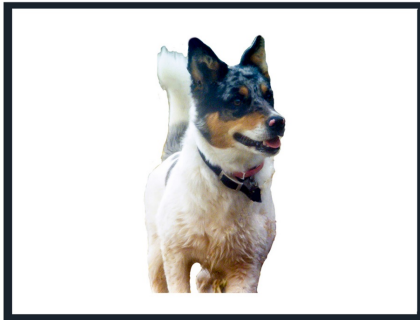
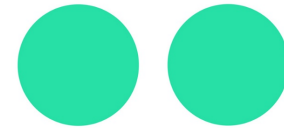


Sort the syllable flashcards under the Syllable Headers.

1 SYLLABLE



2 SYLLABLES



More Games Including:

- Go Fetch (a.k.a. Go Fish): Use the syllable flashcards. “Do you have a card that has 3 syllables?”
- Board Games: Use the syllable flashcards. When a player lands on Tup the Dog, the player takes a syllable flashcard then claps how many syllables in the picture.

Beginning, Middle, and Ending Sounds

- Hearing the individual sounds in a word prepares the Pre-Reader to separate, manipulate, and blend sounds.
- When teaching a child to hear the individual sounds, we start with the beginning then ending and finally the harder-to-hear middle sound.
- When a child learns the letters that make sounds and can blend them together, that is the beginning of reading.

Beginning, Middle, and Ending Sounds

A train has a beginning, middle, and end.



Words also have beginnings, middles, and ends.

Do NOT add an "uh" to the end of sounds. This could cause a child think they should sound out the word "bat" as "buh-a-tuh."

YouTube "44 Phonemes."



Tapping is one of the most useful tools when it is time to sound out words. Now is a good time to teach “tapping.”

Use words with three sounds.

