

print & play games
LONG VOWELS

Color Games * Blackline Games * Digital Games

Crab Walk
CVCe Game Board

Fly to the Tree
Long Vowel Team Game Board

Start

too	Start	Few	soon	brew
boom	-1	root	spoon	whew
chew	root	stew	-2	boof
shoot	food	boof	boof	dew
+2	roost	End		

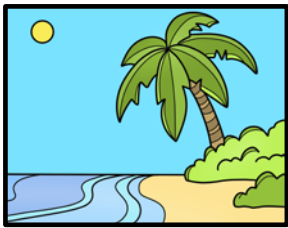
End

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preview

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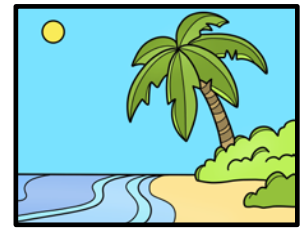


End

Crab Walk

Long *a_e* and *i_e*

End



Directions: Grab two small markers and place one on each crab at Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Name the picture and listen for the vowel sound. When you know which vowel sound you hear, move the marker from the side that matches closer to the top. The first crab to walk to the beach wins!

a_e

a_e

a_e

a_e

a_e

a_e

i_e

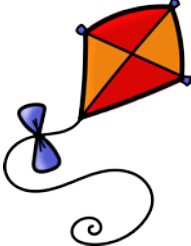
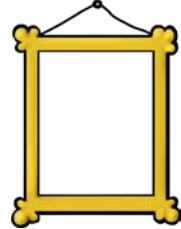
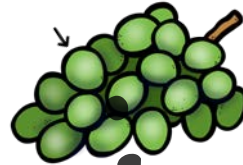







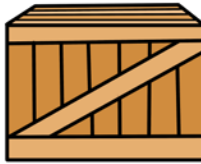
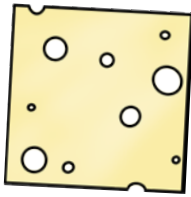
i_e

i_e

i_e

i_e

i_e

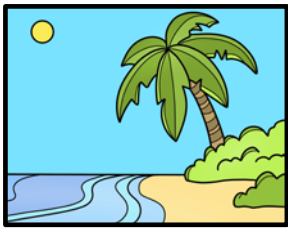
 k _ t _	 f r _ m _	 g r _ p _	 f _ v _
 s l _ d _	 t _ p _	 f l _ k _	 s l _ m _
 s k _ t _	 s m _ l _	 c r _ t _	 s l _ c _



Start



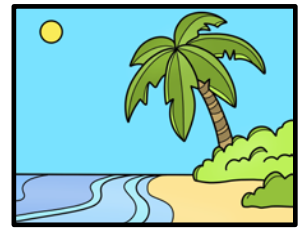
Start



End

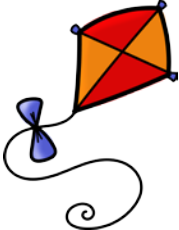
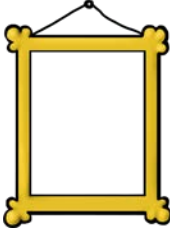
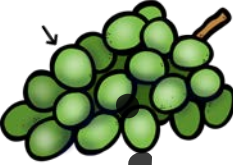







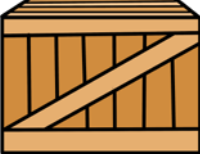
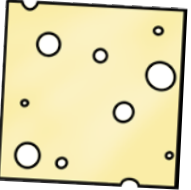
Crab Walk

Long *a_e* and *i_e*



End

Directions: Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Name the picture. If it is a long *a* (*a_e*) word, spell the word on the bottom line of the *a_e* side. If it is a long *i* (*i_e*) word, spell the word on the *i_e* side. Keep rolling and spelling words. *The same word cannot be spelled more than twice.* The first crab to get to the beach wins!

 1	 6	 2	 5
 4	 1	 3	 1
 2	 3	 1	 4

a_e
Start



i_e
Start

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and the vowel sound you hear: either long *a* (a_e) or long *i* (i_e). When you reach End, you win!



