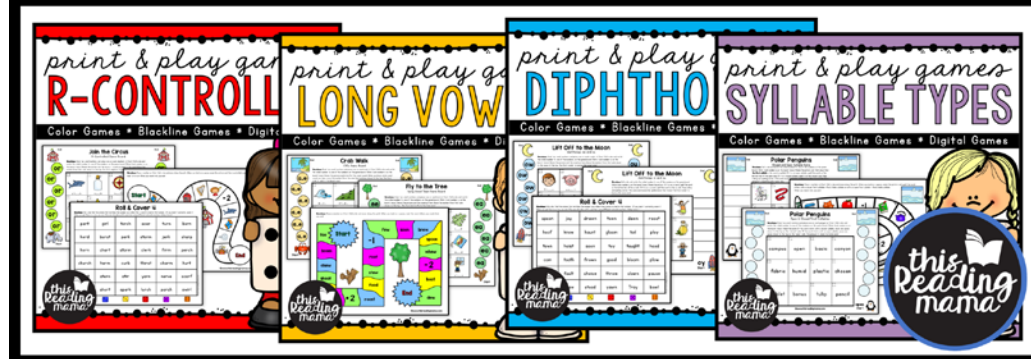




*print & play games*  
**NO PREP BUNDLE**

Color Games \* Blackline Games \* Digital Games



*preview*

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# Perfect for...

- \*Before Reading
- \*After Reading
- \*Quick Assessments
- \*Literacy Centers  
(1-player and 2-player directions are included)
- \*At-Home Practice



# What's Included?

**NO PREP Games \* Blackline Games \* Color Games  
Digital Games \* Picture Games \* Word Games**

- \*Letter Names (uppercase and lowercase)
- \*Beginning and Ending Letter Sounds
- \*Beginning Blends & Digraphs
- \*CVC Words
- \*Short Vowel Words with Beginning and Ending Blends/Digraphs
- \*Short Vowel Word Families
- \*R-Controlled Words (easier patterns like *ar* and harder such as *air/are*)
- \*CVCe Words
- \*Long Vowel Team Words
- \*Words with Diphthongs (*oi*, *oy*, etc.)
- \*2-Syllable Words Focused on the Syllable Types
- \*Other Vowels (*oo* in *book*, *a* in *salt*, etc.)
- \*Welded Sounds (*-am*, *-ank*, *-ink*, etc.)
- \*Consonant Clusters (*str*, *thr*, *spl*, etc.)
- \*Initial *c* or *k* Words
- \*Similar Ending Sound Words (*tch* vs. *ch*, etc.)

**\*Note: The Digital Games are formatted for Google Slides.**





print & play games

# ALPHABET SOUNDS

Color Games \* Blackline Games \* Digital Games

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## Race to the Apple

Uppercase/Lowercase Letter Game

Directions: Grab two small markers and place one on 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.) Tell if the letter is uppercase or lowercase. If it's uppercase, move the marker from the uppercase side closer to the apple. If it's lowercase, move the marker from that side closer to the apple. The first side that gets to the apple first is the winner.

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## Fly to the Butterfly

Uppercase/Lowercase Letter Game

Directions: Grab two small markers and place one on 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.) Tell if the letter is uppercase or lowercase. If it's uppercase, move the marker from the uppercase side closer to the butterfly. If it's lowercase, move the marker from that side closer to the butterfly. The first side that gets to the butterfly first is the winner.

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## Creep to the Cat

Uppercase/Lowercase Letter Game

Directions: Grab two small markers and place one on 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.) Tell if the letter is uppercase or lowercase. If it's uppercase, move the marker from the uppercase side closer to the cat. If it's lowercase, move the marker from that side closer to the cat. The first side that gets to the cat first is the winner.

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## Hop to the Pond

Beginning Sounds Game

Directions: Grab two small markers and place one on each frog 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 beginning sound. Move the marker from that letter's side closer to the pond. The first frog to hop all the way to the pond wins!

