

Table of Contents

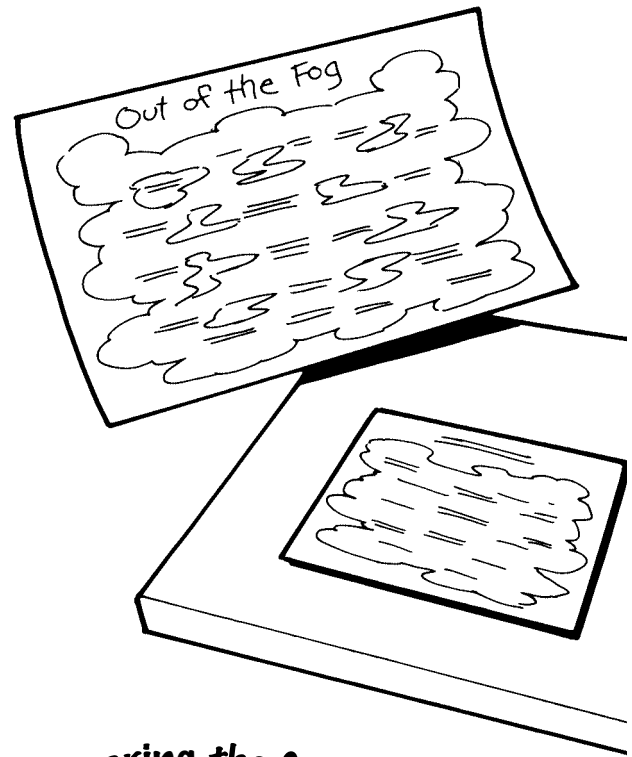
		Page
Introduction		3
	Preparing the Games	3
	Introducing the Games	4
	Organizing and Storing the Games	5
Game	Focus Skills	Page
Spy and Match	initial consonants: m, f, s, r, h, t, c	6
Doghouse Bingo	p, n, short a	8
Word Fan	b, d, g, l, j, short o	10
Spin and Win	w, k, short i	12
Digging for Words	v, y, short u	14
Bag, Box, or Can	z, x, short e	16
Pack the Backpack	qu, ck, review of all letters	18
Silly Sounds All Around	-ing, -ong, -ang	20
Spin and Share	consonant digraphs: sh, ch, th	22
Trick Trucks Speedway	consonant blends: tr, gr, dr, cr, fl, bl	24
Stay out of the Rain	long a	26
Word Drums	long e	28
Mice Race	long i	30
Space Lotto	long o	32
Dudes Rule!	long u, oo	34
Out of the Fog	ew, ou as in <i>out</i> , ow as in <i>now</i>	36
The Tide Is In	3-letter blends: str, spl, scr, spr	38
Party Bingo	r-controlled vowels	40
Short Talk	contractions	42
I'm Asking You!	question words, soft c and g	44
Outer Space Words	simple word endings	46
Rhyme Time	rhyming words, 2-syllable words	48

Introduction

Dr. Maggie's Phonics Games is a collection of board games, card games, spinner games, and dice games that reinforce fundamental phonics skills. These games provide students with phonics practice in an engaging, meaningful format, rather than through rote memorization and meaningless drill. The content and formats of these games are designed to maximize children's motivation for participating in literacy learning. You and your children will find them developmentally appropriate, engaging, and, most of all, fun!

The games in this resource contain similar themes, vocabulary, and scope and sequence of skills as *Dr. Maggie's Phonics Readers*—a set of 24 delightful short stories that reinforce phonics learning. If your children are familiar with these readers, *Dr. Maggie's Phonics Games* will be an even more engaging addition to your phonics program. However, these games are a perfect complement to any reading program because they address important and commonly taught phonics skills. (See the Table of Contents for the scope and sequence of focus skills in this resource.)

After conducting direct, systematic instruction and practice with phonics skills, offer children the opportunity to play these simple, fun games during free time or at learning centers, or photocopy the games for children to take home and play with their families. Playing these games at home provides children with critical phonics practice outside the school environment and demonstrates to their families that they are truly learning to read.

