

6 Phonics GAMES

Contents

- 2 x board games
- 2 x matching games
- 10 x word puzzles
- 16 x dominoes
- spinner
- counters

This set of educational games and activities is designed for teaching phonics and how different letter patterns make up words. Children will love playing with letter sounds and building words to win the game. The design of these games follows a systematic synthetic phonics approach where this set makes up the second progression of letter sounds, following on from the 6 Letter Sound Games.

How to Play:



Double Vowel Downhill:

A board game where children complete long vowel sounds to spell words. Firstly, spin the spinner and move onto a game hexagon where you can complete a word. If you cannot make a word you must stay where you are (i.e. miss a turn). If you land on an arrow, you can ski forward to the hexagon where the arrowhead is. All the answers for acceptable words are presented on the game board in the scarf. The first to get to the finish wins.



R-Controlled Rapids:

A board game where children complete r-controlled vowel sounds to spell words. Firstly, spin the spinner and move onto a game hexagon where you can complete a word. If you cannot make a word you must stay where you are (i.e. miss a turn). If you land on an arrow, you can move forward to the hexagon where the arrowhead is. All the answers for acceptable words are presented on the game board in the canoe. The first to get to the finish wins.



Digraph Dominoes:

This collection of 16 dominoes covers the digraphs sh, ng, ck, ll and ch. Digraphs are two letters that make one sound. Played as a domino game where children match the digraph to the missing sound in words. Color-coding helps children ensure they are making the correct match.



Consonant Vowel Vowel Consonant Puzzles:

These ten CVVC puzzles include words with different long vowel and r controlled vowel sounds. The unique cut makes them self-correcting so children can only join the correct pieces that make a word. These puzzles provide numerous opportunities for direct phonics instruction (what is the middle sound in surf?) as well as visual demonstrations for blending sounds together (as children slide the puzzle pieces together).



Aliens and Earthlings:

Aliens and Earthlings is a matching game for decoding (sounding out) words and made up words (sometimes called nonwords). After children have used their phonics skills to sound out a word they must identify if it is a real word or a made up word. Real words are considered earthlings, and can be placed on the plane. Made up words are considered aliens and are placed on the UFO. Once completed, children can turn each tile over to see if they are correct.



Yes / No Machine:

The Yes/No Machine is a simple questioning game where children go beyond sounding out words, to sounding out words to make a question. The Yes/No machine contains a number of ticks and crosses. Place all cards with the words facing up and ask children to read the question and place it on a tick or a cross on the machine, depending if it is true or false. Once completed, children can turn the cards over to see if they are correct.

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