

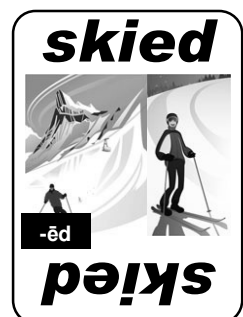
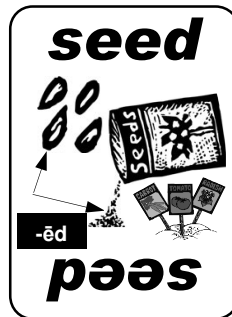
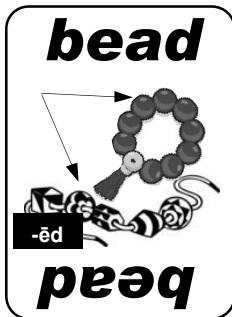
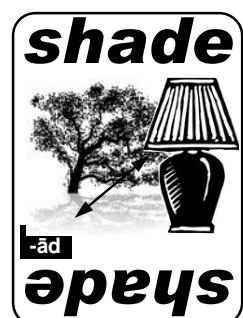
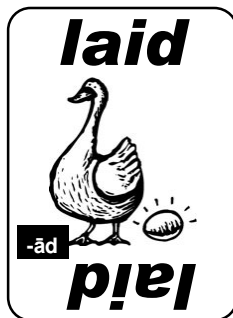
What's in phonicspelling *Rhyming-Word Intermediate Card Decks E-H?*

208 WORD/PICTURE CARDS: The *Intermediate Level* of phonicspelling *Rhyming Words* consists of four 52-card decks, designated *E, F, G,* and *H*. Each deck contains 52 different word and picture cards—thirteen (13) sets of four one-syllable rhyming words spelled by three to seven letters each. The four *rimes* of each set—the word parts after the initial consonant(s)—are *pronounced the same*; their *spellings* may differ, especially of the vowel sounds.

16 DISTINCT VOWEL SOUNDS: The 13 *rimes* of each deck tend to end in *similar* consonant sounds or clusters with those sounds. They may contain the same or a different one of the 16 *major vowels*—ă ě ĭ ō ö; ā ē ī ō ū; au oi; ô, ä(r), õ, û(r)—as well as “r-colored” complex vowels, pronounced slightly differently before *-r* than other consonants.

4 DEGREES OF CHALLENGE: In terms of phonics principles (spelling regularities, sound contrasts, and consonant combinations), *Card Decks E, F, G,* and *H* become progressively more challenging. Because the 13 *rimes* of each deck differ from the 39 (13 x 3) word endings of the *other three Intermediate Decks*, the card-sets of-four can be combined into (larger) decks for more challenging activities and games: the vowel sounds may repeat, but the *rimes* will contrast with one another.

MEANINGFUL VISUALS: An illustration of at least one meaning of each item fills the middle of its card. Phonetic (American-dictionary) sound-symbols for *its rhyming part* appear in the lower left corner of each picture. The words themselves, spelled out in big alphabet letters, can be read both right side up and upside down.



UNIQUE CARD FACES: Among the 208 (52 x 4) card-face images of the *Intermediate* phonicspelling *Rhyming-Word/Picture Cards*, there are no repeats or duplicates.

UNIFORM CARD BACKS: The reverse sides of the 52 cards of each Deck E, F, G, or H, however, have the same format, which includes the name and ISBN number of that individual product. These 52 identical card backs differ in coloring and background design from those of the other *Intermediate* decks—as well as from those of the *Beginning* and *Advanced Levels* of phonicspelling *Rhyming-Word/Picture Cards*. These “other sides” will help card-users keep the cards together in sets and decks.

REFERENCE LISTS: For phonics-learning purposes, there is also a list of *rimes* on each card back—the thirteen (13) uniquely contrasting rhyming-word parts that form the instructional core of that unique material. These differ for each of the four *Intermediate* (and other-level) *Decks*.

