



The eight components of Leap Into Phonics focus upon specific phonological skills. Within each skill are different activities that can be chosen. A demonstration precedes each activity, and each activity should take between 10-15 minutes. The challenge of each level increases as the child works.

Teachers and staff members can customize individual paths depending upon the skills they wish each student to practice. Assessment reports for students can be viewed and printed.

The Eight Components

- 1. Environmental Sounds** (Farm, City, Neighborhood, Kitchen)
 - a. Who Makes This Sound?** - click on the object that makes the sound.
 - b. First/Middle/Last** - click the 3 sounds you heard in order.
- 2. Nursery Rhymes** There is only one choice for this activity – it progresses from A-D. The four nursery rhymes are Hey Diddle Diddle, Hickory Dickory Dock, Jack and Jill, and Humpty Dumpty.
 - a. Listening** – just listen to the rhyme.
 - b. Listening/Introduction to Print** – listen while each word read is highlighted.
 - c. Word Awareness** - click on the word being said.
 - d. Substitution of Words** - find the silly word that doesn't fit.
- 3. Rhyming Games and Auditory Memory** (Rhyming words, words as units of speech, auditory memory)
 - a. Silly Questions** - Rhyming words.
 - b. Rhyme Time** - Choose the picture that rhymes.
 - c. Which Word Did I Leave Out?** – identify the word left out.
- 4. Parts of Words (Syllables and Sounds)**
 - a. Word Parts** – identify the number of syllables.
 - b. Sounds in Words** – identify the sounds in words.
- 5. Beginning, Ending, Middle Sounds** (Sound segmentation)
 - a. Puzzle Fun** – identify beginning, middle and ending sounds.
 - b. Beginning Sounds** – find the picture with the same beginning sound.
 - c. Hearing Beginning Sounds** – pick the 3 pictures with the same sound.
 - d. Hearing Middle Sounds** - pick the 3 pictures with the same sound.
 - e. Hearing Ending Sounds** - pick the 3 pictures with the same sound.
 - f. Rhyming Door Game** – identify pictures that rhyme with the word.

6. **The Alphabet**
 - a. **Letter Formation/Sound** – free explore of upper and lower case letters.
7. **Sounds in Words (Sound Substitution)**
 - a. **Finding the Beginning Sound** – the first letter changes, find new sound.
 - b. **Finding the Middle Sound** – the middle letter changes, find new sound.
 - c. **Finding the Ending Sound** – the ending letter changes, find new sound.
What is the New Sound? – beginning, middle or ending sounds.
8. **Making Words (Blending)**
 - a. **Blending All Sounds** – click on the picture of the word you see and hear.
 - b. **Blending Beginning Sounds** - click on the picture of the word you see and hear.
 - c. **Blending Ending Sounds** - click on the picture of the word you see and hear.

Using the Software:

- Placing the arrow over pictures allows a child to hear the names/words.
- Click the headphone to repeat the question.
- Click the game board picture to return to the main menu.
- Click the arrow to the right of the game board puzzle to skip the demonstration.
- Click the musical notes to turn music off or on.
- Click the apple to access teacher options.
- Click the door to exit the program.

Accessing the Teacher Options:

- Click the apple icon at the bottom. Password: phonics
- In the teacher options, you can:
 - Enter and delete student names
 - View and print reports on student performance
 - Set path tracker so students work on specific skills

Source: 1997-2003. Douglas County School District 001 (Omaha Public Schools). Leap Into Phonics. Leap Into Learning. www.LeanIntoLearning.com. 1-888-777-7003. McGrawHill/SRA.



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