

Phase 1 week 4 (28.09.20) Rhythm and Rhyme

To experience and appreciate rhythm and rhyme and to develop awareness of rhythm and rhyme in speech.

To increase awareness of words that rhyme and to develop knowledge about rhyme.

To talk about words that rhyme and to produce rhyming words.

	Monday	Tuesday	Wednesday	Thursday	Friday
Revisit/ Review	Revise sitting and listening skills.	Revise sitting and listening skills.	Revise sitting and listening skills.	Revise sitting and listening skills.	Revise sitting and listening skills.
Teach 10mins	Rhyming Books Share a book that has a familiar repeating/rhyming pattern (The Gingerbread Man).	Rhyming soup Using a bowl and spoon say the rhyming soup song and introduce objects/picture cards that rhyme. Place objects/pictures in the bowl, stir the soup and sing the rhyme.	Rhyming pairs Look at some picture cards and name them. T to model choosing a card and then finding the matching card that rhymes.	http://www.literactive.com/Download/live.asp?swf=story_files/washing_line_rhyme_US.swf Use above website: Play a rhyming game: chn listen to the word and find the matching picture	Odd one out Select three objects or pictures from a bag (2 must rhyme cat and bat). Say the name of the objects/cards and ask children to find the one that does not rhyme
Practise	Repeat the book and children practise the repeating words. TAs to use baseline sheet to assess	Repeat - encouraging children to sing the rhyme. TAs to use baseline sheet to assess	Ask chn if they can see any 2 cards that sound the same e.g hat-cat, dog-log etc. TAs to use baseline sheet to assess	Play a rhyming game: chn listen to the word and find the matching picture TAs to use baseline sheet to assess	Repeat until children are secure with all objects/cards in the bag
Apply	Add actions to the story (run, run, etc).	In turn let each child place an object/picture in the bowl and sing the rhyme.	Go around the circle and ask chn to find 2 cards that rhyme.	T to say a word and chn to say a word that rhymes with it.	In turn, children find 3 cards/objects from the bag to find the odd one out.