

Directions For Use of Game Cards:

This game pack includes game cards made for each story in Book 1. The game cards are large, with only two columns of words, designed for a quick game review over each story with only ten selected words that teach the new sound. Two copies of the game cards are needed.

This game pack also includes concept game cards that review the concepts taught in Book 1. Only one set of cards is needed.

Vocabulary game cards are included for each story. Only one set of vocabulary cards is needed.

The game pack ends with two sample game boards that can be used with the game cards by adding dice or a number spinner. When students read and put the word in a sentence, they may spin the spinner or roll the dice and race to the end of the game board to win.

Additional game ideas are also included.



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 teacher says.
3. Say words with the sound or simply the phonograms in random order.
4. Win by being the first one with Tic-Tac-Toe or play Blackout of all 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 on board.
3. Have students read their list. Any word they have on their list that a friend has, they have to cross out. 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.

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 word.

Pairs Game

(Use two copies of Reading/Spelling Word Cards)

Let's begin today by playing "Pairs," a card game that will help us remember the reading words we have learned so far. We will use two copies of all the reading/spelling word cards that we have learned so far. I will deal you five cards and put the rest of them in the middle. You are to look at your cards and see if any of them are "pairs," two of the same word. If there is a pair in your hand, you are to read the word out loud and lay the pair down on the table in front of you face up. If you have no pairs in your hand, you are to ask, "Do you have the pair to _____(read one of your words)?" If your teammate has the word, he/she must give it to you. If your teammate does not have the word, you must draw a word from the pile in the middle. If you get the word you asked for, you may lay down the pair and ask for another word from your teammate. If you do not get the word you asked for, you must put the card in your hand, and your turn is over. You continue playing the game until all pairs are made. Whoever has the most pairs at the end of the game wins.

(These game cards, as well as any of the game cards, have the lesson number in the top left-hand corner so that they may be sorted by lesson. This allows the game to be played at any time throughout the program.)

Spelling Review Board Game:

(Use Reading/Spelling Review Cards and either Game Board) I will draw a card and read it to you. You have to say the word and then spell it correctly. Remember to use your spelling rules like the Sluff Rule, the Doubling Rule, the 2-1-1 Rule, and the Initial and Final (K) Rule. If you spell the word correctly, you may roll the dice and move. If you spell the word incorrectly, I will roll the dice and move. Any questions? Let's begin!

(Note: Either board game board may be used, depending on the amount of time available for the lesson and the number of word cards that are being reviewed. These game cards, as well as any of the game cards, have the lesson number in the top left-hand corner so that they may be sorted by lesson. This allows the game to be played at any time throughout the program.)



CPR

Game Pack



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Reading/Spelling Review Game Cards for Book 1

Unit I & II

Includes Mainly
Words With New
Sounds

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