To compare, contrast, and work from, here are images of the card backs for *Decks E, F, G, and H* of the *Intermediate* phonicspelling *Rhyming-Word/Picture Cards*:

Rhyming Words

Intermediate 52-Card Deck E

DECK RHYMING SOUNDS

-àm -òd
-ènd -òrn
-ìn -àn -ùn
-ònd -èm -oun
-ìm



phonicspelling

ISBN 978-1-891077-20-3

Rhyming Words

Intermediate 52-Card Deck F

phonicspelling

ISBN 978-1-891077-20-3



DECK RHYMING SOUNDS

-ärt -èlt -ìl
-òlt -ìlt -òl
-àl -òol -ùl
-âr or -èr -our
-âr -oil

Rhyming Words

Intermediate 52-Card Deck G

ISBN 978-1-891077-18-0

DECK RHYMING SOUNDS

-äd -öd
-òld -òod
-òld -ùrd
-àrd -ìld -ùd
-äd -òrd -ound
-èd



phonicspelling

Rhyming Words

Intermediate 52-Card Deck H

ISBN 978-1-891077-18-0

phonicspelling

ISBN 978-1-891077-21-0







DECK RHYMING SOUNDS

-àns -èz -ìz
-àj -èst -òz
-àrj -ìngz -ùth
-àst -ìnj -ouch
-oiz

GRADUATED PHONICS PRINCIPLES: The common *rimes* in the four (4) *Intermediate* phonic/spelling *Rhyming-Word/Picture 52-Card Decks* are mostly of one syllable (3 to 7 letters), most in the *CVC—Consonant(s)/Vowel/Consonant(s)* pattern.

On the following pages, the *phonetic American-Dictionary symbols* for the 52 (13 x 4) *rimes* of *Intermediate Card Decks E-H* appear vertically in white type on black. With the relevant letters underlined, the 208 (52 sets-of-four x 4) rhyming words that correspond to the *sounds of their rimes* are listed horizontally to the right.

The rhyming words in *Deck E* all end in (a consonant cluster that includes) *-m* or *-n*. They may begin and end with one or two consonant letters. They contain 12 distinct vowel sounds: *ă, ě, ĭ, ǒ, ŭ, ä(r), ā, ē, ĩ, ȳ, ou*—and one “*r-colored*” complex vowel, *-ô(r)*, each spelled with one or two letters.

-ăm	<u>dam</u> <u>ham</u> <u>jam</u> <u>swam</u>	-ŭn	<u>bun</u> <u>fun</u> <u>gun</u> <u>sun</u>	-ĭm	<u>crime</u> <u>dime</u> <u>rhyme</u> <u>time</u>	-ou	<u>clown</u> <u>crown</u> <u>frown</u> <u>town</u>
-ĕnd	<u>bend</u> <u>end</u> <u>send</u> <u>spend</u>	-ărm	<u>arm</u> <u>charm</u> <u>farm</u> <u>harm</u>	-ȳd	<u>code</u> <u>load</u> <u>road</u> <u>towed</u>	<div style="background-color: black; color: white; padding: 5px; text-align: center; font-weight: bold; font-size: 2em;">Deck E</div> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;">  <i>brain</i> -ăn <i>brain</i> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;">  <i>crane</i> -ăn <i>crane</i> </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 5px; text-align: center;">  <i>plane</i> -ăn <i>plane</i> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;">  <i>train</i> -ăn <i>train</i> </div> </div>	
-ĭn	<u>chin</u> <u>pin</u> <u>spin</u> <u>twin</u>	-ăn	<u>brain</u> <u>crane</u> <u>plane</u> <u>train</u>	-ôrn	<u>corn</u> <u>horn</u> <u>thorn</u> <u>torn</u>		
-ȳnd	<u>blond</u> <u>bond</u> <u>fond</u> <u>pond</u>	-ĕm	<u>cream</u> <u>dream</u> <u>steam</u> <u>team</u>	-ŭn	<u>June</u> <u>moon</u> <u>spoon</u> <u>tune</u>		

The rhyming words in *Deck F* all end in (a consonant cluster that includes) *-l* or *-r*. Because these two consonant sounds can be “syllabic” alone at the end of words, some items—such as *aisle*, *power*, and *royal*—sound like they have *two* syllables.

The four *simple* (also called “lax” or “short”) vowel sounds included in the rhyming parts of the words in *Intermediate 52-Card Deck F* are ô, ä(r), ë, and ö, spelled by one or two vowel letters each: *-a(u)-*, *-e(a)-*, and *-u-* or *-oo-*.

