



Fluency Letter Wheel



Objective

The student will gain speed and accuracy in letter-sound correspondence.



Materials

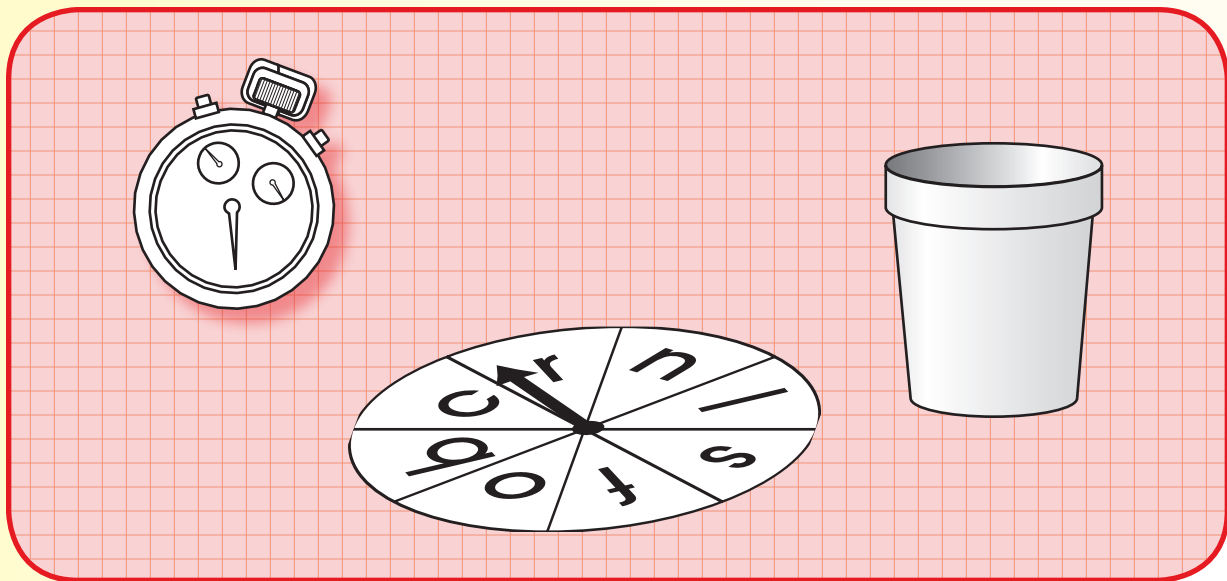
- ▶ Letter wheel (Activity Master F.008.AM1)
Copy wheel on cardstock.
Cut wheel and attach arrow with a brad.
- ▶ Student graph (Activity Master F.008.SS)
- ▶ Cup
- ▶ Counters
- ▶ Timer (e.g., sand or digital)



Activity

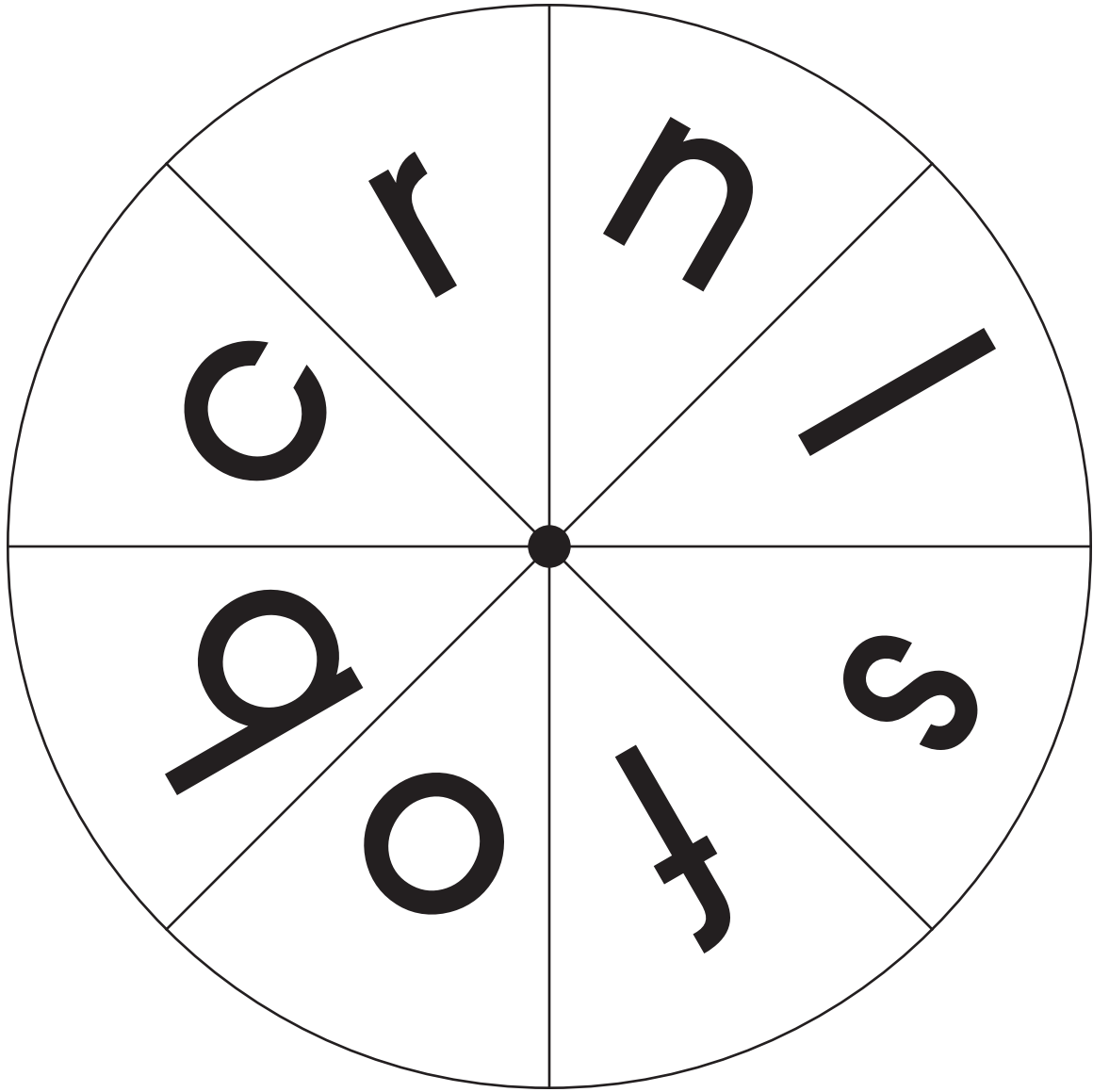
Students practice matching sounds to letters in a timed activity.

1. Place the letter wheel, cup, counters, timer, and student graph at the center.
2. Working in pairs, student one sets the timer for three minutes.
3. Student two spins the spinner on the letter wheel, and identifies the letter and letter-sound. If correct, student one places one counter in the cup.
4. Reverse roles and continue the game until the timer stops. Count and graph the number of counters in the cup.
5. Taking turns, repeat the activity three more times, attempting to increase speed and accuracy.
6. Peer evaluation



Extensions and Adaptations

- ▶ Use other target letters (Activity Master F.008.AM2).



Name _____

Fluency Letter Wheel

F.008.SS

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	1	2	3	4

Rounds

