

Groove and Move



Students will identify pairs of rhyming words as they perform various movement activities.

Skill: Identifying rhyming words

Setting: Large, open area

Directions:

1. Read each pair of words from the Groove and Move Rhyming Words reproducibles (pages 21–22) aloud. Instruct students to repeat each rhyming pair aloud in unison.
2. Ask students to spread out across the room.
3. Explain to students that you will recite a pair of Groove and Move Rhyming Words. If the words rhyme, students should perform the rhyming movement word from the pair. For example, when you read the words *goal* and *roll*, students should roll on the floor when they recognize that the words rhyme. For movement words such as *pull* or *climb*, students can pantomime pulling a rope or climbing a ladder.
4. Blow the whistle to signal when students should stop moving and listen for the next pair of words.
5. Randomly choose two words from the Groove and Move word pairs to create a pair that does not rhyme. When you recite these two words, students should drop to the floor and lie flat on their backs.
6. At any point during the activity, call out, “Groove and move!” When you say this, students may choose any of the movement activities to perform.
7. After several rounds, explain that you will only recite the first word and not the rhyming movement word for each pair. Students should remember to perform the rhyming movement associated with each word.

Materials

- Groove and Move Rhyming Words reproducibles (pages 21–22)
- whistle

Extra Fun:

Arrange students in pairs. Provide each pair with copies of the Groove and Move Rhyming Words reproducibles. Instruct one partner to read a word, and the other partner to perform the movement for the rhyming word. When the correct rhyming movement is performed, partners should cross the pair of words off of their lists. Students should continue the activity until each pair of words is crossed off.



Name _____ Date _____

Groove and Move Rhyming Words

keep	leap
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fun	run
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hall	crawl
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pit	sit
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stop	hop
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save	wave
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chance	dance
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sick	kick
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bush	push
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dime	climb
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Name _____ Date _____

Groove and Move Rhyming Words

wither	slither
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fog	jog
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full	pull
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try	fly
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pig	dig
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bump	jump
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goal	roll
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hip	skip
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mend	bend
------	------

tide	slide
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