

Game Resource Ideas for the Classroom

Go Fish

Deal students four cards. Students ask for a card in their hand. Student with most matches wins.

Dots

Draw 4x4 dots in a rectangle. Students take turn drawing lines to make boxes. Student with most boxes wins.

Tic-Tac-Toe

1. Make Tic-Tac-Toe template and put in dry erase sleeve.
2. Have students write in the words or sounds the teachers says.
3. Say words with the sound or just the phonograms in random order.
4. Win by being the first one with Tic-Tac-Toe (3 in a row) or play Blackout of all the words.

Word Knock Out

1. Give each student a whiteboard.
2. Have students choose 5 words from the story (words with the new phonogram) and write them on the board.
3. Have students read their list. Any word they have on their list that a friend has, they have to cross out.
4. Student with most unique words wins.

Slap it

1. Use word cards from the lesson and put them on the table face-up (one set for the whole group).
2. Give students fly-swatters or have them use their hands.
3. Say a word from the lesson. First child to "Swat" it gains the word.
4. Student with the most words at the end wins.

Treasure Hunt

1. Give students a hard copy of the story.
2. Have students search and circle all words with the new phonogram.
3. Have students count words.
4. Read together and check all circled words.

CPR Book 2 Game Cards

(Run two copies on cardstock.
Laminate, cut apart, and sort by
lesson. Use these cards to play
the suggested games at the
beginning of the book.)

Book 2: Reading/Spelling Review Game Cards

(Laminate and cut apart)

Pale Sam and His Lion Pal

man

Pale Sam and His Lion Pal

mane

Pale Sam and His Lion Pal

pan

Pale Sam and His Lion Pal

pane

Pale Sam and His Lion Pal

hat

Pale Sam and His Lion Pal

hates

Pale Sam and His Lion Pal

fad

Pale Sam and His Lion Pal

fades