## Gus Gives a Sound Clue

2-5 players
Consolidation cards - pink or orange
Each player is dealt four cards.
Without showing their card, players take turns to describe one of their words and give a clue as to a sound in the word, eg I ride on it. It has the oo sound = scooter.

First player to guess correctly gets the card.
Player with most cards wins.
Encourage players to make variations, eg give the beginning sound of the word, the ending sound. If players can't guess the word, an extra clue can be given, eg I use one foot to move it.

Game ends after three turns each.


## Miss Quinn's Quick Sentences

2-5 players
Score card
Consolidation cards - pink or orange
Each player is dealt nine cards. They place them on the table in front of them (without showing the dots and dashes).

Players take turns to pick up three of their cards and make a sentence with them, eg I drank some milk at brunch and spat it out. The sentence can be silly, eg The snail burnt the flower.

For each word they say correctly, they get a point and put the cards in a pile next to them. If they cannot say a word, they place that card back in front of them with the dots upwards to help them for next time. Write the score on the score card.

End the game after each player has had two turns.

Player with most points wins.


## Fizz and the Missing Vowels

## 3 players <br> Orange Consolidation cards

Each player is dealt five cards. They hold them in their hands.
Players take turns to choose one of their words, eg crack. They say the beginning sound $c r$ and the end sound $c k$.

The other players put up their hand when they know what the missing vowel sound in the middle is.

The first player to put up their hand must say the missing vowel sound and then say all the sounds, e.g The missing vowel is /a/. cr/a/ck. Crack.

If correct they keep the card. If they say a proper word but it is not the word on the card, they get another try.

Player with most cards wins.


## Tex and the Riddle Rhymes

2-5 players
Consolidation cards - orange (for an easier game); pink (for a more challenging game)

Each player is dealt five cards. They hold them in their hands.
Players take turns to pick one of their cards and make a riddle about what the word rhymes with, eg I start with str. I rhyme with greet. (street).

First player to put up their hand answers. If they guess correctly they keep the card.

If no one puts up their hand, Player 1 can give another clue (eg I walk on it).
The player who made the riddle keeps the card if no one gets it.
Player 2 then takes a turn at giving a riddle rhyme.
Player with most cards wins.


## Zin and Thog Race to the Top

2-5 players
A counter for each player
$2 \times$ dice (preferably distinguishable, eg by colour or size)
Consolidation cards - both colours
Consolidation cards are arranged in a 10 (high) x 6 (wide) checkerboard formation, ie pink cards are adjacent to orange cards (dots upwards for an easier game, dots downwards for a more challenging game). Players put their counters on a word on the bottom row of the grid ready to start.


Players throw a dice and the player with the largest number goes first.
Player 1 throws both dice. Dice number 1 tells how many spaces they move. Dice number 2 tells the direction they will move in. Odds = they move up the grid. Evens = they move sideways.

Player 1 moves their counter according to the dice. As they move their counter, they must say each word they land on, including the one they start on. If they say the word incorrectly they stop there and it's the first word they say on their next turn. If another player's counter blocks their way they must stop and wait for their next turn. They cannot jump on or over other counters.

First to the top wins.


## Sunshine Card Game's Score Card

| Player's <br> Names |  |  |  |  |  |
| :---: | :--- | :--- | :--- | :--- | :--- |
| Turn 1 |  |  |  |  |  |
| Turn 2 |  |  |  |  |  |
| Turn 3 |  |  |  |  |  |
| Turn 4 |  |  |  |  |  |
| Turn 5 |  |  |  |  |  |
| TOTAL |  |  |  |  |  |
| POINTS |  |  |  |  |  |

The winner today was:

