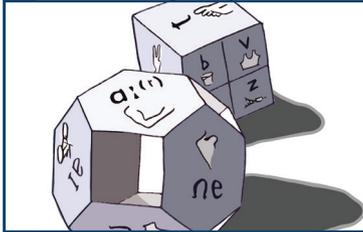


PronPack Sound Dice



TEACHING FOCUS

To raise awareness of how words are built up from phonemes and that these may differ from spelling

MINIMUM LEVEL

Pre-intermediate

ACTIVITY

A dice game using a six-sided **consonant cube** and an eight-sided **vowel ball**

WORKSHEETS

The worksheets provide templates for constructing the consonant cube and the vowel ball, print on paper or thin card. You will need at least one cube/ball in class plus scissors, glue or sticky tape to make them

AUDIO FILES

No audio with this activity

Background

This activity is based on the vowel sounds part of the **PronPack Sound Chart**. In this game, students construct words consisting of two phonemes – one consonant and one vowel. All of the vowels are from the outer circle of the PronPack Sound Chart. These are ‘free vowels’, that is, vowel sounds which may occur anywhere in a word including at the end. This means that the order of phonemes in the word may be vowel-consonant or consonant-vowel.

Presentation

1. On the board, write the phonemes /t/ and /ɑ:(r)/ and ask students to create words from these two sounds and no others. There are two possibilities: art and tar. (Note that in these two words, the (r) is pronounced in some accents and not in others)
2. Repeat the procedure with /m/ and /eɪ/. Again, there are two possibilities: may and aim.
3. Tell the class that they will play a game using the sound dice. On the sides of the dice, instead of numbers, there are phonemes from the PronPack Sound Chart, available on www.pronpack.com.

Activity

1. Divide the class into teams. Explain that there are phonemes written on the sides of the **consonant cube** and **vowel ball**, and they must make words from these.
2. Ask two volunteers to come to the front of the class, roll the dice, one each, and call out the sound they see on the top. Check they call correctly. Then the volunteers return to their teams and they try to find a word with those two sounds and no others. They must write the word and spell it correctly. Keep a note of the sounds which were called yourself.
3. If the consonant cube lands so that the top side has four different consonants, the volunteer reads all of these out, and the teams may choose any one of them to make their word.
4. If the volunteers roll two sounds for which there is no possible word, ask them to roll again.



- Repeat this procedure again and again with different volunteers each time.
- After ten or fifteen minutes, stop the game and check the teams' answers, see Key below. The team with the most correct words wins.

Variation: You may wish to make more dice (or get the class to make them) so that they can work in smaller groups with one pair of dice for each group.

Key

The possible words are in the table below. The words in **purple** are less frequent.

