In this activity, children will play a detective game with a partner to practice segmenting and blending phonemes. Each student will take turns being the “Segmenter,” whose job is to say the individual phonemes of a word out loud for the other student, and the “Blender,” who will blend the sounds together to guess the word.

**Materials:**
- Activity Page 1
- Activity Page 2
- 2 crayons or pencils

**Instructions:**
1. Give each student an activity page.
2. Let them decide who will go first as the “Segmenter.”
3. The Segmenter selects a picture from their page and says the phonemes aloud.
4. The Blender will listen to the phonemes and blend them to say the word.
   - **Segmenter:** “The sounds in this word are /b/ /ee/.”
   - **Blender:** “The word is bee!”
5. If the Blender is accurate, the Segmenter will check off the picture.
6. If the Blender inaccurately blends the phonemes, the Segmenter will circle the picture.
7. Students will reverse roles until both of their student activity pages are complete or they run out of time.
8. The teacher will review the activity pages and give guidance on words that were not blended accurately.

**Answer Keys:**

**Activity page one:** bee, saw, brush, chick, moth, stop, witch, bear, guitar, thumb, hill, shark, bench, shirt, yarn, vest

**Activity page two:** bird, fries, teeth, chain, juice, heart, wall, shell, mouth, watch, bath, sled, clown, tree, horse, door
Phoneme Detective Page Two