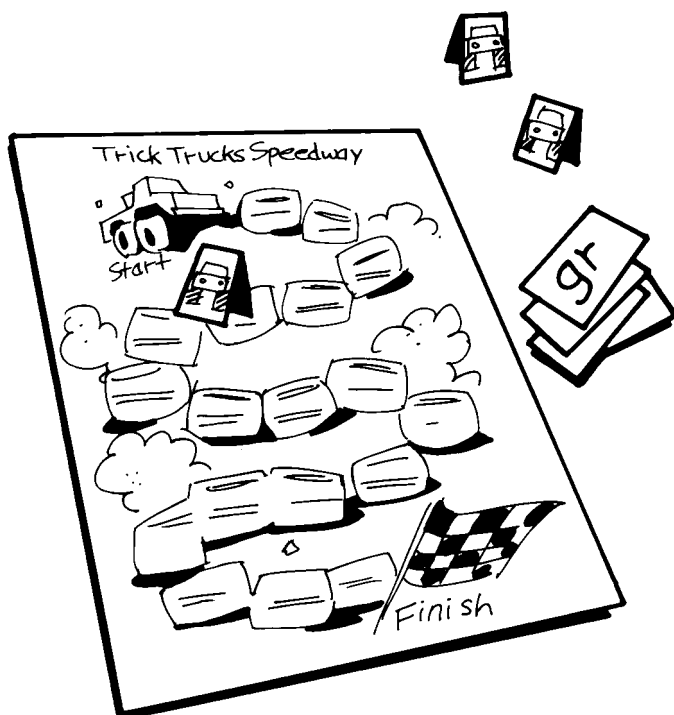


Preparing the Games

With minimal preparation time and a bit of careful storage and organization, these materials can educate, entertain, and remain a vital part of your classroom for years. Consider the following suggestions for preparing *Dr. Maggie's Phonics Games* for your children.

- Photocopy the pages on card stock. This increases the durability and longevity of your materials. It also makes game cards opaque so children cannot read the words through the back of the cards. (If you choose to send the games home, use regular paper instead of card stock. This cuts down your expenses and makes the games disposable or easily replaceable.)
- Invite children to color game boards, game pieces, and other materials to make the games more visually appealing and to add a color-coding system to games that would benefit from it.

- Laminate materials such as game pieces and boards. This also helps durability and longevity.
- Enlarge materials whenever necessary. At their present size, these games will be useful and enjoyable for children, but enlarging materials makes them easier for children to work with.
- The board games in this resource include game pieces to match the game's theme. Fold these game pieces in half so they will stand freely on the game boards.



- Directions in this resource are written to explain how to play each game. Although they do not explicitly describe how to prepare the game, setup is simple and reading through the directions will provide all the information you need. Materials necessary for each game appear in bold type in the "How to Play" section.

Introducing the Games

Before introducing one of the games to your class, play it by yourself. This will familiarize you with the nuances and strategies of the game, enable you to customize it for your classroom, and give you an idea of how long it takes to play. Teach children about the game before placing it at a learning center or sending it home for children to play with their families. Be sure they know the following before they play the game:

- what materials the game requires
- where and how the materials are stored
- how many players can play at one time
- the procedures of the game
- the object of the game
- strategies for playing the game
- expectations for conduct, conflict management, and sportsmanship

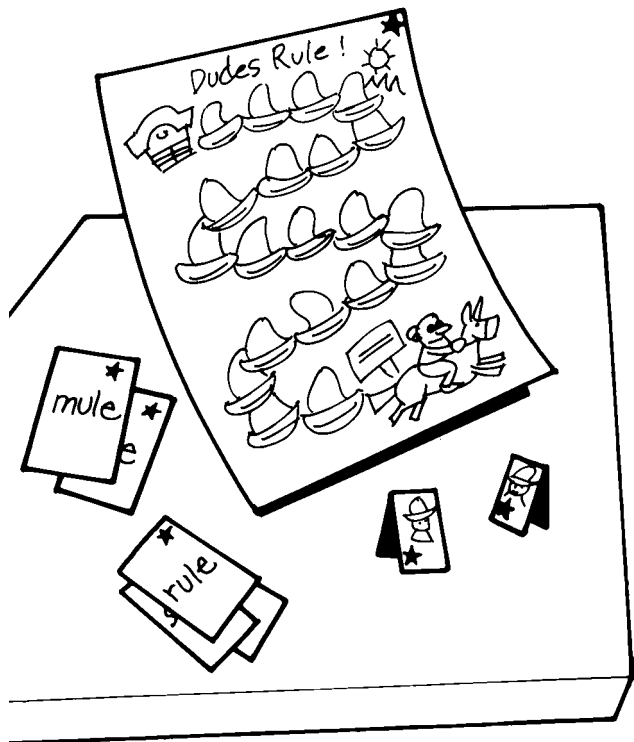
Demonstrate the game by playing it with a child or having two children play while others look on. After implementing the game, observe children playing it to assess their understanding of your expectations. Once children are familiar with the game, they should require little or no supervision.