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## Find the Flock

Ending Sounds Game

Directions: Grab two small markers and place one on each sheep 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 ending sound. Move the marker from that letter's side closer to the flock. The first sheep to find its way to its flock wins!

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## Roll & Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a picture to name and tell the sound you hear at the goal. If you get it right, cover it. When you get four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)

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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 sound you hear at the beginning. When you reach End, you win!

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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 sound you hear at the end. When you reach End, you win!

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# BLEND & DIGRAPHS

Color Games \* Blackline Games \* Digital Games

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## Shoot for the Stars

Blend Game Board

Directions: Grab two small markers and place one at the even Start and the other at the odd 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.) "Shoot" the blend in that space. If the die in that space is an even number, move the marker from the even side one space closer to its star. If it is an odd number, move the marker from the odd side closer to its star. The first side to get to the star at the end wins.

bl	cr	gl	st
sn	fr	pr	sl
br	sc	sp	gr

Even Number Start

Odd Number Start

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## Shoot for the Stars

Blend and Digraph Game Board

Directions: Grab two small markers and place one at the even Start and the other at the odd 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.) "Shoot" the blend or digraph in that space. If the die in that space is an even number, move the marker from the even side one space closer to its star. If it is an odd number, move the marker from the odd side closer to its star. The first side to get to the star at the end wins.

ch	pr	kn	sp
wf	sw	fr	ph
pl	sc	th	cl

Even Number Start

Odd Number Start

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## Roll & Cover 4

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

sl	cl	sc	bl	tw	fl
tr	gr	st	pr	dr	qu
sm	sn	cr	ft	gl	tr
fl	pr	bl	sl	sm	sw
cr	st	dr	qu	cl	sp
sp	br	sk	sw	fr	gl

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## Race to the Top

Blend Game Board

Directions: Grab two small markers and place one on each jigger 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 beginning sound(s). Move the marker from that side closer to the top. The first jigger to jog all the way to the top wins!

aw	inter	oy
er	ip	etzel
ess	ice	um
		ize

Start

End

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## S-Blends Game

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 s-blend you hear at the beginning. When you reach End, you win!

Start

End

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## Race to the Top

Digraph Game Board

Directions: Grab two small markers and place one on each jigger 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 beginning digraph. Move the marker from that side closer to the top. The first jigger to jog all the way to the top wins!

de	erry	est
over	alk	oken
		ark

Start

End

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## Race to the Top

Digraph Game Board

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 digraph you hear at the beginning: either /sh/ or /ch/. When you reach End, you win!

Start

End

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## Roll & Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a picture to name and tell the blend or digraph you hear at the beginning. If you get it right, cover it. When you cover four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)

sh	ch	ch	ch	ch	ch
sh	ch	ch	ch	ch	ch
sh	ch	ch	ch	ch	ch
sh	ch	ch	ch	ch	ch
sh	ch	ch	ch	ch	ch

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# print & play games

# SHORT VOWELS

Color Games \* Blackline Games \* Digital Games

Swim to the Reef

clam fram path glab  
zast flag yampask  
chat shap cash jast

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## Swim to the Reef

### Short a Game Board

Directions: Grab two small markers and place one on each fish 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 letter for the vowel sound in the middle of the word. If the word has a short a sound, move the marker on the "a" side closer to the reef. If it does not have a short a sound, move the marker on the "not a" side closer to the reef. The first fish to swim all the way to the reef wins!

b _ t	p _ p	g _ g	p _ g
b _ g	l _ g	m _ d	
d _ d	c _ p	p _ t	

Start End

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## Swim to the Reef

### Short a Game Board

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and tell if it has the short a sound in the middle of the word or not. When you reach End, you win!

Start End

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## Swim to the Reef

### Short Vowel Sounds Game

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 short u word, spell the word on the bottom line of the short u side. If it is a short i word, spell the word on the bottom line of the short i side. Keep rolling and spelling words. The same word may not be spelled more than twice. The first fish to swim all the way to the reef wins!

u _	i _
-----	-----

Start End

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## Swim to the Reef

### Short u & i Game Board

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 short vowel sound: short u or short i. When you reach End, you win!

