

R h y m i n g C a r d s

- ① Print, and cut out the cards.
- ② Fold each card in half with the word and penguin on the outside.
(Two cards have a penguin on both sides and are used in the optional part of Activity #2.)
- ③ Glue the blank sides together to make a two-sided card.
- ④ Store the cards in an envelope, baggie, or container.

★ Choose the number of cards you want to play with, depending on the ability and number of players. ★

Rhyming Activity #1



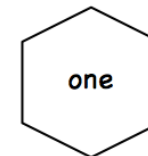
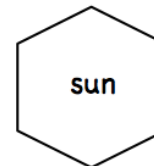
- Shuffle the cards.
- Place all of the cards face up.
- Player 1 finds two cards that rhyme, says the words out loud, and takes them.
- Player 2 does the same, and so on until all of the cards are matched.

Optional: Players say or write additional words that rhyme with their match.

For example, Player 1 matches "sun" and "one."

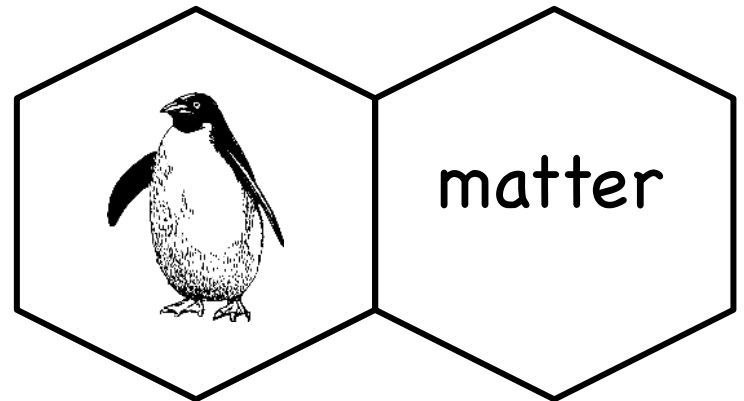
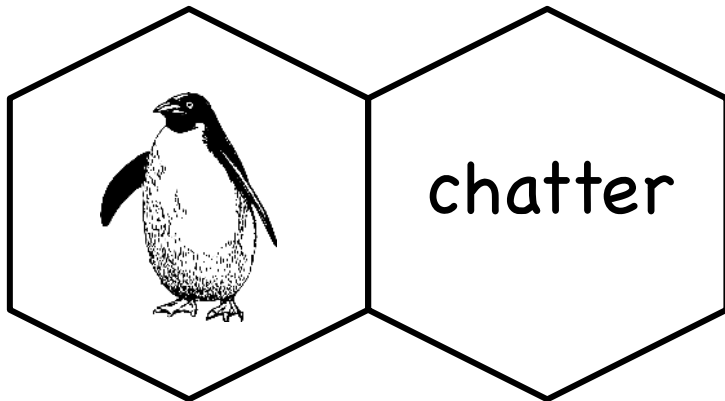
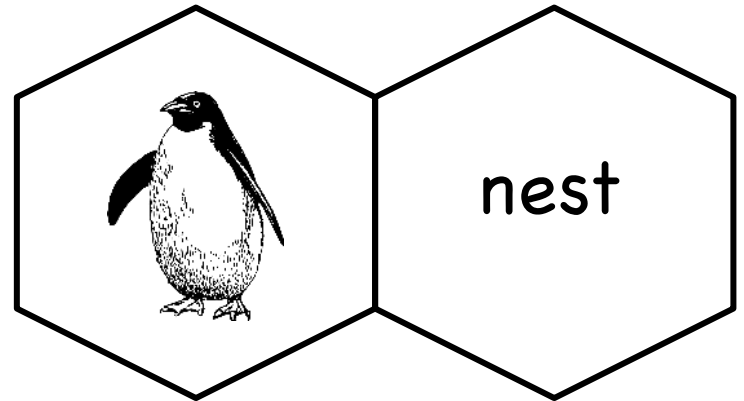
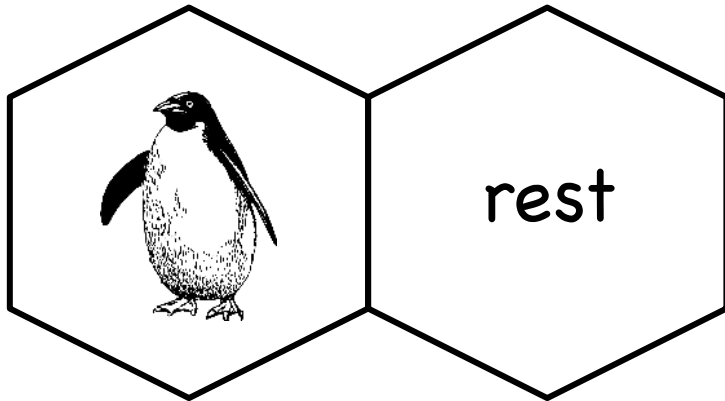
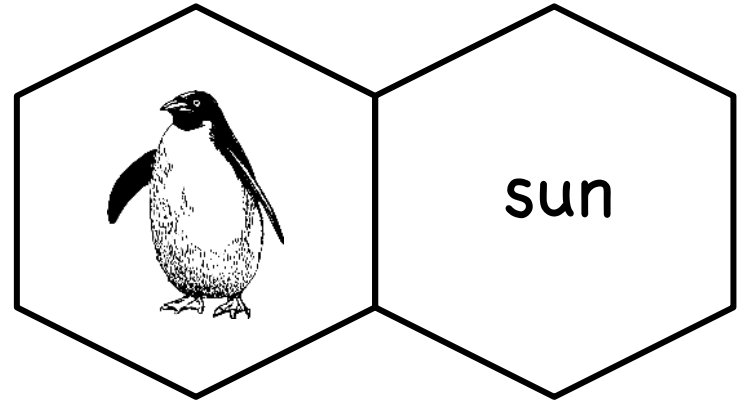
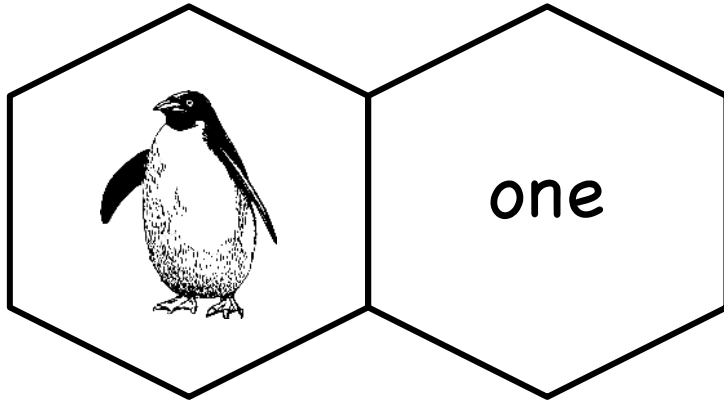
After taking the cards, he/she says or writes: bun, done, nun, fun, begun, ...