Many games include similar materials and formats (e.g., spinners, dice, game boards) with which you can familiarize children to speed their understanding of the game's procedures. For example, teach children to use spinners by placing the point of a pencil inside a rounded end of a paper clip on the center of the spinner and spinning the paper clip around the pencil point while holding the pencil in place. You will not need to reteach these components when they appear in a new game—you will be able to focus on the specific procedures for that game.

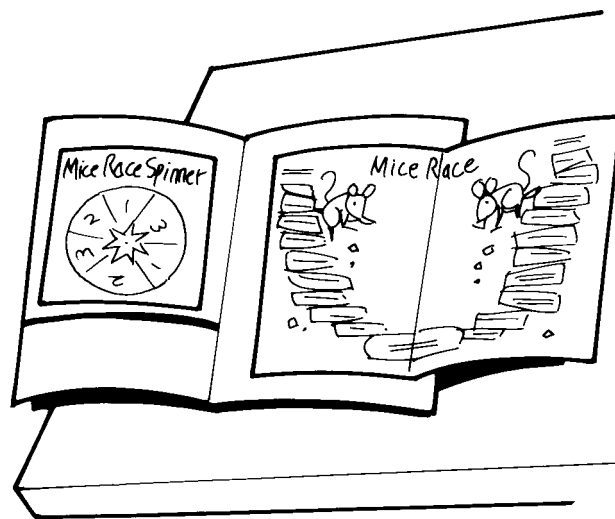
Organizing and Storing the Games

The key to making these games last throughout the year and, thereby, minimizing your preparation time is storage and organization. The following are tips for organizing and storing the games so children can easily access, use, and replace them.

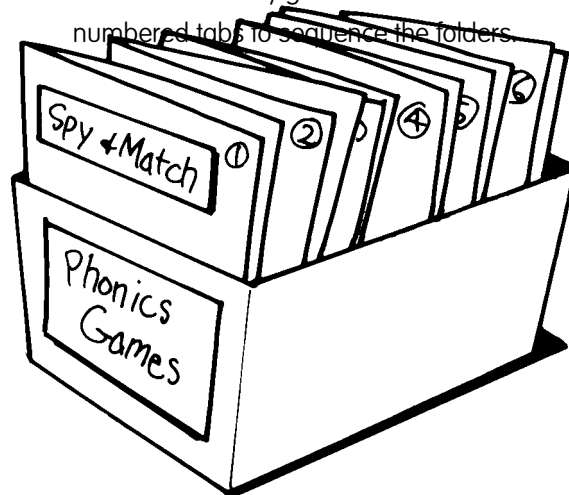
- Store each game in a two-pocket folder. Number each folder, and write the name of the game on the front of the folder.
- Store cards and game pieces in labeled resealable plastic bags. Place the bags in a pocket of the game's folder with a list of the materials that belong with that game.
- Code the game pieces and bags with the same small stickers on each piece, the game bag, and the folder for quick and easy identification.



- Staple or glue spinners and game boards into their folders. Be sure to leave uncovered the pocket that holds the bags of game pieces. If you enlarge a game board, attach the top half to the folder and fold over the bottom half.



- Place paper dice in a labeled box so they will not be damaged in the folders. Code the dice with the same stickers you use for the games' other pieces.
- Store the folders numerically in a file box so children can easily get to each one. Use numbered tabs to sequence the folders.



Spy and Match

2
PLAYERS

Focus Skills

initial consonants: m, f, s, r, h, t, c

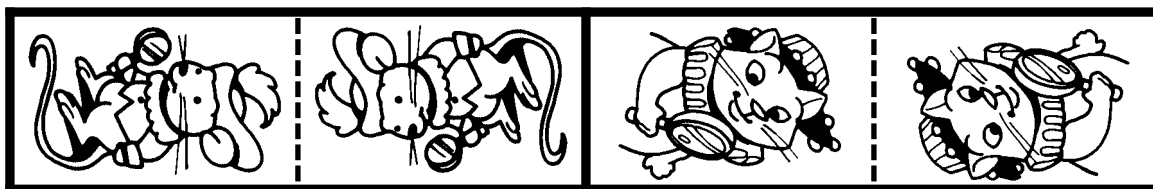
How to Play

Give each player a **game piece** and a set of **letter squares**. Players place their game piece on the start line of the **game board (page 7)** and take turns rolling the **die** and moving forward that number of spaces. When players land on or pass a picture square, they say the name of the picture and place the letter that begins the word in one of the two squares that follow it. The first player to reach the finish is the winner.

