CR Blend Word List

Both sounds live in the back of the mouth, so CR is often easier than it looks. Release the /k/ and let the tongue stay bunched for /r/.



SOUND	TYPICAL AGE	TYPE
/kr/	By age 5-7	Voiceless Stop + liquid cluster

PRACTICE TIP

Because /k/ and /r/ are both back sounds, CR is a great first R blend for a child who is just getting R online.

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

Initial Position (19 words)

The sound is at the beginning of the word.


crab


crown


crawl


cream


crib


creek


crow


cruise

These and 5 more pictured words are in the CR Blend picture cards.

1 Syllable

15 words

crab	cross	crib	creek	crowd
cry	crawl	crumb	crisp	cruise
crown	cream	crunch	crow	crane

2 Syllables

3 words

crayon	cracker	crater

3 Syllables

1 word

crocodile

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.

crying, cry, cried, cries

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

Crayon coloring

Color together, naming every crayon.

Words that come up: crayon, crack, cross, crumb, create, color, more, please, my turn, draw, again, big, look, done

Cracker snack

Eat crackers and make a big deal of the crunch and crumbs.

Words that come up: cracker, crunch, crumb, cream, crisp, more, please, eat, yum, break, again, all gone, mess, wipe

Crash cars

Crash toy cars into a block wall and rebuild.

Words that come up: crash, crack, creep, cross, crumble, again, big, more, boom, build, down, up, fast, broke

Conversation and verbal games for older kids

Create a creature

Invent an animal and describe it. "Create" and "creature" every round.

Crack the case

A gentle mystery game: describe the clues and make a case.