

## Consonant j (page 15)



### Materials:

- letter flashcards Aa-Zz
- letter j flashcard
- picture cards (jet, goat, jam, jump, jar, jacket, juice, jeep, goose and any other picture cards with or without the j sound)
- 4 beanbags
- page 15

### Review: 3-5 minutes

- Mix up the letter flashcards and show them to the students one at a time.
  - *Hint:* You should develop a routine when doing this.
  - Teacher: "Letter?" Students: "A."
  - Teacher: "Sound?" Students: "/a/."
  - *Hint:* For older children you can also set a timer to see how long it takes them to get through all the letters saying the letter name and sound. You can record this time and let the students try and get a better time each day.
- You can also play a game to review the letter names and sounds called Around the World.
  - Have one child start and stand behind another child in the group. (The child in back is standing; the child in front is sitting.)
    - They can be sitting at their seats or on the floor, but it is easier if they are in some kind of a circle.
  - Show the two children a flashcard.
  - The first one to say the letter name and sound gets to move on.
    - If it is the child already standing up, they move behind the next person.
    - If it is the child sitting down, they get up and stand behind the next child and the child that was standing sits in that seat.
  - You continue on until someone has made it "around the world," standing behind all the children in the classroom.

### Preview: 3-5 minutes

- Show the j flashcard while saying the letter name and letter sound and have the students repeat
  - Teacher: "J, /j/ /j/ /j/" Students: "J, /j/ /j/ /j/"

- Show a few picture cards for the words that have the **j** sound and say the name of the picture, emphasizing the **j** sound and have the students repeat
  - Teacher: “/j/ /j/ jet”; students repeat
  - Teacher: “/j/ /j/ jam”; students repeat
  - Teacher: “/j/ /j/ jar”; students repeat
- Show the picture cards again and have the students say the words. Then ask them where they hear the /j/ sound.

**Modeling:** 5 minutes

- Show the students a picture card that has the **j** sound.
  - Teacher: “/j/ /j/ jump.” Since the word has the /j/ sound, jump up and down.
- Show the students a picture card that doesn't have the **j** sound.
  - Teacher: “/j/ /j/ goat.” Since the word doesn't have the /j/ sound, sit in your chair.
- Repeat as many times as necessary with different picture cards.

**Guided Practice:** 5-7 minutes

- Scatter the picture cards in the center of the room.
- Divide the class into four teams and place them in four lines around the scattered cards.
  - *Hint:* Think of the four lines as the four directions, north, south, east and west on a compass.
- Give the first person in line a beanbag. When you say go, tell them to gently toss the beanbag, trying to land on one of the picture cards scattered in the middle.
- Have the students say the letter name, sound and name of the picture their beanbag lands on or near.
- They can then go get their beanbag and hand it to the next person.
  - *Hint:* This activity is a lot of fun, but will take some management and control. The students can only throw when you say go and should not go to get their beanbag until all of the students in their group have thrown.
- Continue until all students have had a turn.

**Independent Practice:** 5 minutes

- Explain how to do page 15.
  - *Hint:* Have an extra copy for you to model each part prior to giving it to the students.
- Pass out page 15 to each student.

**Assessment:** (during Independent Practice)

- As the students are completing page 15, monitor and give guidance/support/correction/praise, as needed.
- Use page 15 as a record and be sure to take note of students who may need more practice and/or instruction.

**Closure:** 1-2 minutes

- Review a few picture cards and ask where they hear the /j/ sound.
  - Teacher: “/j /j/ jacket”; students repeat, beginning
  - Teacher: “/j/ /j/ juice”; students repeat, beginning
  - Teacher: “/j/ /j/ jeep”; students repeat, beginning