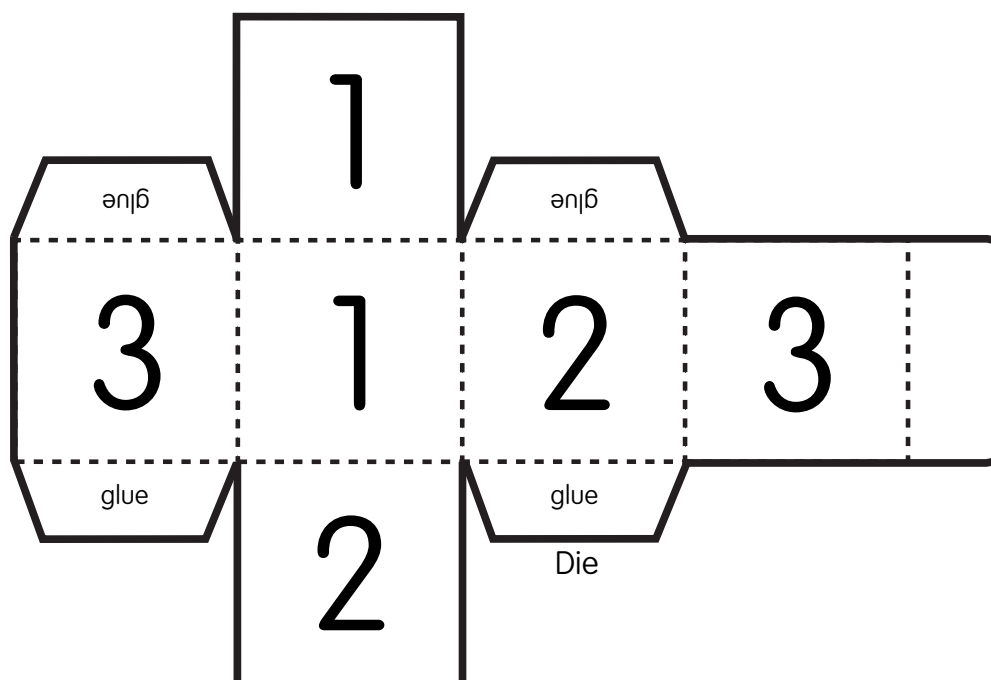


m	f	s	r	h	t	c
m	f	s	r	h	t	c

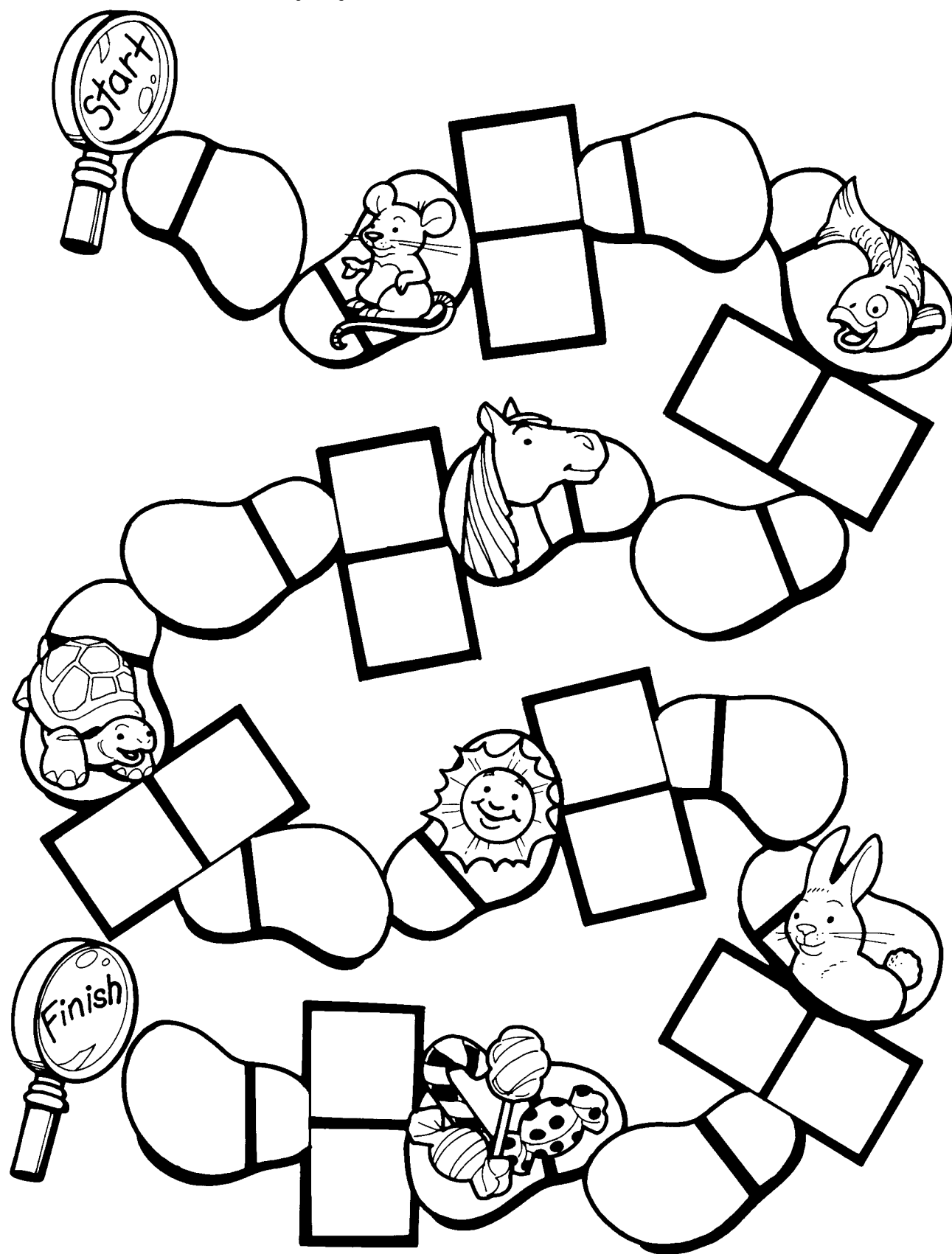
Letter Squares



Game Pieces



Spy and Match



Doghouse Bingo

2-3
PLAYERS





































Focus Skills

p, n, short a

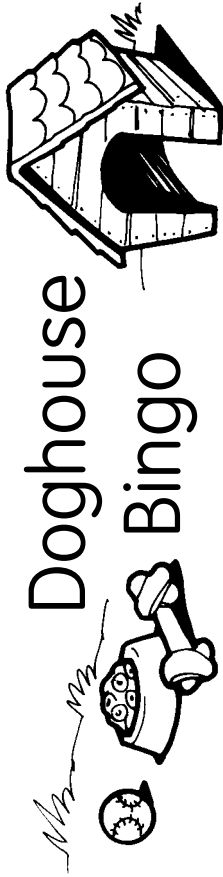
How to Play

Select one person to be the caller. Give each player a **Doghouse Bingo game card (page 9)**, and place the **word cards** facedown in a pile. The caller draws a card, reads it aloud, and shows it to the players. Players