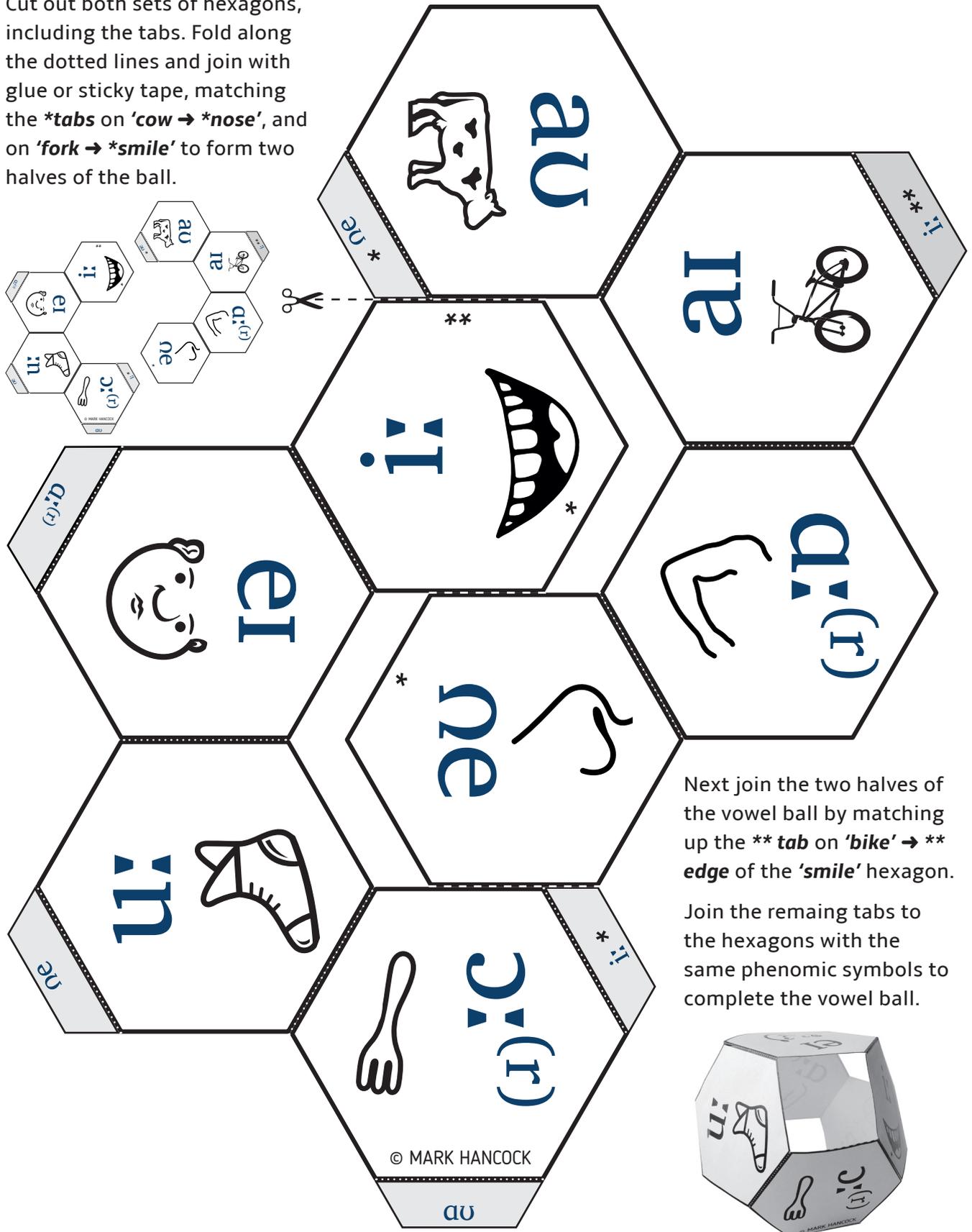
		Vowel Ball							
		ai	ei	i:	əʊ	ɔɪ ^(r)	u:	ɑ: ^(r)	aʊ
Consonant Cube	t	tie	eight ate	tea eat	toe oat	tour tore ought	two too	tar art	out
	s	sigh ice	say ace	see	so sew	saw sore	sue	arse	sow
	l	lie isle I'll	lay ale	eel	low	law all	loo		owl
	m	my I'm	may aim	me	mow	more	moo	arm	
	b	buy	bay	bee	bow	bore		bar	bow
	z	eyes		ease	owes	oars	zoo	ours	
	ʃ	shy		she	show	sure shore	shoe		
	v	I've		eve					vow
	h	high	hay	he	hoe		who		how
	n			knee	no know own	nor			now
d	die I'd	day aid		dough	door	do			
k		ache	key	oak	core		car arc	cow	

Goes well with ...

... **PronPack 1.1** and **1.2** for a lesson on the vowel system.

Making the Vowel Ball

Cut out both sets of hexagons, including the tabs. Fold along the dotted lines and join with glue or sticky tape, matching the **tabs* on 'cow → *nose', and on 'fork → *smile' to form two halves of the ball.



Next join the two halves of the vowel ball by matching up the **** tab** on 'bike' → **** edge** of the 'smile' hexagon.

Join the remaining tabs to the hexagons with the same phonemic symbols to complete the vowel ball.



Making the Consonant Cube

Cut out the six-sided shape, including the tabs and fold along the dotted lines.

Starting with the *leaf* square join the two side tabs matching the phonemic symbols on the tab to the corresponding side of the cube eg. **m** → 'man' square and **h | k** → 'hat | key' squares

Continue to join all six sides with glue or sticky tape to complete the consonant cube!