bat

dog

gate

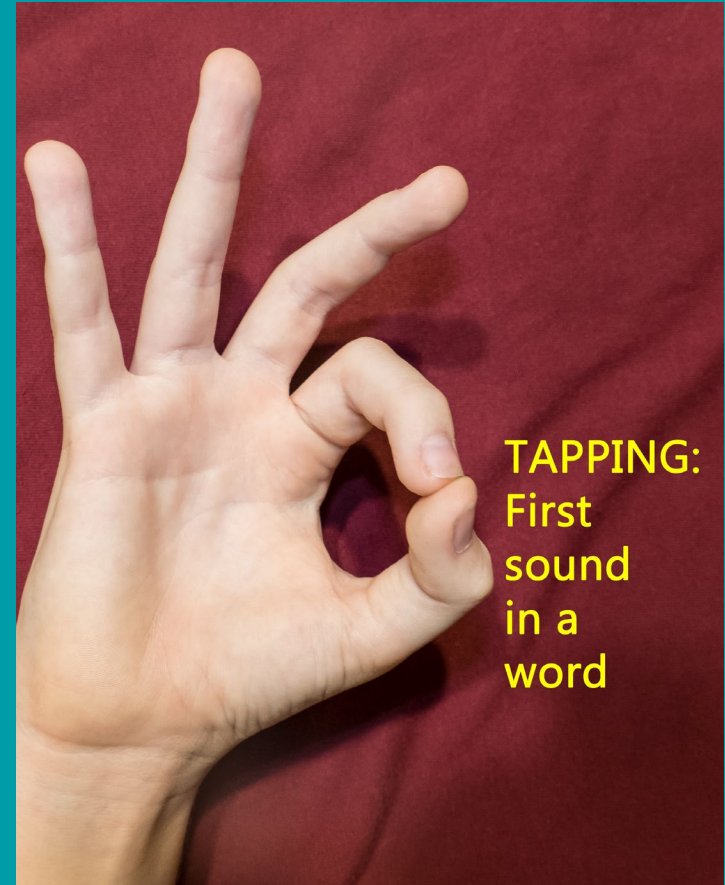
lamb

meal