Start End

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## Swim to the Reef

### Short Vowel Sounds Game

Directions: Grab two small markers and place one on each fish 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 short vowel sound you hear in the word. Move the marker from that vowel's side closer to the reef. The first fish to swim all the way to the reef wins!

m _ ss	sh _ p	st _ m	
sh _ ll	l _ ck		
cl _ t	sp _ t	n _ ck	kn _ b

Start End

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## Swim to the Reef

### Short e & o Game Board

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 short vowel sound: short e or short o. When you reach End, you win!

Start End

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## Swim to the Reef

### Short a Word Game Board

Directions: Grab two small markers and place one on each fish 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 "a" side closer to the reef. If it is not a real word, move the marker on the "not a" side closer to the reef. The first fish to swim all the way to the reef wins!

grat	lamp	plam	drag
land	stad	zack	grab
jash	cast	plan	clab

Start End

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## Swim to the Reef

### Short e Word Game Board

Directions: Grab two small markers and place one on each fish 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 "e" side closer to the reef. If it is not a real word, move the marker on the "not e" side closer to the reef. The first fish to swim all the way to the reef wins!

sned	stem	breg	flac
blop	bold	desk	shag
belt	zext	theb	fret

Start End

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# print & play games

# WORD FAMILIES

Color Games \* Blackline Games \* Digital Games

**Race to the Finish Line**  
Short a Word Family Game

**Roll & Cover 4**

snap	mop	chin	top	fed	grill
not	hen	sock	pen	spun	flat
spell	mat	but	black	ship	clock
shut	bin	vest	kit	cop	plump
frag	rub	fret	van	lick	
mug	snack	yuck	mill	ten	

## Race to the Finish Line

### Short a Word Family Game

Directions: Grab two small markers and place one on each racer 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 word family chunk at the end of the word. Move the marker from that chunk's side closer to the finish line. The first racer to reach the finish line wins!

c_	sh_	h_	_ap
b_	t_	cl_	_ap
fl_	c_	m_	b_

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## Race to the Finish Line

### Short a Word Family Game

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 short a word family in the word. If it is an -at word, spell the word on the bottom line of the -at side. If it is an -ap word, spell the word on the top side. Keep rolling and spelling words. The same word cannot be spelled more than twice. The first car to reach the finish line wins!

c_	sh_	h_	_ap
b_	t_	cl_	_ap
fl_	c_	m_	b_

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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 word family chunk at the end of the word. When you reach End, you win!

Word Families: -at and -ap

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Directions: Once you have rolled and identified the word family on the game board, spell the word under the correct column.

_at	_ap
-----	-----

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## Roll & Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a picture to name and tell the word family chunk it has at the end. If you get it right, cover it. When you get four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)


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## Race to the Finish Line

### Short / Word Family Game

Directions: Grab two small markers and place one on each racer 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 **cat** word, move the marker on the **cat** side closer to the flag/finish line. If it is a **bat** word, move the marker on the **bat** side closer to the flag/finish line. The first racer to reach the finish line wins!

rit	dip	quit	bit
kit	rip	mip	slip
clip	dit	hit	thit

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## Race to the Finish Line

### Short u Word Family Game

Directions: Grab two small markers and place one on each racer 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 **cat** word, move the marker on the **cat** side closer to the flag/finish line. If it is a **bat** word, move the marker on the **bat** side closer to the flag/finish line. The first racer to reach the finish line wins!

rub	cun	gub	fun
pun	yub	club	jun
grub	mun	lub	run

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## Roll & Cover 4

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

snap	mop	chin	top	fed	grill
not	hen	sock	pen	spun	flat
spell	mat	but	black	ship	clock
shut	bin	vest	kit	cop	plump
bad	frog	rub	fret	van	lick
pig	mug	snack	yuck	mill	ten