The six *complex* (“tense” or “long”) vowel sounds or diphthongs are ā (pronounced â before *-r*), ē, ī, ō, ū, ou, oi—commonly spelled by a combination of two vowel letters in the middle of a word, or by *-a-*, *-i-*, *-o-*, *-u-* with final silent *-e* at the end.

There are other possible spellings, too, and exceptions (starred * below). In the *-ower* and *-oyal* spellings, the letters *-w-* and *-y-* function as both vowels and consonants.

-ärt	<u>art</u> <u>cart</u> <u>dart</u> <u>heart</u> *	-ält	<u>belt</u> <u>dealt</u> <u>felt</u> <u>melt</u>	-il	<u>aisle</u> <u>smile</u> <u>style</u> * <u>trial</u>	-oi	<u>boil</u> <u>coil</u> <u>loyal</u> <u>royal</u>
-ölt	<u>malt</u> <u>salt</u> <u>fault</u> <u>vault</u>	-ilt	<u>built</u> <u>kilt</u> <u>quilt</u> <u>wilt</u>	-oi	<u>coal</u> <u>hole</u> <u>goal</u> <u>scroll</u>	<div style="text-align: center;"> <h1>Deck F</h1> </div>	
-äl	<u>mail</u> <u>pail</u> <u>scale</u> <u>snail</u>	-ool	<u>bull</u> <u>full</u> <u>pull</u> <u>wool</u>	-il	<u>duel</u> <u>rule</u> <u>spool</u> <u>stool</u>		
-är	<u>bear</u> <u>hair</u> <u>scare</u> <u>square</u>	-är	<u>beer</u> <u>deer</u> <u>spear</u> <u>year</u>	-our	<u>flour</u> <u>sour</u> <u>power</u> <u>tower</u>		

The rhyming words in *Deck G* all end in (a consonant cluster that includes) *-d*. Because the /d/ sound indicates the simple past tense, some regular (*-ed*) past verbs sound exactly like other words: compare *bored* and *board*; *bowled* and *bold*; *rued* and *rude*. Other past verbs rhyme with items of other rime spellings: *called* vs. *bald*; *starred* vs. *card*; *skied* vs. *seed*, etc.

The seven *simple* ("lax" or "short") vowel sounds included in the rhyming parts of the words in *Intermediate 52-Card Deck G* are ä, ä(r), ë, ï, ô, ö, and -û(r), spelled by one or two vowel letters each. The six *complex* ("tense" or "long") vowel sounds or diphthongs are ā, ē, ō (pronounced ô before *-r*), ū, and ou, commonly spelled by a combination of two vowel letters in the middle of a word—or by *-a-*, *-o-*, or *-u-* with final silent *-e*. Other possible, less common vowel spellings include *-aw* for ö, *-ow* for ō, and *-ew* for ū. The exceptions to common spelling patterns and rules are starred (*) in the lists below.

-äd	<u>ad</u> <u>dad</u> <u>glad</u> <u>plaid</u> *	-ë	<u>head</u> <u>red</u> <u>sled</u> <u>thread</u>	-örd	<u>bored</u> <u>cord</u> <u>scored</u> <u>sword</u> *	-ound	<u>found</u> <u>frowned</u> <u>hound</u> <u>pound</u>	
-öld	<u>bald</u> <u>called</u> <u>crawled</u> <u>walled</u>	-ë	<u>bead</u> <u>greed</u> <u>seed</u> <u>skied</u> *	-öld	<u>bowled</u> <u>cold</u> <u>gold</u> <u>rolled</u>	<div style="text-align: center;"> <h1>Deck G</h1> </div>		
-ärd	<u>card</u> <u>hard</u> <u>starred</u> <u>yard</u>	-ürd	<u>bird</u> <u>herd</u> <u>stirred</u> <u>word</u>	-öod	<u>could</u> *			<u>good</u> <u>stood</u> <u>wood</u>
-äd	<u>braid</u> <u>shade</u> <u>laid</u> <u>maid</u>	-ild	<u>build</u> *	-ür	<u>chewed</u> <u>food</u> <u>rude</u> <u>screwed</u>			

The one-syllable rhyming words in *Deck H* all end in (a consonant cluster that includes) "continuant" sounds—s z ch j th. Because the /s/ and /z/ sounds can be word endings, some singular present verbs and plural nouns are pronounced the same as or rhyme with items of other *rime* spellings—*chants* vs.

