Clickety-Clack

For this whole-class activity, students "chug, chug, chug" along as they generate words that start with the beginning blend identified in the chant.

1. Ask students to sit in a circle. Announce a target blend to complete the chant below. Invite students to pass a small toy train around the circle as you chant the "Clickety-Clack Song."
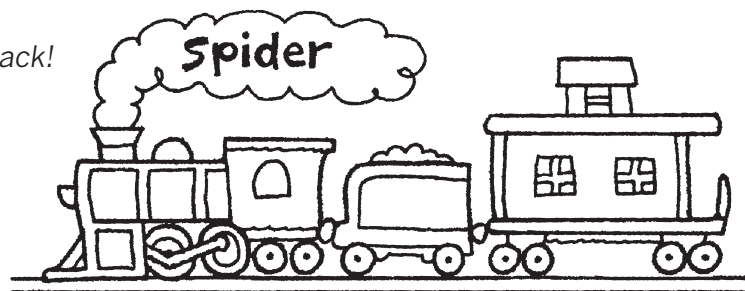
   ### Clickety-Clack Song
   Clickety-clack, clickety-clack,
   Our train is traveling 'round the track.
   Clickety-clack, clickety-clack,
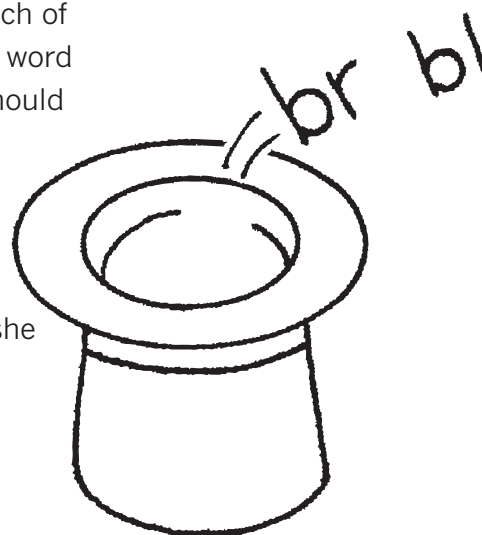   *Let's say a ____ word, or we send it back!*

2. When the chant is done, the student holding the train must say a word that begins with the blend. For example, if the target blend is *sp*, a student might say: *Spider.*

3. If the student is unable to say a word with the matching beginning blend, direct students to send the train back to the "station" (back to you). Make the game more challenging by periodically completing the chant with a new blend.

Tricky Top Hat

1. Place students in small groups. Make a copy of the **Tricky Top Hat Cards reproducibles (pages 70–73)** for each group. Cut out the cards and place the beginning blends (onsets) in one pile and the ending sounds (rimes) in another pile.

2. Have the first player in each group choose one card from each of the piles. Instruct the player to say the beginning blend and word ending together. If the two sounds form a word, he or she should say: *Hocus pocus!* and then the word. For example, if a player draws the *bl* card and the *ack* card, he or she should say: *Hocus pocus, **black**.* Any player who makes a match keeps the card pair.

3. If a player draws two cards that do not make a word, he or she should return the cards to the appropriate piles. The player in each group with the most card pairs wins.

Tricky Top Hat Cards (Onsets)

tr___	tr___	cr___	cr___
dr___	dr___	fr___	fr___
gr___	gr___	pr___	pr___
br___	br___	cl___	cl___
bl___	bl___	gl___	gl___