Rhyme Time

Play a game to match rhyming picture cards (provided):

- 1. Cut apart the picture cards and organize them by pairs of words that rhyme (for example, fox and box). Play with a set of six words at a time.
- 2. Place the Rhyme cards in the top row and the Time cards in the bottom row, in random order.
- 3. Ask your child to name each picture. Provide picture names when needed.
- 4. Have your child select any top-row card and try to find its rhyming match in the bottom row. If the words rhyme, your child says, "Rhyme Time!" and keeps the pair. If the words do not rhyme, help your child say each word to listen for the rhyme.
- 5. Your child continues until three rhyming pairs are collected.
- 6. Continue playing with another set of six cards.



"Yes, fox and box rhyme! Rhyme Time!"



"No, dog and hat do not rhyme!"

Rhyme Time Key

cook, hook	car, jar	goat, boat	fox, box	dog, frog	mouse, house
snake, cake	train, chain	run, sun	pan, fan	slide, hide	hop, mop
chick, stick	duck, truck	bug, rug	tree, bee	tail, whale	cat, hat

Books to Share

Suggested Books to Read and Talk about Words that Rhyme Identify rhyming words from the book or ask your child to put a thumb up each time he or she hears a rhyme.				
Most Dr. Seuss books (for example, Hop on Pop, Happy Birthday	Shiver Me Letters: A Pirate ABC by June Sobel			
to You!)	The Flea's Sneeze by Lynn Downey			
Is Your Mama a Llama? by Deborah Guarino	Where the Sidewalk Ends by Shel Silverstein The Neighborhood Mother Goose by Nina Crews			
Room on the Broom by Julie Donaldson				
The Donut Chef by Bob Staake				