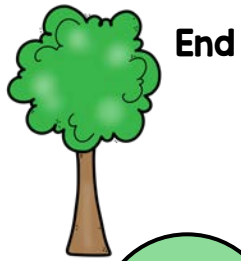
a_e

i_e

The board game path includes the following elements:

- Start:** A starburst shape with the word "Start" in green.
- Space 1:** A yellow picture frame.
- Space 2:** A red and white kite.
- Space 3:** A green helmet.
- Space 4:** A yellow smiley face.
- Space 5:** A purple number "5".
- Space 6:** A bunch of green grapes.
- Space 7:** A plus sign followed by the number "2" (+ 2).
- Space 8:** A blue and green slide with a child sliding down.
- Space 9:** A brown wooden crate.
- Space 10:** A blue snowflake.
- Space 11:** A slice of yellow Swiss cheese.
- Space 12:** A blue and green slide with a child sliding down.
- Space 13:** A child with green slime on their face.
- Space 14:** A child in a purple winter hat and boots ice skating.
- Space 15:** A child on a blue and green slide.
- Space 16:** A green helmet.
- Space 17:** A slice of yellow Swiss cheese.
- Space 18:** A minus sign followed by the number "2" (- 2).
- Space 19:** A red and white kite.
- Space 20:** A yellow picture frame.
- End:** A starburst shape with the word "End" in red.

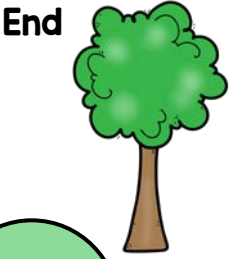
A large, stylized letter "a" is written across the board, with a dot above it and a tail that loops through several spaces.



End

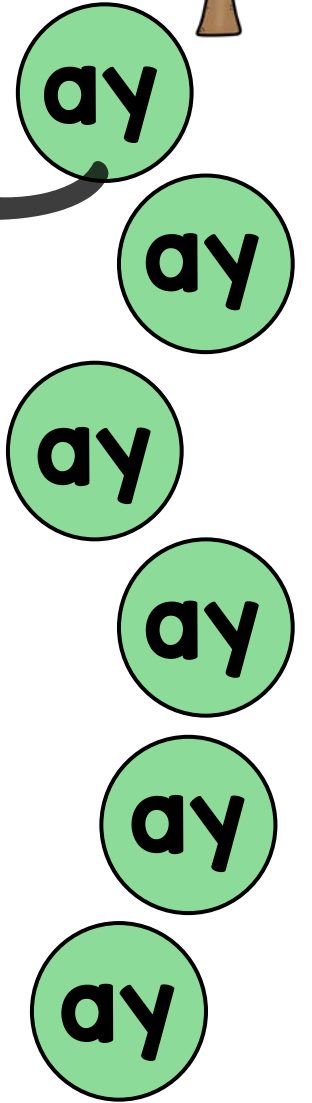
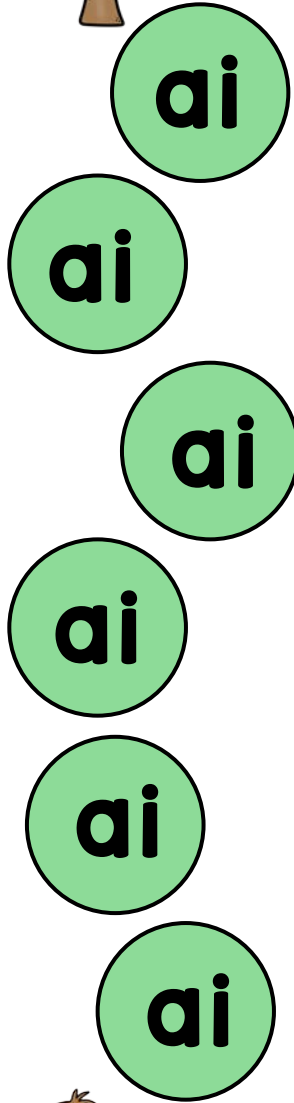
Fly to the Tree

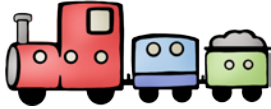





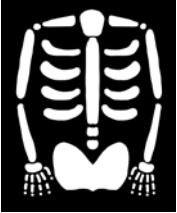





Vowel Teams *ai* and *ay*



End

Directions: Grab two small markers and place one on each bird at Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Name the picture and the vowel pattern. Move the marker from that side closer to the top. The first bird to fly to the tree wins!



 t r _ _ n	 p r _ _	 b r _ _ d	 h _ _
 s p _ _	 p _ _ n t	 x - r _ _	 s t _ _
 m _ _ l	 p l _ _	 s _ _ l	 p _ _ n