Rhyming Activity #2



- Shuffle the cards.
- Place all of the cards face down.
- Player 1 turns over two cards.
- If the words rhyme, the player keeps those cards and takes another turn.
- If the words don't rhyme, it is the next player's turn.
- Continue until all of the cards have been matched.
- The player with the most cards wins the game.

Optional: There are two cards that have penguins instead of words. If a player matches up a pair of penguins, he/she can "steal" the cards of another player.

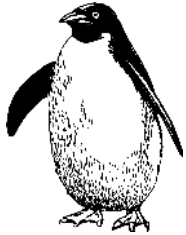




white



sight



seen



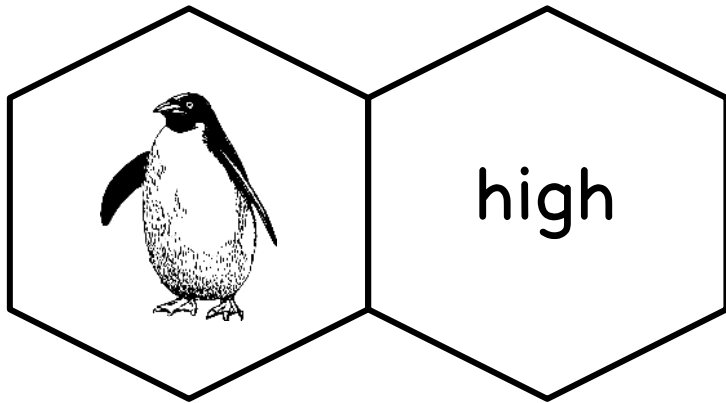
queen



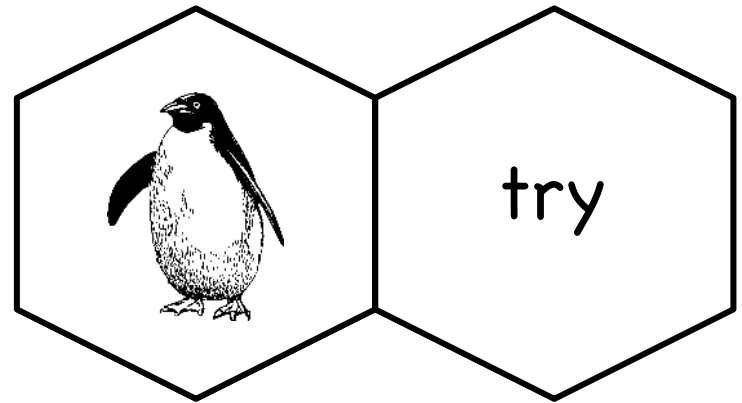
glee



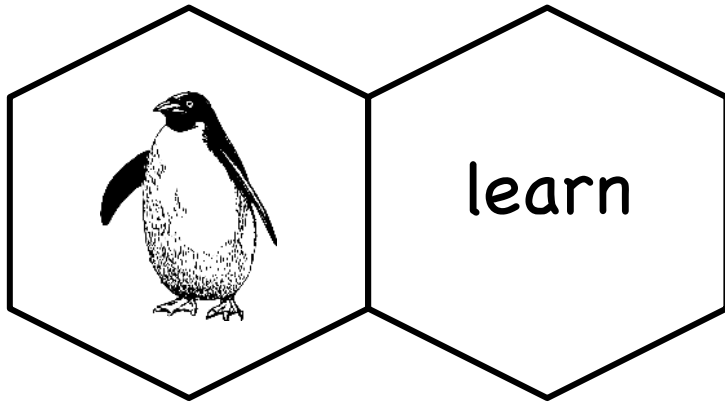
me



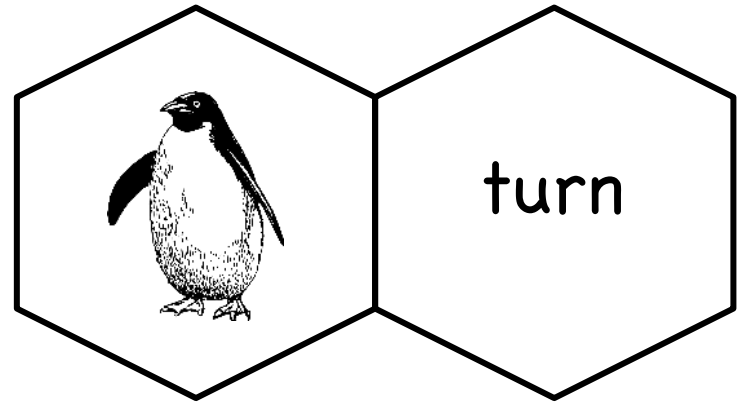
high



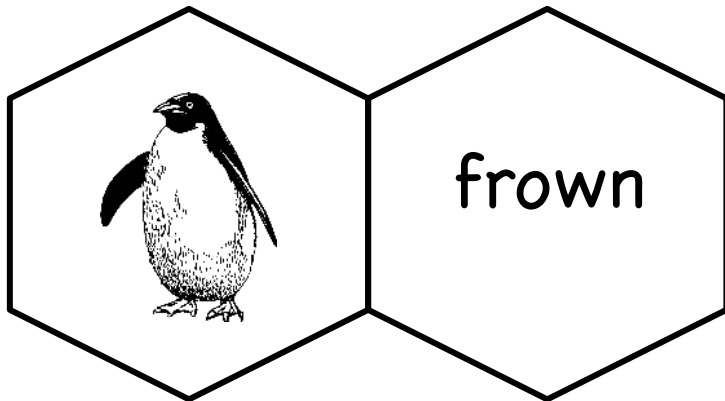
try