read their bingo card to find the word. If the word appears, they cover it with a **marker** (e.g., bean, chip, or button). The game continues until a player covers three words in a row or a column and yells *Bingo!* Ask the winner to read the covered words to confirm his or her victory.

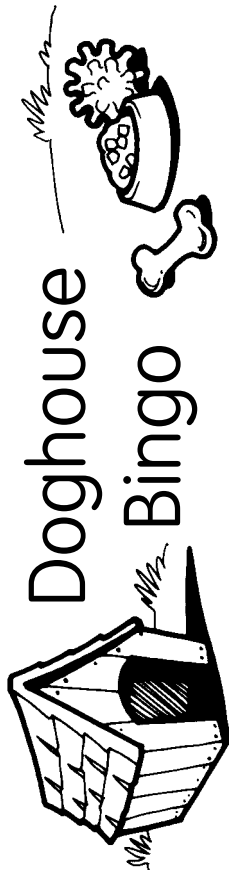


 map 	 cat 	 fan 
 man 	 tap 	 tan 
 can 	 sat 	 cap 
 rat 	 mat 	 rap 
 ham 	 nap 	 pan 
 pat 	 ran 	 hat 

Word Cards



pat	tap	sat
nap	ham	cap
rat	hat	ran



tan	fan	map
rap	mat	can
man	cat	pan