Singular Verb

chance; trees vs. *these; hoes* vs. *hose, boys* vs. *noise*.

Plural Noun

Also, some past verbs may rhyme with items of other spellings: *chased* vs. *paste; greased* vs. *feast; etc.*

Past Verb

Grammatical forms are designated on the card faces.

The three *simple* ("lax" or "short") vowel sounds included in the rhyming parts of the words in *Intermediate 52-Card Deck H* are ä, ä(r), and ĩ, spelled by one vowel letter each. The seven *complex* ("tense" or "long") vowel sounds or diphthongs are ā, ē, ĩ, ō, ū, ou, and oi, spelled by two or three vowel letters.

Many of the items end in relatively uncommon consonant clusters, such as *-nce, -rge, -ste, -ngs, and -nge*.

-äns	<u>ants</u> <u>chance</u> <u>dance</u> <u>pants</u>	-ēz	<u>bees</u> <u>sneeze</u> <u>squeeze</u> <u>trees</u>	-īz	<u>eyes</u> <u>pies</u> <u>prize</u> <u>rise</u>	-oiz	<u>boys</u> <u>noise</u> <u>poise</u> <u>toys</u>
-āj	<u>age</u> <u>cage</u> <u>page</u> <u>stage</u>	-ēst	<u>beast</u> <u>east</u> <u>feast</u> <u>greased</u>	-ōz	<u>close</u> <u>doze</u> <u>hose</u> <u>toes</u>	<div data-bbox="713 922 1011 1018" style="text-align: center;"> <h1>Deck H</h1> </div> <div data-bbox="713 1029 1011 1257"> </div>	
-ārij	<u>barge</u> <u>charge</u> <u>large</u> <u>Marge</u>	-īngz	<u>rings</u> <u>sings</u> <u>stings</u> <u>things</u>	-ūth	<u>booth</u> <u>Ruth</u> <u>sleuth</u> <u>truth</u>		
-āst	<u>chased</u> <u>paste</u> <u>raced</u> <u>waist</u>	-īnj	<u>binge</u> <u>cringe</u> <u>fringe</u> <u>hinge</u>	-ouch	<u>couch</u> <u>ouch</u> <u>grouch</u> <u>pouch</u>	<div data-bbox="713 1262 1011 1474"> </div>	

HANDY CARD INFORMATION: Each deck includes two extra cards to help optimize use of the *Intermediate* phonics/spelling *Rhyming-Word/Picture 52-Card Decks E-H*. These informational cards offer suggestions and ideas that add to, but don't duplicate, the info available in *Decks A-D*. Here they are:

phonics/spelling *Rhyming Words*
Intermediate Deck E

What is a Rhyme?

A *rhyme* is a repetition of similar sounds in two or more words. It most often occurs at the ends of lines in poems and songs. Most people enjoy *rhymes*.

Two or more words *rhyme* if their final vowel and all following sounds are identical. In the simplest items, these rhyming parts are spelled exactly the same—as in dam + ham, bend + send, or corn + thorn. (In *phonics* instruction, these letters may be called *rimes*.)

In words with sounds that have *more than one* possible spelling, different *letters* may represent the *rhymes*—as in plane + train, rhyme + time, or June + spoon.

phonics/spelling *Rhyming Words*
Intermediate Deck E

How Can We Tell Which Words Rhyme?

To recognize one-syllable *rhymes*, figure out how to pronounce their vowel and final consonant sounds (if any).

In these phonics/spelling *Rhyming-Words Card Decks*, the phonetic symbols (printed in white type in black boxes under the pictures) show how to say the rhyming part of each word; be sure to say these sounds the same in all four matching words. Also, dictionary pronunciation symbols will show which words rhyme with one another. And you can find lists of rhyming words in *rhyming dictionaries* and online—at websites such as www.rhymezone.com/ or www.rhymer.com/ or rhymingwords.html.

phonics/spelling *Rhyming Words*
Intermediate Deck F

How Can Words with Different Spellings at the End Rhyme?