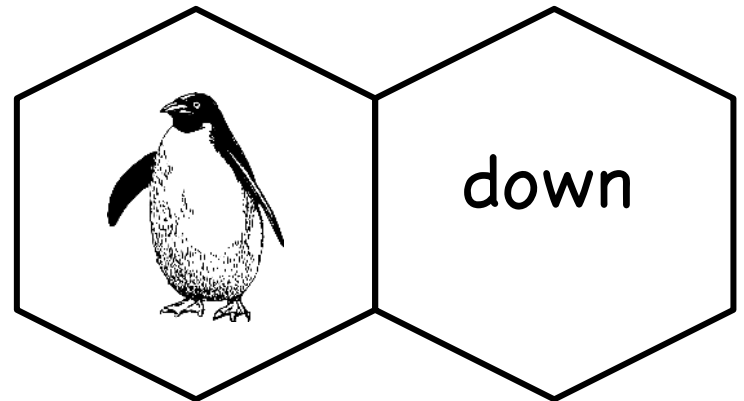
learn



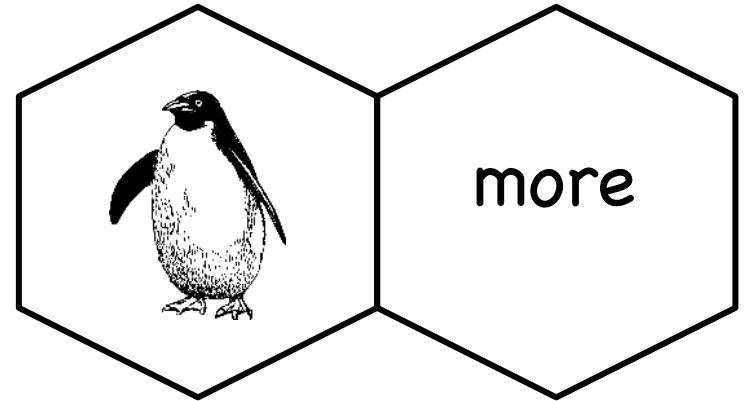
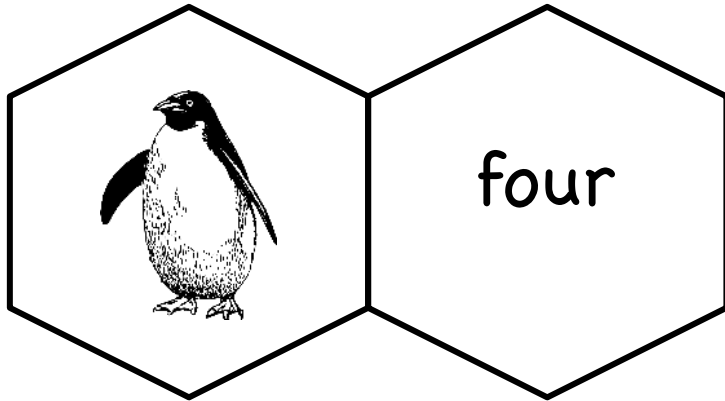
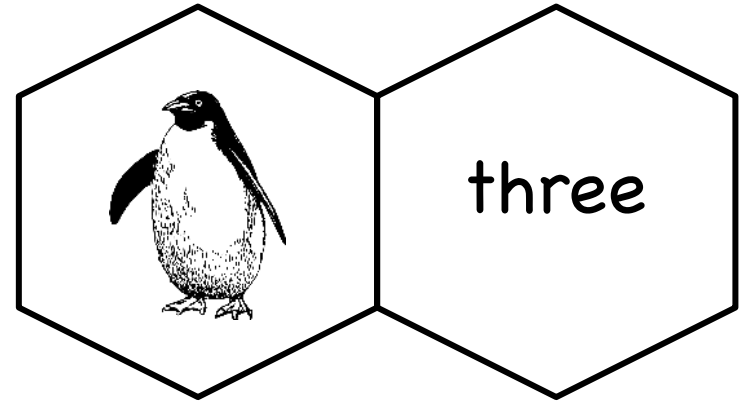
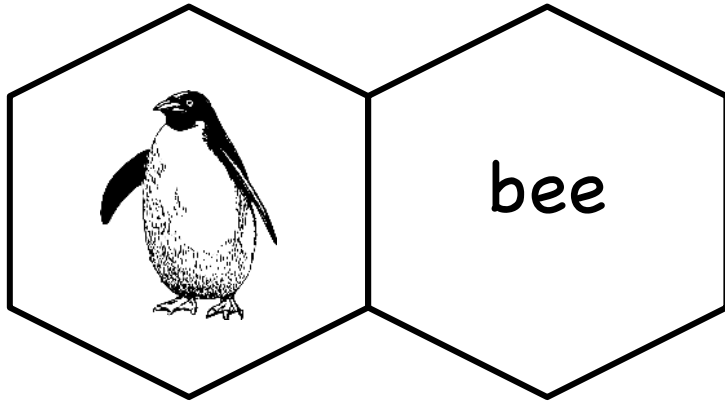
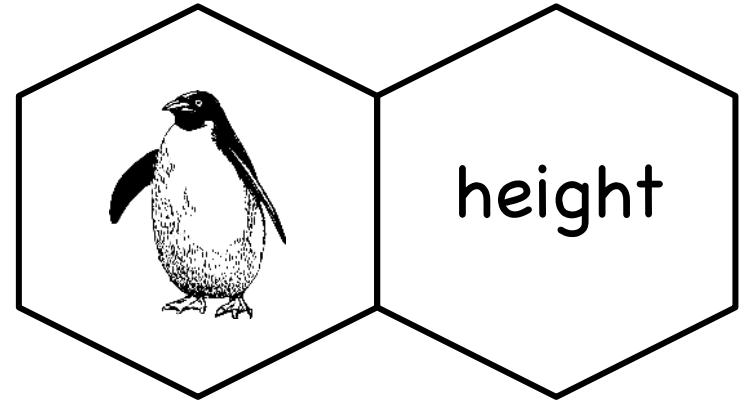
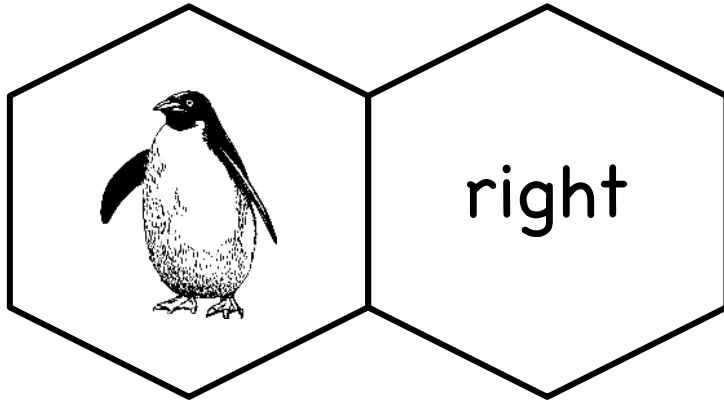
turn



frown



down

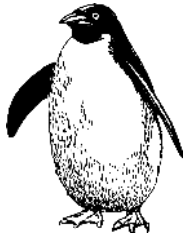




right



bright



behold



bold



flash



dash