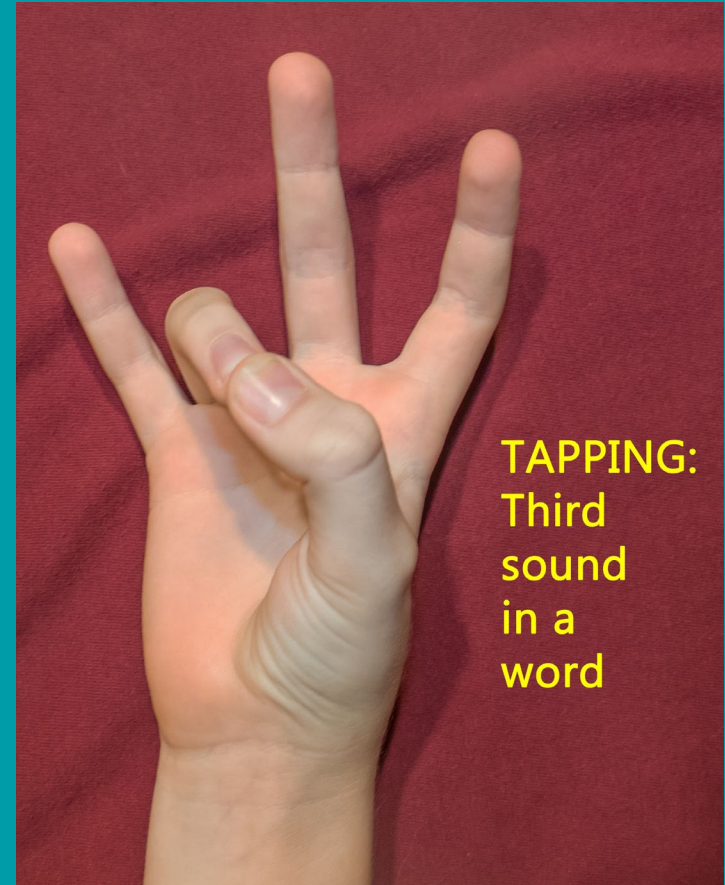
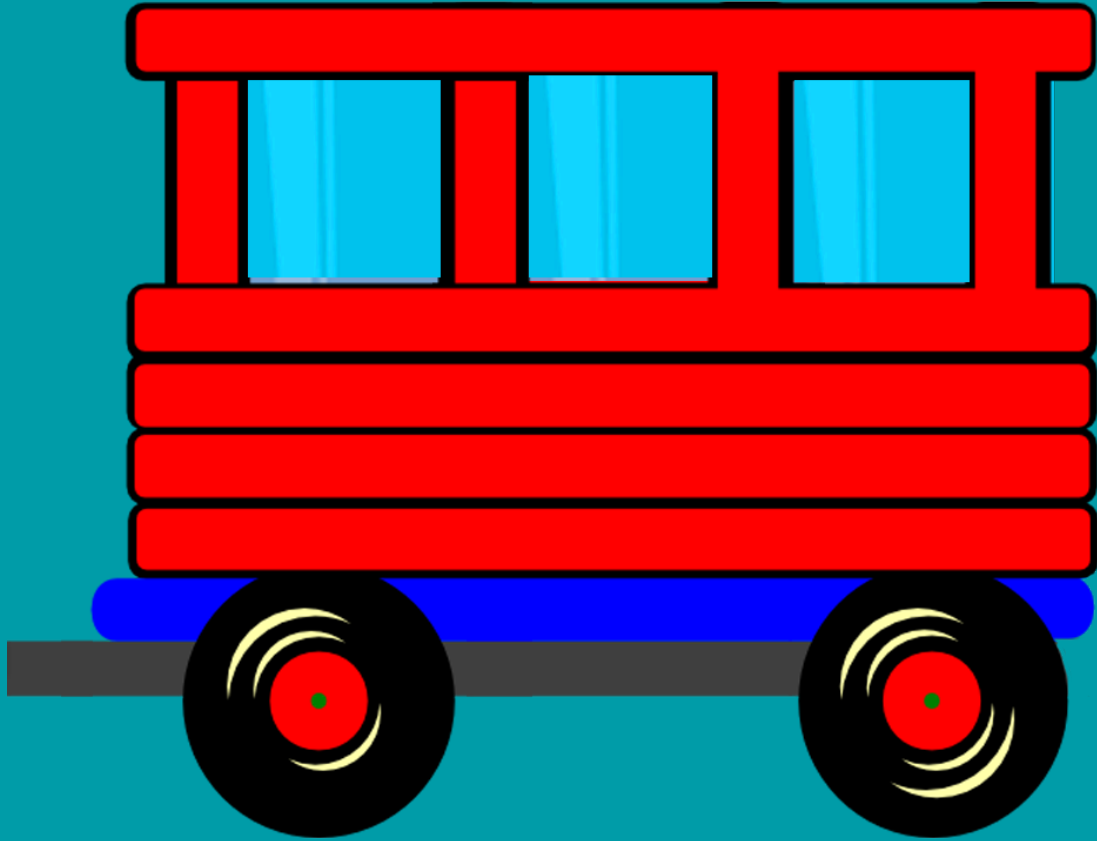
rock

