The Radical Rime Guessing Game Whole Class Activity
Students love the quick pace of this guessing game! Students identify a rime, then take turns guessing the hidden letters of a word. The group effort allows for a higher level of difficulty. The rimes are 'radical' because they can influence a student's progress in a radical way! The rime is the repeating part in a word family that is spelled the same way and sounds the same in each word. The onset changes to form rhyming words. Prefixes and suffixes are added to form longer words.

Phonics and guided reading lessons are taking place concurrently. There is no readiness level needed for this whole class activity. Keep teacher-talk to a minimum to ensure a fast pace. Point out principles quickly and move on. Daily exposure is the key.

The game is based on a method presented by Sharon Zinke in her book, Rime Magic, which offers a more comprehensive list of rimes. (See tutorials online.) The rimes in this resource guide focus on words from the Blueberry Hill books.

## Materials:

* Words cards containing rimes (the rimes are in red, other letters are black)
* Radical Rime Posters (initial consonants, digraphs, blends, suffixes - IAM)
* Student Activity Sheets (IAM)

How it Works: Time - 5 minutes

* The students sit on the carpet facing the teacher.
* Choose three or four rimes from books read during the guided reading lesson. Introduce a new rime, prefix or suffix, then review familiar rimes, prefixes and suffixes. Add in more challenging cards as you move higher in reading levels.


## * Example: Radical rime 'and'

Hold up the and card and ask: "What is the radical rime?" Say it three times. Hold up hand with the 'h' covered. (When prefixes or suffixes are added, cover them as well, so only the rime is visible.)
Ask: "What letter would be at the beginning of hand?"
Repeat with: band, land, sand, stand (Cover the 'st'.)
Challenger Words: Use both hands to cover everything but the rime.
e.g. handle, landed, standing

* Respond to all incorrect attempts with encouragement.

Say: "Good try! - An ' $m$ ' would make the word mand.
Does anyone have another idea?"
Other responses: "You almost have it! Good thinking!"

## Radical Rime Lists - for The Radical Rime Guessing Game

Download the following lists on large card stock cards. The rime is in red ink.

* Use the Level Sight Word assessment lists in the teacher resource books to gain insight into which students will need more support or more of a challenge. Students do not need to have mastered the core vocabulary in order to play the game. The whole class activity allows students to be exposed to words above their reading level in a supportive, non-threatening environment.
* Before beginning, review blends, diagraphs, prefixes and suffixes using a chart or the whiteboard.
Prefixes: a, o, de, re, un, in, etc.
Suffixes: s, es, ed, ing, le, ble, able, er, or, en, et, ness, y, ier, ily, ster, ful, age ier, iest, etc.
* As the game is played, quickly mention the different sounds for ed: ed, $\mathrm{d}, \mathrm{t}$ and the letters that signal the use of a different sound (e.g. h, p, k) as well as the doubling of the consonants: $t, r, p$ when an ending is added. Avoid long explanations.

Connections to Writing:

* Students work independently during the WOW Vocabulary activity using the rimes to increase their writing vocabulary. (See student rime lists. - IAM)
* Have writing challenges where students race to see how many words they can write in five minutes. Write rimes on the board to encourage the students. Rather than compare students, challenge them to beat an earlier total.
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* The teacher's resource guide contains student sheets to write out words for a rime. This can add variety and create a link between the reading and writing.

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Level C-3 \& 4

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