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# R-CONTROLLED

Color Games \* Blackline Games \* Digital Games



**Join the Circus**

Start

Roll & Cover 4

part	girl	harsh	asar	turn	born
hard	burst	park	stern	perk	sharp
horn	chart	clerk	fern	parch	
church	horn	curb	thart	charm	hurt
stern	after	yarn	nerve	scarf	
short	spark	lurch	parch	swirl	

End

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**Join the Circus**  
R-Controlled Vowels or and ar

Directions: Grab two small markers and place one on each elephant 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 bossy r sound you hear in the word. Move the marker from that side closer to the top. The first elephant to join the circus wins!

shark	bottle	compass	harp
rhino	star	swing	flower
house	farm	cloud	cupcake

Start

End

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**Join the Circus**  
R-Controlled Vowels or and ar

Directions: Toss 1 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 an or word, spell the word in the bottom line of the or side. If it is an ar word, spell the word in the ar side. Keep rolling and spelling words. The same word cannot be spelled more than twice. The first elephant to join the circus wins!

shark	bottle	compass	harp
rhino	star	swing	flower
house	farm	cloud	cupcake

Start

End

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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 r-controlled sound you hear: or or ar. When you reach End, you win!

Start

What's the vowel pattern?

or

ar

End

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**Join the Circus**  
R-Controlled Vowels air and ar

Directions: Grab two small markers and place one on each elephant 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. If it is an air word, spell the word in the bottom line of the air side. If it is an ar word, spell the word in the ar side. Keep rolling and spelling words. The same word cannot be spelled more than twice. The first elephant to join the circus wins!

harp	chair	circus	shark
girl	swing	farm	cloud
cupcake	steps	socks	star

Start

End

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**Join the Circus**  
R-Controlled Vowels air and ar

Directions: Toss 1 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 an air word, spell the word in the bottom line of the air side. If it is an ar word, spell the word in the ar side. Keep rolling and spelling words. The same word cannot be spelled more than twice. The first elephant to join the circus wins!

harp	chair	circus	shark
girl	swing	farm	cloud
cupcake	steps	socks	star

Start

End

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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 r-controlled sound you hear: ar or air. When you reach End, you win!

Start

What's the vowel pattern?

ar

air

End

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**Join the Circus**  
R-Controlled Word Game Board

Directions: Grab two small markers and place one on each elephant 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 green side closer to the circus tent. If it is not a real word, move the marker on the red side closer to the circus tent. The first elephant to join the circus at the top wins!

arch	flad	yart	tock
stom	march	raft	shart
math	tarm	dark	twag

Start

End

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Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, read the r-controlled word. When you reach End, you win!

Start

jeer

smear

clear

-l

jerk

beard

sneer

dear

End

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# LONG VOWELS

Color Games \* Blackline Games \* Digital Games

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## Crab Walk

Long *a\_e* and *i\_e*

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!

k _ t _	f r _ m _	g r _ p _	i _ c _ e _ m _
c _ l _ d _	s n _ w _ f _ l _ k _	c _ h _ i _ l _ d _	c _ h _ i _ l _ d _
c _ h _ i _ l _ d _	s m _ l _ y _	b _ o _ x _	c _ h _ e _ e _ s _ e _

Start End

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## Crab Walk

Long *a\_e* and *i\_e*

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\_e* word, spell the word on the bottom line of the *a\_e* side. If it is a long *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!

k _ t _	f r _ m _	g r _ p _	i _ c _ e _ m _
c _ l _ d _	s n _ w _ f _ l _ k _	c _ h _ i _ l _ d _	c _ h _ i _ l _ d _
c _ h _ i _ l _ d _	s m _ l _ y _	b _ o _ x _	c _ h _ e _ e _ s _ e _

Start End

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## Fly to the Tree

Vowel Teams *ai* and *ay*

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 _ a _ i _ n	g _ i _ r _ l	b _ o _ y	b _ o _ y
b _ o _ y	b _ o _ y	b _ o _ y	b _ o _ y
b _ o _ y	b _ o _ y	b _ o _ y	b _ o _ y

