

# K6: Sound Store

Lesson Objective: Using sound markers and a work mat, children will hear, isolate, and add the internal consonant sound of a consonant blend in a spoken, two-phoneme word in order to produce a three-phoneme word.

## Materials

- [Sound Store](#)
- [sound markers](#)
- [work mat](#)
- [word list](#)

Print out the sound markers, work mat, and Sound Store, preferably on sturdy card-stock paper. Cut apart the sound counting markers. Trim off the white edges and tape together the pages of the Sound Store.

Print the word list, but do not show it to the child. This is for the adult's reference only.

## Activity

Video: How to play Sound Store

Set up the game by telling your child this story about Chunky the Sound Hound:

Adult: I want to tell you about a dog named Chunky. Chunky is a sound hound.

Chunky is a very picky eater. He only eats sounds inside words.

And he only likes certain sounds. The sounds Chunky likes to eat are...

[point to each letter on the Sound Store shelf as you say its sound] /k-k-k/ ... /lll/ ...

/nnn/ ... /rrr/ ... and /t-t-t/.

Chunky never eats these sounds if they are at the very beginning

or the very end of a word. They have to be inside a word.

This story will connect this game to the following activity: [Sound Hound](#).

## K6: Sound Store (continued)

Put the Sound Store, with yellow sound counting markers on the top “shelf,” in front of the child. Also put out the work mat (with arrow) and the red and green sound counting markers on the arrow. Put the green marker toward the left end of the arrow (for the first sound of a word) and the red marker toward the right (for the last sound of a word).

Adult: Today your job is to see if you can make some words that  
have one of Chunky’s favorite sounds inside them.

You have two sound markers in front of you —

one for a sound to start a word [point to green marker]

and one for a sound to end a word. [point to red marker]

Remember, Chunky never eats a sound that comes at the start or end of a word.

So you may have to go the Sound Store to get a yellow sound marker  
to make a word with a sound that Chunky will eat. Here’s what to do.

Now you are ready to lead your child through the playing of the game.

Adult: I will say a word, and you use the green and red sound markers to make my word. Get  
ready: so. “You are so smart.” So.

Use your markers to make the word so on the green arrow.

Say the sounds in so as you make the word. Start here

[point to green circle on arrow] with your green marker. What word?

Child: So. /sss/ [places green marker] ... /ōōō/ [places red marker].

Adult: Touch under the markers and say the sounds fast. What word?

Child: /sss/-/ōōō/. So.

Adult: Are there any of Chunky’s favorite sounds inside the word so?

Look at and say the sounds in the Sound Store, and see if any of  
those sounds are in your word so.

Child: [looks in Store] No.

## K6: Sound Store (continued)

Adult: Let's see if you can change your word so into slow.

Say the sounds you hear in slow. Listen: slow. Slow.

Child: /sss/ • /lll/ • /ōōō/.

Adult: Do you hear a sound in slow that you don't hear in so?

Say the words slowly, and see if you hear a sound in slow  
that is not in so.

Child: /sss/-/lll/-/ōōō/ ... /sss/-/ōōō/ ... /sss/-/lll/-/ōōō/. Yes.

Adult: What sound?

Child: /lll/

Adult: Okay. Get that sound marker from the Sound Store, and decide where  
you should put it on the arrow to turn your word so into slow.

Child: After /sss/! [puts marker after the marker for /sss/ on the arrow]

Adult: Now touch and say the sounds on the arrow in order,  
to see if you made the word slow.

Child: /sss/ • /lll/ • /ōōō/. Slow!

Adult: Good job! Let's try another word...

Be sure the child touches each sound counting marker as he says the sound, and traces the arrow from left to right as he says the sounds quickly and says the whole word.


Once your child has successfully completed one round of the game, have him remove the sound counting markers from the mat and return the yellow marker to the Sound Store before starting the next round.

NOTE: This activity can be very difficult for young children, so you will go through just one-to-three-word pairs in a session.

# K6: Sound Store (continued)

## Small Groups (2-5 children)

Additional Materials:

 optional: stuffed dog to be Chunky the Sound Hound

Adaptation: Read the main activity, watch the video, and follow the instructions above, with the following changes:

Introduce the children to Chunky the Sound Hound and tell them his story. Place the Sound Store where all the children can see it.

Play the game together, demonstrating how we can make new words with sounds Chunky likes to eat by adding a sound in the inside of a word. Provide many opportunities for practice. Let all the children take turns moving the sound markers to make new words. Have children take turns performing specific steps of the game. For example, one child repeats the first word. Another repeats the second word. The group decides what sound to add. Another child decides where to add the specified sound and moves the markers to make a space for it. In unison, the group says the sounds in order and blends them into the new word.

Provide many opportunities to practice, using only a couple of words per session. Be sure they say the sounds for both the original and new words. Direct each child to move his/her pointer finger under the sound markers, left to right, and blend the sounds into words.