

PR Blend Word List

Pop the lips for /p/ and pull the tongue straight back into the R shape as the air escapes.

SOUND

/pr/

TYPICAL AGE

By age 5-7

TYPE

Voiceless Stop + liquid cluster

PRACTICE TIP

Keep the lips from staying rounded after the /p/ - that is what turns "pretty" into "pwetty."

PR does not occur often in the middle or at the end of English words, so this page practices it at the beginning.

Initial Position (18 words)

The sound is at the beginning of the word.

1 Syllable

7 words

prize	price	proud	prune
print	prince	press	

2 Syllables

11 words

pretzel	princess	practice	prairie
present	problem	pretend	private
pretty	promise	protect	

High-frequency initial words

Everyday words rather than picture-card words - which is why most lists leave them out. A child already says these hundreds of times a day, so they carry more carryover value than any noun above. Target them in conversation, not in drill.

probably

Generalization

Word lists get a sound into a child's mouth. Generalization is what gets it into their life. These are activities where the target words come up on their own, so nobody has to be talked into practicing.

Play-based ideas for young children

Present wrapping

Wrap and unwrap pretend presents over and over.

Words that come up: present, pretty, press, prize, pretend, more, please, open, again, wrap, surprise, my turn, look, wow

Pretend play

Pretend to be animals, workers, or superheroes.

Words that come up: pretend, pretty, press, prince, princess, more, again, play, my turn, look, go, wow, big, now

Prize box

A prize box to dip into during the game. Keep it open to everyone playing rather than tied to how a turn went.

Words that come up: prize, present, press, pretty, proud, more, please, pick, again, open, my turn, wow, got it, thanks

Conversation and verbal games for older kids

Predict it

Predict what happens next in a story or a game. "Predict" and "probably" every round.

Pros and cons

List pros and cons of a decision. "Pros" and "problem" repeat.