Start End

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## Fly to the Tree

Vowel Teams *ai* and *ay*

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!

t r _ a _ i _ n	g _ i _ r _ l	b _ o _ y	b _ o _ y
b _ o _ y	b _ o _ y	b _ o _ y	b _ o _ y
b _ o _ y	b _ o _ y	b _ o _ y	b _ o _ y

Start End

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## Roll & Cover 4

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!

t r _ a _ i _ n	g _ i _ r _ l	b _ o _ y	b _ o _ y
b _ o _ y	b _ o _ y	b _ o _ y	b _ o _ y
b _ o _ y	b _ o _ y	b _ o _ y	b _ o _ y

Start End

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## Crab Walk

Short *a* / Long *a\_e* Board

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 c word, move the marker on the side closer to the beach. If it is not a c 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	flame
chest	cape	zate	slash
lake	glath	ape	skabe

Start End

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## Roll & Cover 4

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\_e* vowel sound. When you reach End, you win!

trash	state	snack	graze
plate	class	craft	strap
trash	save	date	race

Start End

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## Roll & Cover 4


Directions: Roll a die. Find the picture 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

Start End


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













## Lift Off to the Moon

The Two Sounds of oo




Directions: Grab two small markers and place one on each rocket 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 tell which vowel pattern it has, either long oo (like food) or short oo (like foot). Move the marker from that side closer to the moon at the top. The first rocket to land on the moon wins!

 h _ _ d	 m _ _ n	 b _ _ k	 b _ _ m
 j _ _ t	 f _ _ t	 j _ _ p	
 i c _ _ p	 c _ _ k	 s p _ _ n	 w _ _ d




**Start  
(Food)**




**Start  
(look)**

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End 













## Lift Off to the Moon


### Vowel Teams *au* and *aw*

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 an *au* word, spell the word on the bottom line of the *au* side. If it is an *aw* word, spell the word on the *aw* side. Keep rolling and spelling words. (The same word cannot be spelled more than twice.) The first rocket to land on the moon wins!




			
			
			



**au**  
Start





































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**aw**  
Start




## Roll and Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a picture to identify in that column. Name the picture and tell the vowel letters it has, then cover it! When you get four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)

Below the board are six colored squares with dots, representing a die roll:



- Green square with 1 dot
- Blue square with 2 dots
- Yellow square with 3 dots
- Red square with 4 dots
- Purple square with 5 dots
- Orange square with 6 dots




End













## Lift Off to the Moon

Diphthongs o/ and oy

**Directions:** Grab two small markers and place one on each rocket 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 moon. If it is **not** a real word, move the marker on the  side closer to the moon. The first rocket to land on the moon wins!



End

 cloy	 zoil	 joint	 boy
 moist	 doy	 toy	 boin
 ploy	 goip	 froy	 boil

preview

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, read the word in that space. When you reach End, you win!

Start

End

joy coy moist coll -l toy point enjoy voice joint play soil hoist annoy boy choice -l Troy soy

review

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## Roll & Cover 4

**Directions:** Roll the die. Find the column that matches the number you rolled. Pick a 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.)

cloud	boy	prowl	voice	shook	snout
coin	frown	crook	found	soot	cook
town	join	coy	look	howl	boil
stood	grout	took	play	scout	brook
joy	book	coin	ouch	toy	vow
hook	brown	proud	gown	moist	joy

1 2 3 4 5 6



# print & play games

## SYLLABLE TYPES

Color Games \* Blackline Games \* Digital Games

**Polar Penguins**  
Color & Play Game

**Polar Penguins**  
Color & Play Game

campus open basic canyon  
fabric humid plastic chosen  
tablet bonus tulip pencil

### Polar Penguins

#### Doubled or Not Doubled Closed First Syllables

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 and think about how the word is spelled. If it is spelled with a double letter in the middle, spell the word on the bottom line of the 'doubled' side. If it is spelled without a double letter in the middle, spell it on the 'NOT doubled' side. Keep rolling and spelling words. The same word cannot be spelled more than twice. The first penguin to reach his polar home wins.

