DOG ON A LOG BOOKS
Rhyming Games

These cards rhyme. or **Do these rhyme?** These activities show examples of rhymes. Lay down four rhyming cards face up and state, "These cards rhyme. Listen to the last sounds." You could also ask, "Do these cards rhyme?" to get a sense if your child understands what rhymes are.

Which is different? Lay down three or four rhyming cards and one card that does not rhyme. Ask your child to choose the word that does not rhyme.

Which are the same? Lay down a set of three rhyming cards and one card that does not rhyme. Ask your child to choose the words that do rhyme.

Which two are the same? Lay down two rhyming cards and one card that does not rhyme. Point to one of the rhyming cards. State the word, and ask your child which of the other words rhymes and which does not.

Go Rhyme: Played like Go Fish. Make sure there are an even number of rhyming cards. If you are playing with several kids, you may want to use two sets of cards. Deal 5-7 cards to each player. Set the rest of the cards in a stack in the middle of the table. If you have any matching rhymes, lay them down in front of you. The first player can be the youngest, the oldest, or the person to the left of the dealer. The first person asks one other person, "Do you have a card that rhymes with…(picture on one of their cards.)" If the person has one, they give it to the original player. The original player lays down the set and the turn passes to the next person. If a rhyming match is not made, the person whose turn it is draws a card from the stack and the next person takes a turn. If they draw a matching card, they must wait until their next turn to lay it down.

Pickup the Rhyme Lay the rhyming cards face up. Each person chooses two cards that rhyme and puts them in their stack. If their cards do not rhyme, they get to put down one card and find a card that matches the one in their hand. The game is over when all the cards have been matched

Memory: This is a HARD game and may not be appropriate for your child. Select several sets of two rhyming cards. You will determine how many based on your child's ability to recall the cards they have seen. Lay all the cards face down. Each player turns over a card then a second card. If the cards rhyme, they get to keep them. If they do not rhyme then they turn them face down and the next person takes a turn.

Play *Get Tup to the Hall* and/or *Into the Cave*
Use the rhyming cards as the Tup cards for this game session. When they draw a Tup card, they should come up with a word that rhymes with the card they drew. It can be a silly rhyming word if they cannot think of an actual word that rhymes. If you do not have the gameboards or the kids don't want to play the game, they can also do this without the gameboard.

The rhyming word sets:

dog, fog, frog, log
sun, fun, bun, one
ski, bee, key, tree
nail, whale, snail, quail
shoe, two, glue, screw
sled, bed, bread, shed
cat, bat, hat, rat
ox, box, fox, socks
pink, sink, drink, mink
jam, clam, ram, lamb
seal, wheel, meal, kneel
rock, sock, lock, block
bug, rug, mug, plug
pan, can, fan, van
tub, cub, grub, sub
ring, king, swing, string
rain, cane, train, crane
mop, top, pop, stop
chair, square, bear, pear
skate, gate, eight, crate

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