




GK-32

Intervention Activities Guide (IAG)
Blackline Masters



Graphophonemic Knowledge | Letter Substitution: Initial Consonants

GK-32 Rime Memory

Blackline Master available
www.tpri.org 

Students play a Memory-style card game, attempting to match words ending with the same rime.

MATERIALS: Word list, index cards, marker

- 1 Select previously taught rimes (e.g., _at _en _ig _og _ot _in).
- 2 Create rime word card pairs (e.g., dog, log), one word per index card.
- 3 Shuffle and arrange the cards face down on a table.
- 4 Students take turns turning over a card, reading the word, and then turning over a second card and reading the word. If the student turns over two words with the same rime, it makes a pair and the student keeps the cards.
- 5 Play continues with each student taking one turn at a time until all cards are picked up.



PREPARATION OF MATERIALS: Print Set 1 and Set 2 word cards on different colored paper. Cut the word cards apart. Follow the directions for play.

Set 1	
sat	bun
grab	win
jig	fan
mop	red

Set 2	
flat	sun
cab	pin
wig	plan
drop	bed



Less Challenging: Introduce the activity by using only 4 pairs of rhyming words. As students experience success with the activity, gradually increase the number of word cards used during the game.



More Challenging: Print Set A and Set B on the same color of paper. Use all 8 pairs of words.

sat

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SET 1

bun

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SET 1

grab

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SET 1

win

GK-32

SET 1

jig

GK-32

SET 1

fan

GK-32

SET 1

mop

GK-32

SET 1

red

GK-32

SET 1

flat

GK-32

SET 2

sun

GK-32

SET 2

cab

GK-32

SET 2

pin

GK-32

SET 2

wig

GK-32

SET 2

plan

GK-32

SET 2

drop

GK-32

SET 2

bed

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SET 2