End

Start

End

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### Polar Penguins

#### Closed Syllables

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and tell how the word sound is spelled: with a doubled letter or no doubled letter. When you reach End, you win!

Start

End

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Directions: After you have rolled and identified the picture, spell the word on the blanks under the correct column.

**doubled**      **NOT doubled**

Start

End

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### Polar Penguins

#### Open Syllables

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, read the word. Tell if the first syllable is open or closed. When you reach End, you win!

Start

End

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### Polar Penguins

#### Open & Closed First Syllables

Directions: Grab two small markers and place one on each penguin 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 starts with a closed syllable, move one space closer to the top on the 'closed' side. If the word starts with an open syllable, move one space closer to the top on the 'open' side. The first penguin to reach his home wins!

Start

End

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### Polar Penguins

#### Open & Closed Syllables

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, read the word. Tell if the first syllable is open or closed. When you reach End, you win!

Start

End

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### Polar Penguins

#### Open Syllables

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, read the word. Tell if the first syllable is open or closed. When you reach End, you win!

Start

End

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# BONUS GAMES



## In the Doghouse

Welded Sounds Game Board

Directions: Grab two small markers and place one on each dog 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 ending chunk you hear. Move the marker from that side closer to the top. The first dog to get to his doghouse wins!

1	2	3	4
b _ _	s _ _	t _ _	n _ _
b _ _	a _ _	h _ _	k _ _
g _ _	s _ _	w _ _	g _ _

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## In the Doghouse

Welded Sounds Game Board

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 an -ing word, spell the word on the bottom line of the -ing side. If it is an -ang word, spell the word on the -ang side. Keep rolling and spelling words. (The same word cannot be spelled more than twice. The first dog to get to his doghouse wins!)

1	2	3	4
b _ _	s _ _	t _ _	n _ _
b _ _	a _ _	h _ _	k _ _
g _ _	s _ _	w _ _	g _ _

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## Roll & Cover 4

Directions: Roll a die. Find the column that matches the number you rolled. Pick a picture to identify in that column. Name the picture and tell the ending chunk it has. Then cover it. When you get four in a row, you win. (You can also play with a partner using different colored counters, taking turns.)

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

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## To the Castle!

Consonant Clusters Game Board

Directions: Grab two small markers and place one on each knight 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 beginning sounds. Move the marker from that side closer to the top. The first knight to get to the castle wins!

1	2	3	4
_ll	_ed	_ne	_ead
_ll	_ed	_ne	_ead
_ll	_ed	_ne	_ead
_ll	_ed	_ne	_ead

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## It starts with...

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and tell what it starts with: shr or thr. When you reach End, you win!

shr thr

Start

End

shr and thr

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These games are EXCLUSIVE to the bundle!

## The Early Bird Gets the Worm

Final /k/ Sound Game Board

Directions: Place a marker on Start. Roll a die and move along the path. When you land on a space, name the picture and tell what letter it starts with: c or k. When you reach End, you win!

Start

It starts with...

c k

End

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## The Early Bird Gets the Worm

Final /k/ Sound Game Board

Directions: Grab two small markers and place one on each robin 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, listen to the sounds, and think about how the final /k/ sound is spelled. Move the marker from that side closer to the worm at the top. The first bird to "get" the worm wins!

1	2	3	4
j _ _	n _ _	s _ _	t _ _
b _ _	c _ _	s _ _	s _ _
b _ _	b _ _	b _ _	b _ _

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## The Early Bird Gets the Worm

Final /ch/ Sound Game Board

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.) Read the word. If the word is a ch word, move the marker on the ch side closer to the worm. If it is not a ch word, move the marker on the x side closer to the worm. The first bird to "get" the worm wins!

1	2	3	4
latch	pouch	roach	litch
teach	bench	zouch	fetch
feech	setch	ditch	yatch

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