whale

Tapping the first sound in a word.



Tapping the last sound in a three-sound word.



Tapping the middle sound in a three-sound word.

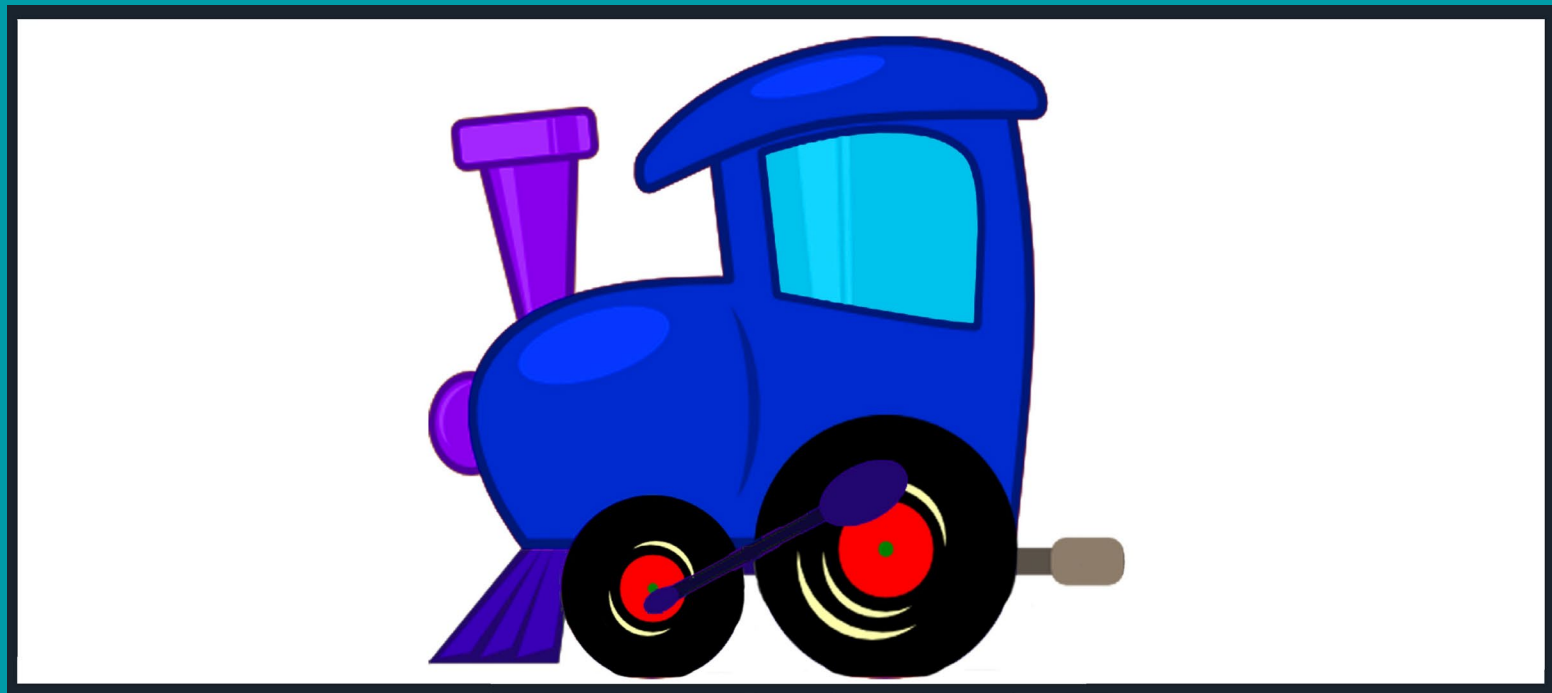


Syllable Header Cards

Use the rhyming cards with three sounds. Pick a card.

“What is the first sound in the flashcard you chose? Put it under the header card for the first sounds.”

Repeat for ending and middle sounds.

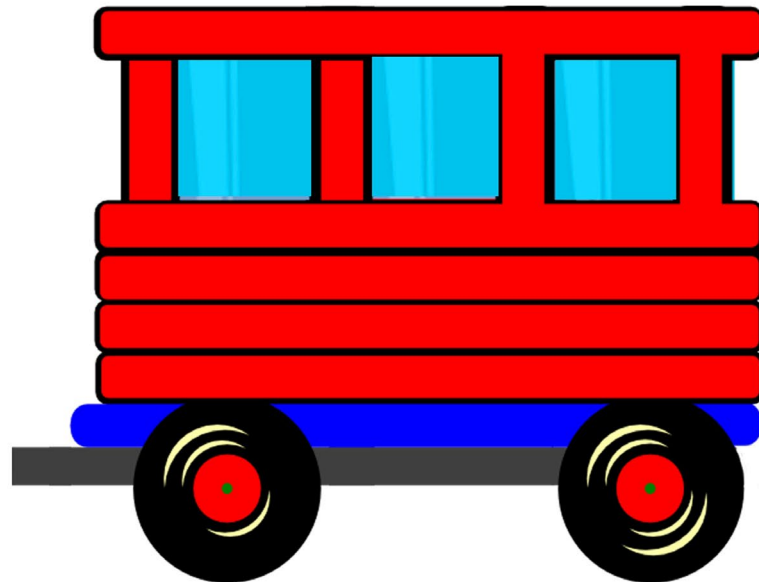


Syllable Header Cards

Use the rhyming cards with three sounds. Lay several face up.

Start with beginning sounds, move on to ending, then middle.

“Pick the word with the last sound /g/. Put it under the header card for last sounds.”



Use the rhyming cards with three sounds. Pick a card.

Roll the train die. State the sound placement based on the roll of the die.



