Beginning, Middle, and Ending Sounds

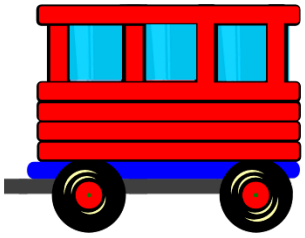
A train has a beginning, middle, and end.

Words also have beginnings, middles, and ends.

When you see these train cars, you will know what sound to listen for.

Beginning
(1 window)

Middle
(2 windows)



Ending
(3 windows)

Games for
Beginning, Middle, and Ending Sounds

For these games you can use the rhyming picture cards that have three sounds: consonant-vowel-consonant. A list of the usable cards is at the end of the instruction sheets. You can also create your own picture cards using the downloadable Tup cards at:

www.dogonalogbooks.com/printables

You can use the sound die, the previously provided gameboard die, or a die from a game you already have. (The train die is probably a better visual cue for the kids.)

If you use a die with numbers:

- 1 or 4 is for beginning sounds.
- 2 or 5 is for middle sounds.
- 3 or 6 is for ending sounds.

One-Car Train

1. Give the child/children one of the train cars (Typically, start with beginning sounds, then do ending sounds, then middle sounds. Make sure they have mastered each sound before advancing to the next.)
2. Choose a picture card either by dealing cards to each other, choosing the card on the top of a stack, or spreading out all the cards face up and choosing a card.
3. Say the correct sound based on the train card you have.

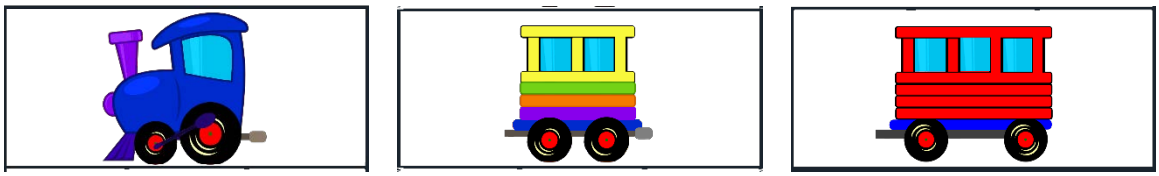
Rolling Trains

1. Choose a picture card either by dealing cards to each other, choosing the card on the top of a stack, or spreading out all the cards face up and choosing a card.
2. Roll the Train Die and it will tell you which sound to say for the picture card you chose.

Which are the Same?

Spread out some or all of the picture cards with the picture sides up. Choose a card then find all the cards you can that have either the same beginning, middle, or ending sound. You can determine which sound by rolling the die or by teacher's choice.

Train Station



Set out the Train Headers as above. Hand the child an image card and say, "This word has a /d./ Where is the /d/ in the word? Set the card under the correct train."

Play Get Tup to the Hall and/or Into the Cave

If you land on a Tup spot, roll the Train Die and select a picture card from the stack. Say the correct sound for that train car and the picture card.

Catch the Train

This can be a challenging game so make sure not to go too fast.

1. Deal all the picture cards. It's okay if not all players end up with the same number of cards. The players should lay their cards face down in front of them.
2. The first player flips over their top card and sets it next to their face down cards. They now have two stacks of cards, one face up and one face down.
3. The next player does the same. This continues around the players.
4. The players watch to see if any of the visible picture cards have the same sounds. To make this easier, you can designate if you are looking for beginning, middle, or end sounds.
5. When someone notices that two of the cards have matching sounds, they yell, "The train is here." (Or just, "Train's here.") That player gets both stacks of cards. They set them aside and hold for later.
6. If two players call "Train's here!" at the same time, both stacks of cards are combined and placed aside, but in view. This stack is called "The Caboose." If a player notices a card with the same sound as the top card on the Caboose stack, they call, "Caboose" and get the complete stack.
7. If a player runs out of face down cards, they can turn over their face up cards and use them.
8. The game is over when all the cards have been claimed.

Go Find Tup

See how many sets of picture cards you can get that have the same sound.

1. Choose if you are playing beginning, middle, or ending sounds. (Teacher chooses or by roll of the die.)
2. Deal 5 to 7 picture cards to each player.
3. Place the rest of the cards in a stack in the center.
4. The first player chooses a card in their hand, for example, a dog picture. They ask another player, "Do you have a picture stat starts (or ends) with a /d/?"
5. If the second player does, they give the card to the first player and the first player sets their two same-sound/same place cards in front of them.
6. If the second player does not have the same sound card, they say, "Go Find Tup." Then the first player draws a card from the center stack.
7. That player's turn is over and the next player repeats the steps.

You can also create your own games. I am providing game cards with the train cars on them in case you want to use them for play or as wild cards.

To make a laminated train die (die is singular of dice,) it is a LOT easier if you lightly score the back of the die along the fold lines.

Rhyming Cards for Beginning, Middle, and Ending Sounds

For these games you can use the rhyming picture cards that have three sounds: consonant-vowel-consonant (no ending r sounds.) A list of the usable cards is below. Some may have more than three letters, that is OK. We are just interested in sounds at this level. You may want to expand this list with additional words/pictures.

bat
bed
bug
bun
can
cane
cat
cub
dog
fan
fog
fun
gate
hat
jam
kneel
lamb
lock
log
meal
mop
mug
nail
pan
pop
quail
rain
ram
rat
rock
rug
seal
sock
sub
sun
top
tub
van
whale
wheel