



# Sam's Snap!

## Objective:

Students listen and look for cards with matching initial sound, matching vowel sound, a matching end sound or matching words that rhyme.

2-4 players

Choose one set of Cards - **blue**, **gold** or **magenta**

Deal **ten cards** to each player. They put them in a pile in front of them and cover them with their hand.

Teacher asks players to match part of a word, eg initial sound, vowel sound, end sound or find a rhyming word, eg they say *Do you have a card that starts with mmmm? Do you have a card that rhymes with pat?*

Players take turns to take the top card from their own pile and put it in a central pile in the middle of the table. If the card sound matches the teacher's focus sound, any player can shout **snap** and put their hand on the central pile. The first one to get their hand on the pile says the whole word and the part of the word that is the same. If they are correct they keep all the cards in the pile and the game restarts.

End the game after 10 questions.

Player with most cards wins.



# Mum Matches the Cards

## Objective:

Students listen and look for cards with matching initial sound, matching vowel sound, matching end sound or words that rhyme.

2-4 players

Counters - different colours for each player

Choose one set of Cards - **blue**, **gold** or **magenta**

Give each player 10 coloured counters.

Place 20 cards on the table (dots side down).

Teacher/player calls out the word from one of the cards (or, for a more challenging game, calls out an initial sound, vowel sound, end sound).

First player to put finger on a matching card can cover it with their coloured counter. They say the word. (If tied - paper, scissors, rock. If wrong - game restarts).

End the game after 10 questions.

Player with most counters on cards wins.





# Dan's Dice

## Objective:

Segment and blend.

2-4 players

Score card

Any or all sets of cards

Pieces of paper numbered 1-6



Place 36 cards (dots side down) in six columns which are numbered 1-6.

Players take turns to roll a dice. They choose a word from the column with that number and say its sounds, eg *p-a-t-s*. Then they say the complete word, *pats*.

If they are correct they get points according to the number of the column, ie column 1 = 1 point, column 2 = 2 points etc. Write this on the Score Card.

End the game after each player has had five turns.

Players can make up extra rules such as *Throw a 1 you get an extra turn, throw a 2 get double points, throw a 3 you can pick your own column, throw a 4 you have to give your turn to someone else, etc.*

Player with most points wins.

## *Dan's Dice Score Card*

<b>Player's Names</b>				
<b>Turn 1</b>				
<b>Turn 2</b>				
<b>Turn 3</b>				
<b>Turn 4</b>				
<b>Turn 5</b>				
<b>TOTAL POINTS</b>				

The winner today was:



# Sid Spells

**Objective:** Segment and blend words.

2-4 players

Counters

Whiteboards, optional

Any or all sets of cards

Each player is dealt four cards. They hold them so no one can see them.

They take turns to choose one of their cards then read out the letters, eg z-i-p.

The next player repeats the sounds and blends the word, eg zip. (*They can write the sounds on a whiteboard if they need to.*)

If they are correct they take a counter. They take an extra counter if they can put the word in a sentence, e.g. *I did up the zip on my coat.*

Cards that have been decoded go in a discard pile.

End the game after all cards have been used.

Player with most counters wins.





# Nat Makes a Sentence

**Objective:** Making sentences (comprehension).

2-4 players

Any or all sets of cards

Place 36 cards on the table.

Player 1 chooses a word from the table without telling the rest of the group what the word is.

They say a sentence about the word but leave out the chosen word, eg *My ... eats her food in the kitchen* (answer *dog*) OR they describe the word, eg *This is an animal who says woof.*

Players call out their guess as to which card is the answer.

The player who answers correctly first keeps the card.

The player to the left of Player 1 then chooses a word.

End the game after each player has had three turns at choosing a word.

Player with most cards wins.





# Gus's Change-a-Letter Game

**Objective:** Substituting sounds.

2-4 players

Counters

Choose one set of Cards - **blue**, **gold** or **magenta**

Put a pile of 20 cards in the middle of the players.

Player 1 picks the top card from the pile. They blend and read the word (*p-a-n pan*). They take a counter if they can do this. If they can't, the next player starts a round. If they did read the word, they pass the card to Player 2.

Player 2 changes one letter to make another word, and blends and reads it (*D-a-n Dan*). If they successfully make a word, they take a counter.

Whether or not they have made a word, they put the card on a discard pile, and pick the next card from the pile and repeat the process.

[More advanced students can keep on passing the card until they can't think of any more words.]

Player with the most counters wins.





# Pam woofs “Who else?”

**Objective:** Matching sounds.

2-4 players

Choose one set of Cards - **blue**, **gold** or **magenta**

Each player is dealt six cards.

They spread them out on the table in front of them. The rest of the cards go in a pile in the middle.

Players take turns to choose a card of their own and decide which part of the word they want to ask for (eg the first sound).

They say the word on their card (eg *rid*). They say, “Who else has a card starting with rrrr?”

The first player to answer ‘yes’, reads a word from their card. If they are correct, they keep the pair of cards. They put their pair in a pile next to them. Then it is their turn to ask. If no one has a matching card, then the caller discards that card and chooses another from the central pile and has another go.

First player to get four pairs wins.

