

Correlation of

# Road to the Code: A Phonological Awareness Program for Young Children

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with

Scott Foresman Reading

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if you have any questions about this correlation or how *Road to the Code* can meet your program's needs.

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	<b>Correlation of Skills: Scott Foresman &amp; Road to the Code</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	
<b>Say-it &amp; Move-it</b>	Say-It-And-Move-It is a segmenting and blending activity which heightens phoneme awareness (the ability to hear and manipulate phonemes.) According to current research, this awareness is the most crucial insight that children need to begin to read. This skill/activity is not represented in the Scott Foresman curriculum. In Road to the Code, however, Say-It-And-Move-It is used in every lesson, so this activity is a vital supplement to the Scott Foresman curriculum.	2 chips						
1 phoneme		*	*	*	*	*	*	
2 phonemes		*	*	*	*	*	*	
2 phoneme words					*	*	*	
3 phoneme words								
letter tiles								
<b>Letter Name &amp; Sound Instruction</b>	While only 8 letters are introduced in Road to the Code, this correlates with Scott Foresman Kindergarten Unit 2 and Unit 3 because the first letters introduced and reviewed by Scott Foresman include all 8 of the letters taught in Road to the Code.							
Introduce		a			m			
Review			a	a	a	a,m	m	
Alphabet Book (Introduce Letter Picture)	These skills in Rode to the Code teach and review letter names and sounds and provide additional phoneme awareness practice. They reinforce the instruction that children receive through Scott Foresman. These tasks, critical to phoneme awareness, are either the same as or similar to the tasks used in the Scott Foresman curriculum (e.g., rhyming, oddity tasks, blending, segmenting, and phoneme manipulation.) Because Road to the Code is so explicitly and systematically organized, it will especially benefit children who require additional reinforcement of letter names and sounds and phoneme awareness.	a			m			
Hand-clapping Game			a				m	
Alphabet Book (Color Letter Picture)				a			m	
Tracing in the Air							a,m	
Sound Bingo								
I'm Thinking of a Word								
Jingles								
Go Fish								
Concentration								
Sound Board								
<b>Phonological Awareness Practice</b>		There is a high level of correlation between skills taught in Road to the Code and the skills in Scott Foresman Grade K and Grade 1 curricula. Both programs employ similar activities such as tracing letters in the air, counting phonemes, and building words from individual phonemes, thereby mutually reinforcing each other. Children will benefit from this familiarity. This program is an appropriate supplement in that it consists of only 44 fifteen-minute lessons.						
Sound Categorization by Rhyme			*		*			*
Fix-it (Puppet)				*				*
How Many Sounds?						*		
Sound Categorization by Initial Sound								
Elkonin Cards								
Let's Fish								
Post Office								
Save the Rabbit								



	20	21	22	23	24	25	26	27	28	29	30	31	32
<b>Say-it &amp; Move-it</b>	4 chips												*
1 phoneme	*	*	*		*	*	*	*				*	*
2 phonemes													
2 phoneme words	*	*	*	*	*	*	*	*	*	*	*	*	*
3 phoneme words	*	*	*	*	*	*	*	*	*	*	*	*	*
letter tiles	a	a	m	t	a	i	s	i	m	s	a	i	t
<b>Letter Name &amp; Sound Instruction</b>													
Introduce				r									
Review	s	a,m,t,i,s	a,m,t,i,s	a,m,t,i,s	a,m,t,i,s	r	a,m,t,i,s,r	a,m,t,i,s,r	a,m,t,i,s,r	a,m,t,i,s,r	a,m,t,i,s,r,b	b	a,m,t,i,s,r,b
Alphabet Book (Introduce Letter Picture)				r						b			
Hand-clapping Game													
Alphabet Book (Color Letter Picture)	s					r						b	
Tracing in the Air													
Sound Bingo		a,m,t,i,s								a,m,t,i,s,r			
I'm Thinking of a Word									a,m,t,i,s,r				
Jingles					a,m,t,i,s,r			a,m,t,i,s,r					
Go Fish			a,m,t,i,s				a,m,t,i,s,r						
Concentration				a,m,t,i,s							a,m,t,i,s,r,b		
Sound Board													a,m,t,i,s,r,b
<b>Phonological Awareness Practice</b>													
Sound Categorization by Rhyme	*	*							*			*	
Fix-it (Puppet)													
How Many Sounds?													
Sound Categorization by Initial Sound	*	*							*			*	
Elkonin Cards			*				*			*			
Let's Fish					a,m,t,i,s,r			a,m,t,i,s,r					a,m,t,i,s,r
Post Office				a,m,t,i,s							a,m,t,i,s,r		
Save the Rabbit						a,m,t,i,s							

	33	34	35	36	37	38	39	40	41	42	43	44
<b>Say-it &amp; Move-it</b>				5 chips								
1 phoneme		*		*		*						
2 phonemes												
2 phoneme words	*	*	*	*	*		*		*	*	*	*
3 phoneme words	*	*	*	*	*	*	*	*	*	*	*	*
letter tiles	s	r	i	b	m	t	a	f	r	b	i	f
<b>Letter Name &amp; Sound Instruction</b>												
Introduce			f									
Review	a,i,s,r,b	a,m,t,i,s,r,b	a,m,t,i,s,r,b	a,m,t,s,r,b,f	a,m,t,s,r,b,f	f	a,m,t,r,f	a,m,t,r,f	a,m,t,i,s,r,b,f	t,i,s,f	a,m,t,i,s,r,b,f	a,i,r,b,f
Alphabet Book (Introduce Letter Picture)			f									
Hand-clapping Game												
Alphabet Book (Color Letter Picture)						f						
Tracing in the Air												
Sound Bingo	a,m,t,i,s,r,b											a,i,r,b,f
I'm Thinking of a Word												
Jingles												
Go Fish												
Concentration									a,m,t,i,s			
Sound Board		a,m,t,i,s,r,b		a,m,t,s,r,b,f	a,m,t,s,r,b		a,m,t,r,f	a,m,t,r,f		t,i,s,f	choice	
<b>Phonological Awareness Practice</b>												
Sound Categorization by Rhyme			*				*				*	
Fix-it (Puppet)												
How Many Sounds?												
Sound Categorization by Initial Sound			*				a,m,t,b				a,m,t,b	
Elkonin Cards												
Let's Fish				choice						choice		
Post Office		m,t,i,s,r,b			m,s,r,b,f			a,m,t,i,s,r,b,f				a,m,t,i,s,r,b,f
Save the Rabbit	a,m,t,s,r					t,i,s,b,f			choice			