

# Alphabetic Principle Activity: Word Building

## Save the Rabbit

**Objective:** To teach children to use knowledge of letter sound correspondences to build words.

**Materials Needed:** dry erase board, markers, cvc words written on small pieces of paper

**Instructions:** This game is played like the game of Hangman. The object of the game is to guess the mystery word before the entire rabbit is erased. If the word is guessed in time, the rabbit is saved.

Select a mystery word and write it on a piece of paper. Draw a series of dashes on the board – one dash for each letter in the word. Write a bank of letters for your child to choose from on the board. Limit the number of letters to 5 or 6. Say, *“These are the sounds we will be using for this game.”* Ask your child to say each sound. Draw a rabbit next to the list of sounds.

Ask your child to choose one of the sounds listed on the board. Make sure he/she correctly states the letter sound. If the sound is in the mystery word, you write the letter on the appropriate line. Then put a slash through the letter in the list so your child knows not to choose that letter sound again. If the chosen sound is not in the mystery word, erase one part of the rabbit (e.g., an ear) and draw a slash through the incorrect letter on the list.

When one or more sounds have been correctly chosen to fill in the blanks (e.g., m \_\_\_ t), encourage your child to think of what the word might be.

When the mystery word has been guessed correctly, show your child the word that was written on the piece of paper to confirm the correct answer. Ask your child to sound out and read the word.

Select a new mystery word and begin a second game!

(Adapted from Road to the Code)