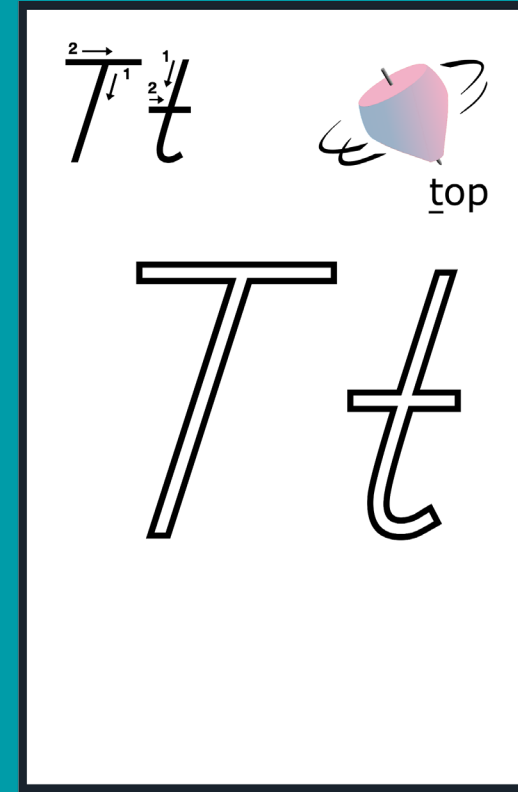
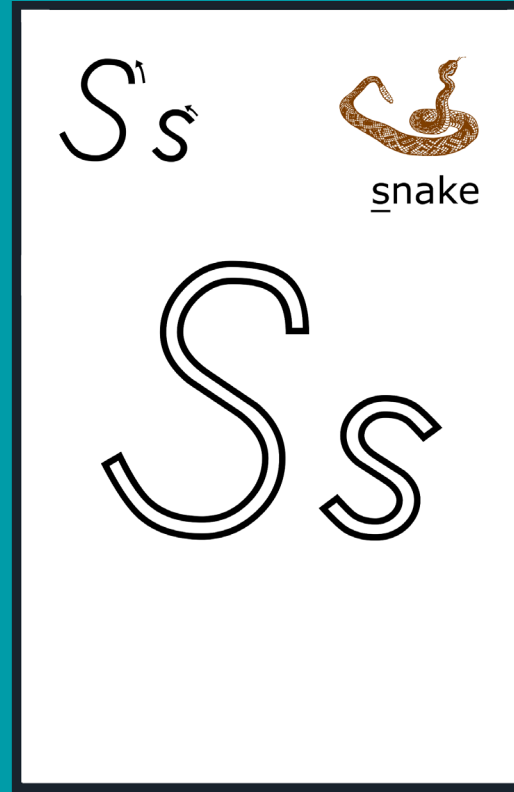
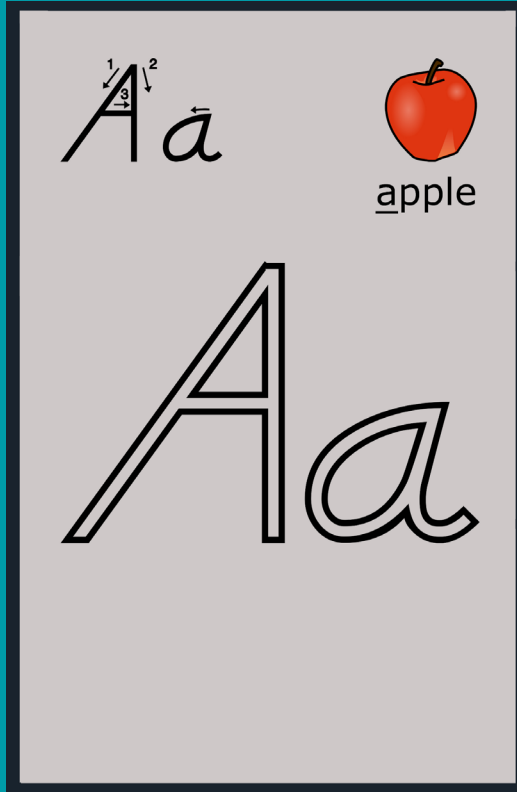
More Games Including:

- Go Fetch (a.k.a. Go Fish): Use the rhyming flashcards with three sounds. "Do you have a card with the first sound /d/?"
- Board Games: Use the train die and the rhyming flashcards with three sounds. When a player lands on Tup the Dog, they take a flashcard then state the sound based on the roll of the die.

