**25 Alliteration Alliteration happens when you hear the same sounds in words close to each other, especially the first sounds of words.**

The sentence above remains at the top of the screen for all screens for this unit.

The audio plays when the sentence first appears, but only plays again when the cursor scrolls across the text of the sentence.

Below the sentence there will be 20 rounded rectangles.

Clicking on a rectangle will cue a quiz.

**Quizzes 1 to 5**

Each of the first 5 quizzes will have a different question prompt; the question prompt text will show onscreen below the permanent sentence (Alliteration happens when....), and the audio will play once, though it will play again if cued by the user.

Below the question text there will be four rounded rectangles, one with the correct letter/sound option [for example **m** for the first question], and three with incorrect letter/sound options [for example, **d**, **r**, and **i** for the first question]. Moving the cursor over the rectangle will cue the audio for that rectangle.

**[1] What sound do you hear two times in mom?**

**[2] What sound do you hear two times in dad?**

**[3] What sound do you hear three times in tattletale?**

**[4] What sound do you hear four times in teeter-totter?**

**[5]What sound do you hear five times in rubber baby buggy bumpers?**

**Quiz 6**

When rectangle 6 is cued, below the permanent sentence at the top will appear the text of the ‘Woodchuck’ rhyme:

**How much wood**

**Would a woodchuck chuck**

**If a woodchuck could chuck wood?**

Below the rhyme will appear the text of the prompt question:

**What alliteration sound did you hear in the rhyme?**

Below the prompt question will appear four rounded rectangles, randomly arranged so their order changes if the quiz is cued a second or third time.

One rectangle will have the letter for the correct answer: **w**

The other three rectangles will have the letters: **m p f**

Otherwise, the quiz itself will function like our other quizzes.

**Quizzes 7 - 14**

Below the text of the permanent sentence, all the remaining quizzes will display the same text prompt question as question 6, but to reduce the monotony the audio will be alternated between two voices, one for even- numbered questions, one for odd-numbered questions. The audio for the question prompt sentence will only play when the cursor moves over the text.

For the rhymes the user will be quizzed over, videos will play the audio, display a picture, and show the text of the rhyme. The video should be more or less centered on the screen but only take up part of the screen.

Below the video area there will be four rounded rectangles, one showing the correct letter/sound option, the other three showing incorrect options.

**Quizzes 15 - 20**

Each of the last 3 rhyme videos will have two quizzes, as indicated on the ‘Letter Sounds for Quizzes’ chart. Otherwise, these last 6 quizzes will function like the quizzes for 7-14.

[7] Peter Piper

[8] She Sells Sea Shells

[9] Grumpy Gremlin

[10] Snowbird

[11] A Hungry Fly

[12] Swan Swam

[13] On Friday Night

[14] One Misty, Moisty Morning

[15-16] Fuzzy Wuzzy *[2 quizzes]*

[17-18] The Flute Tutor *[2 quizzes]*

[19-20] Tickety-Tock *[2 quizzes]*

**25 Alliteration > Letter Sounds for Quizzes**

**Correct answers: Incorrect answers:**

m 1 d r i

d 2 k l g

t 3 i m r

t 4 gr w f

b 5 g p z

w 6 m p f

p 7 d gr sw

sh 8 sn g k

gr 9 k t sw

sn 10 p m fl

fl 11 k sw m

sw 12 p t g

fr 13 t m sw

m 14 fl p sn

w 15 l i fr

z 16 tr d p

t 17 p sw k

u 18 m fr w

t 19 p sw g

cl 20 sn f b

Extras for Incorrect Answers

tr

l

k

g

i

f

n