Start



Start



End


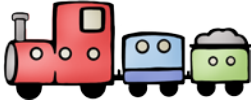











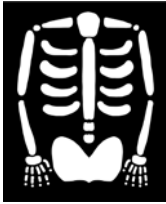










Fly to the Tree

Vowel Teams *ai* and *ay*

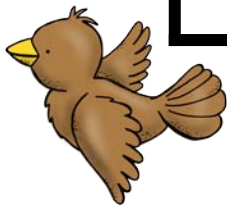
End



Directions: Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Name the picture. If it is a long *ai* word, spell the word on the bottom line of the *ai* side. If it is a long *ay* word, spell the word on the *ay* side. Keep rolling and spelling words. *The same word cannot be spelled more than twice.* The first bird to fly to the tree wins!

ai
Start



ay
Start

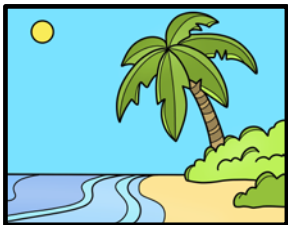
Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and the vowel pattern it has: *ai* or *ay*. When you reach End, you win!

The board game path consists of the following spaces in order:

- Start** (represented by a girl with blonde hair)
- Illustration of a sailboat
- Illustration of two children playing with a ball
- Illustration of an envelope
- Illustration of hay with a pitchfork
- + 2**
- Illustration of a boy
- Illustration of a paint palette
- Illustration of a tree
- Illustration of a girl with a dog
- Illustration of a skeleton
- Illustration of a girl with braids
- Illustration of a girl with a dog
- 1**
- Illustration of a train
- Illustration of a girl sitting on a chair
- Illustration of an envelope
- Illustration of two children playing with a ball
- Illustration of a paint palette
- 2**
- Illustration of a sailboat
- End** (represented by a girl with a dog)

A large number 10 is written across the middle of the board. The text "What's the vowel pattern?" is written above two green circles containing the words "ai" and "ay".

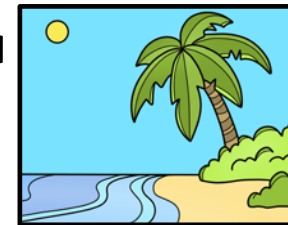
ai/ay





End

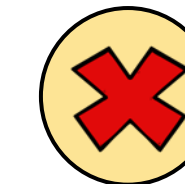
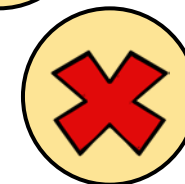
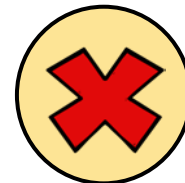
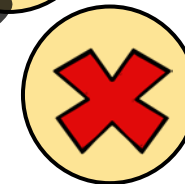
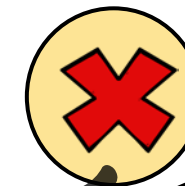
Crab Walk













Short *a* / Long *a_e* Board



End

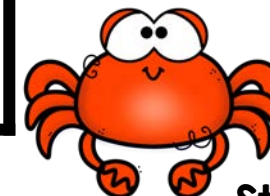
Directions: Grab two small markers and place one on each crab at Start. Roll a die and match the rolled number to *one* of the numbers on the game board. (Note: Each number is on the board twice.) Read the word. If the word is a real word, move the marker on the  side closer to the beach. If it is not a real word, move the marker on the  side closer to the beach. The first crab to walk all the way to the beach wins!



 grass	 drash	 plant	 plane
 chast	 cape	 zate	 slash
 lake	 glath	 ape	 skabe



Start



Start

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, read the word and tell if it has a short *a* vowel sound or long *a* vowel sound. When you reach End, you win!

trash

Start

state

snack

graze

craft

plate

class

strap

trash

save

-2

plant

flame

date

name

grape

+2

chant

End

race

A cartoon crab is on the path. A picture of a beach with a palm tree and waves is also on the path.

Roll & Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a long vowel word to read in that column. If you read it correctly, cover it. When you get four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)

gloom	drain	grow	saint	flight	blew
chew	coach	screen	knead	roost	paint
teach	thigh	knew	claim	speech	throw
boast	snail	queen	bloom	grown	tooth
fright	grew	braid	speed	faith	poach
know	cream	bright	groan	reach	grain



review