

# The ALLITERATION TRICK & GAME

## Objective

- To develop phonemic awareness of initial sounds.

## Teaching point

The alliterative 'logic' of Letterland adds an engaging discovery factor to phonemic awareness activities. In Letterland, the characters love things that start with their sounds.

The activity of searching for alliterative words enables children to have creative input as they build up a bigger picture of each character. Children feel like they are discovering new things about their Letterland friends. This element of discovery has proved a real strength of the Letterland programme, making the children highly motivated to learn more about their Letterland friends.

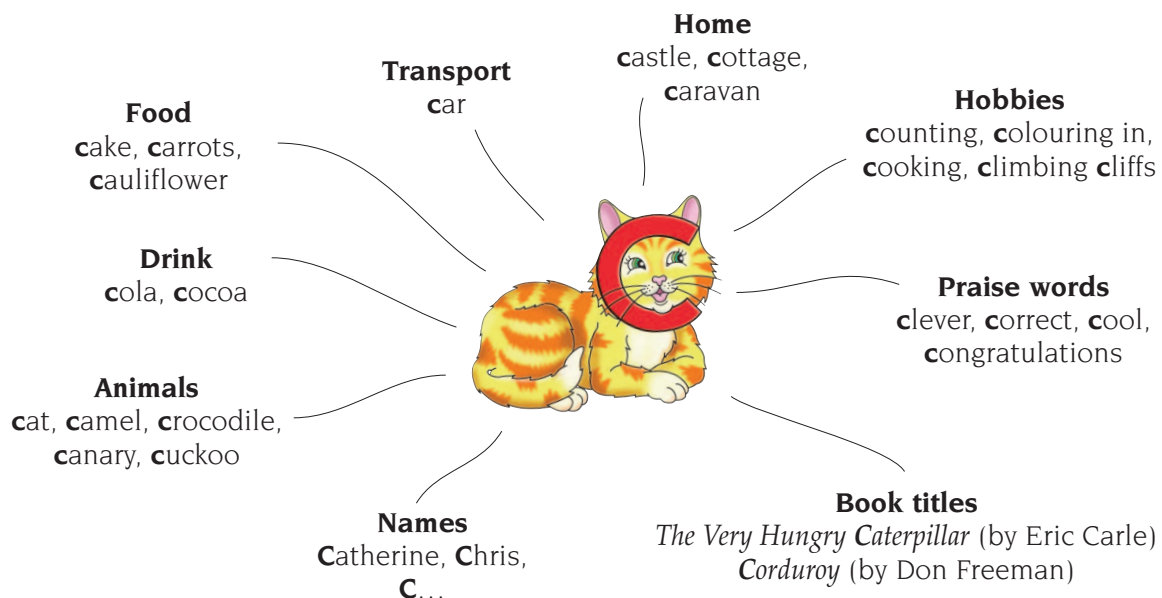
### The TRICK

Do you know how you can tell what each Letterland character likes? Let me give you a clue. Listen carefully... Firefighter Fred's **ff**avourite **ff**ood is **ff**resh **ff**ish. **M**unching **M**ike likes **mm**ushrooms and **mm**elons. **L**ucy **L**amp **L**ight loves **ll**ettuce **ll**eaves and **ll**emon **ll**ollipops. Can you guess what the Letterland ALLITERATION TRICK is? How can we tell what each character likes?

**Each Letterlander likes things that start with his or her sound.**

## The ALLITERATION GAME

- Children supply their own alliterative information about a Letterlander. You can help them with hints, for example: *I'm thinking of a long, thin, crunchy, orange vegetable (carrot) that Clever Cat likes to eat.*



## The 'I LIKE ...' GAME

- Each child thinks of their own favourite food and tells the class who in Letterland is sure to like it too. *I like \_\_\_\_\_ and so does \_\_\_\_\_!*