In English, *different* letters can spell *the same* sounds. Therefore, words that *look different* might have identical pronunciations—like the *homophone* pairs mail / male, hair / hare, deer / dear, aisle / I'll, duel / dual, flour / flower, etc.

There are even more one-syllable words with *rimes* (vowel and final consonant sounds) that vary in their *spellings*. Some examples of rhyming pairs or groups of this kind from *Deck F* are heart / art; vault / salt; hair / bear / scare; belt / dealt; pull / wool; aisle / smile / style; coal / hole / goal; etc.

phonics/spelling *Rhyming Words*
Intermediate Deck F

How Can Nouns Rhyme with Verbs, Adjectives, etc.?

A word's *part of speech* has little to do with its pronunciation or rhyming characteristics. Even so, *plural nouns* and *singular verbs* ending in *-(e)s* may rhyme with words of *any* part of speech with /s/ or /z/ at the end. For instance, compare chants (plural noun) with chance (noun); rays (plural noun) with raise (verb); clothes (plural noun) with close (verb). Similarly, regular past verbs that end in *-(e)d* may rhyme with *any* words ending in /t/ or /d/—like chased (past verb) vs. chaste (adjective) and bowled (past verb) vs. bold (adjective). Grammatical forms are identified on card faces in *Card Decks E-H*.

Singular Verb

Plural Noun

Past Verb

These eight extra cards contain only quick tips and reminders for good use of the four *Intermediate* phonics/spelling *Rhyming-Word/Picture 52-Card Decks E-H*. They can be removed from each deck for use at any time in any order. Comparable info appears in expanded forms in this *Intermediate Rhyming Words Instruction Book*.

phonics/spelling *Rhyming Words*
Intermediate Deck G

Why Are There 13 Sets of Four Matching Rhymes?

One-syllable rhyming items are related to one another in "word families"—groups of words with the same vowel and final consonant sounds that can be learned together. Focusing on *rhyming* makes language learning faster, more efficient, and more fun. *Matching* pairs or sets of 3 or 4 cards with rhyming items helps with the mastery of phonics patterns, spelling rules, and word-level reading. "Regular" ♠♣♥♦A–K playing card decks contain 13 different sets of four-of-a-kind items. So do phonics/spelling *Rhyming Words Intermediate Decks E, F, G, and H*. Both kinds of cards can be used for entertaining competitive classic card games.

phonics/spelling *Rhyming Words*
Intermediate Deck G

How Can We Match Rhymes in Card Games?

In *traditional* 52-card decks of four suits ♠ ♦ ♥ ♣ of the ranks A–K, there are thirteen sets of four-of-a-kind matching cards: *aces, twos, threes, fours, fives, sixes, sevens, eights, nines, tens, jacks, queens, kings*. In most children's and classic adult card games, any two, three, or four cards of the same *rank* constitute a match or matches. In the same way, pairs or groups of items that rhyme with each other or one another can be *matched*. For instance, players can *turn up* matches among the face-down cards of the *Game of Concentration*. They can *call out* or *slap* matches in *Snap* or *Slap* competitions. They can *collect* matches . . .

phonics/spelling *Rhyming Words*
Intermediate Deck H

How Can We Play a "Trick-Taking" Game?

The object of a typical "trick-taking game," is to collect or complete the most sets of four-of-a-kind matching cards. For instance, in the classic game called *Snip-Snap-Snore*, the *full deck is dealt out*. The first player puts down a card from his/her hand of *any rank*—i.e. containing *any rhyme*—face up on the playing surface. The next player either puts down a card with a rhyme or *passes*, the next either plays a rhyming card or *passes*, and so on—until someone *completes the set* (called a *trick*). That person gets to begin the next *round* of the game. The winner is the one player has taken the most *tricks*—and/or the first to run out of cards.

phonics/spelling *Rhyming Words*
Intermediate Deck H

How Can We Play a "Bluffing Game?"

In the *simplest bluffing* card game, known as "Old Maid," all players in turn hold their hands spread out for the next person, who pick a card, sight unseen. The object is to become—or avoid being—the one person left "holding the odd card," the one with no matches in the deck. In a *game of pretense* called "I Doubt It," the object is to get rid of one's cards first by naming them as they are played face-down—either truthfully or untruthfully. In both kinds of games, it helps to keep "a poker face"—i.e., not to give away the truth through one's facial expressions.