

Sounds Snap



Materials

3 or more pairs of each sound (phoneme) card from the Group you are currently working on and all previous groups.

Instructions

1. Deal all the cards out evenly between players.
2. Players place their cards in a pile face down in front of them.
3. Players take turns to flip over one card and place it on the pile in the middle of the table while saying the sound on the card.
4. When a card is turned up that matches the top card on the pile the first player to say, "snap", and say the sound on the card wins the whole pile of cards in play.
5. Play continues until one player has all the cards.

Phonics Go Fish



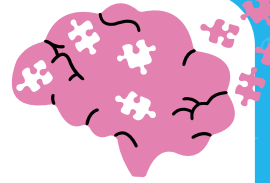
Materials

Two sets of all word blending cards from the Group you are currently working on and all previous groups, including high frequency words.

Instructions

1. Deal four word (blending) cards to each player.
2. Place the remaining cards, face down, in a pile in the middle of the table.
3. Each player hold their cards in their hands so only they can see them.
4. Players place any matching pairs in a pile in front of them.
5. The first player asks, "Do you have [word]?" If the other player/s has the card they must hand it over.
6. If they don't have the card, the player must "go fish" and pick up a card from the pile in the centre of the table.
7. If the player does not make a match it is the next player's turn.
8. The game is finished when all the cards have been paired.
9. The winner is the player with the most pairs.

Memory



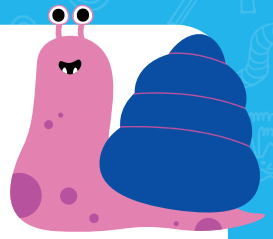
Materials

8-16 pairs of word blending cards from the Group you are currently working on and all previous groups, including high frequency words.

Instructions

1. Lay a set of cards face up on the table in a grid formation (eg. four columns by four rows). All cards should have a matching pair.
2. Ask the child to look at the cards and memorise their words and positions.
3. Then ask the child to turn away while you remove a card. Start with one and increase the number based on how quickly and confidently the child can identify the missing card.
4. Ask the child to recall which cards have been removed.

Snail



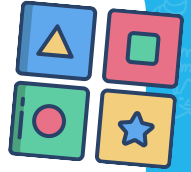
Materials

All word cards, including high frequency words, from the Group you are currently working on.

Instructions

1. Set cards up face down in a spiral formation like a snail.
2. Using a dice, players take turns to roll dice and move that number of places.
3. Players read the card on the space they landed. If correct they get to keep card. If not, they leave it on the board.
4. Play continues until there are no cards left on the snail's spiral.

Concentration



Materials

4-8 pairs of all word (blending) cards, including high frequency words, from the Group you are currently working on.

Instructions

1. Lay the cards out face down in a grid formation (eg. four rows by four columns).
2. Players take turns to flip over two cards.
3. They read both cards.
4. If the cards are the same the player keeps the pair and has another go.
5. If the cards do not match they are returned to their original positions.
6. The winner is the player with the most cards at the end of the game.