Teaching Letters

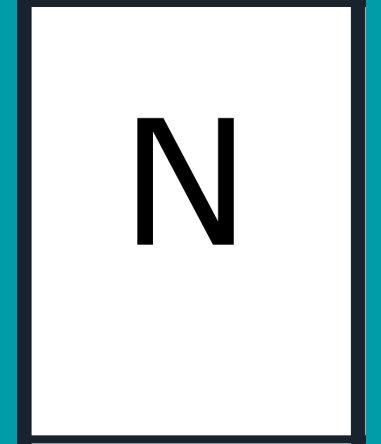
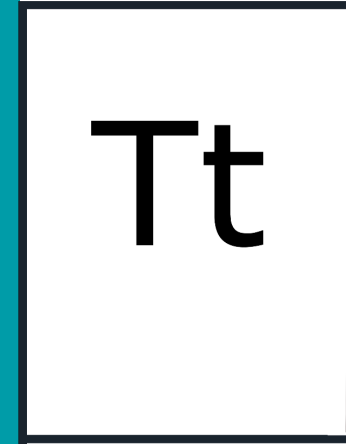
- The Squiggle Code teaches letters in groups. Once the group is mastered, then blending the letters into words is taught.
- Some kids may need to use a “keyword” to help them remember what sound the letter makes. Keywords (with pictures) remind the reader what sound a letter or letter team makes.
- For each letter, tell the child the letter’s name, keyword, and sound.
- Show the child the letter. Ask them “What is the name of this letter? What is its keyword? What sound does it make?”
- For some children, especially children with dyslexia, this may require **many, many, many** repetitions.
- It is okay to use cards with pictures of the keyword. The point is for them to learn, not to make it harder for them.

Tracing Letters (D'Nealian Font)



Tracing letters can be texturized by filling the letters with glue and sprinkling with sand. Glow in the dark glue and glitter glue could be used instead.

Letter Sound Cards

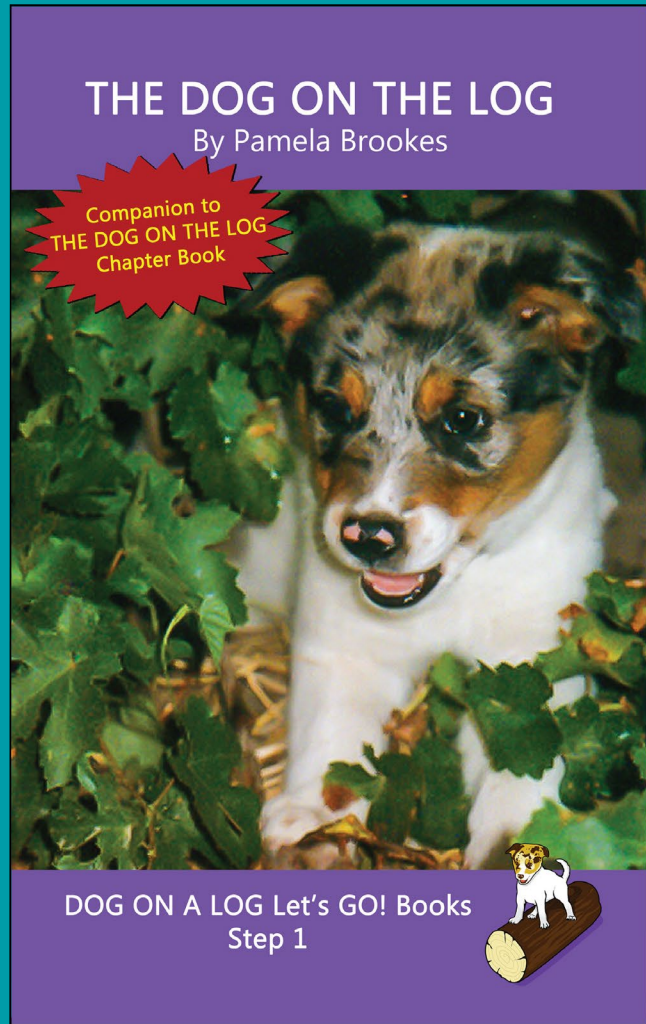


Available to download and print in an assortment of configurations.

More Games Including:

- Go Fetch (a.k.a. Go Fish): “Do you have a card with the letter a?” or “Do you have a card that makes the /a/ sound?”
- Board Games: Use the letter sound cards. When a player lands on Tup the Dog, they take a flashcard then say the name of the letter, its keyword, and the sound it makes.

www.dogonalogbooks.com



**Let's GO! Books
have less text**



**Chapter Books
are longer**

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