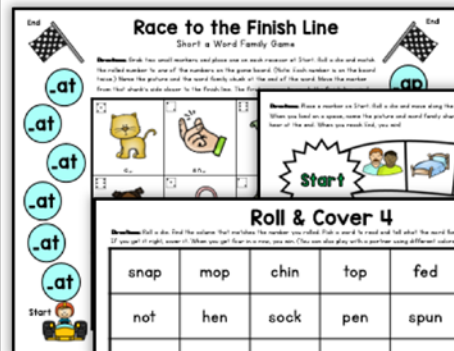


# print & play games WORD FAMILIES

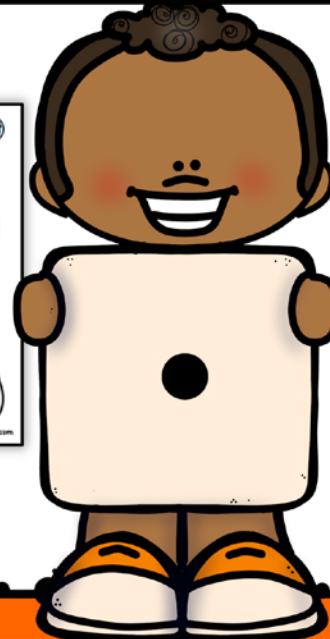
Color Games \* Blackline Games \* Digital Games



**Roll & Cover 4**

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

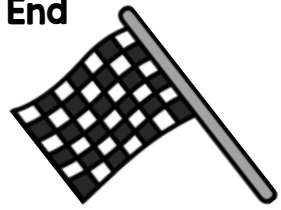
snap	mop	chin	top	fed	grill
not	hen	sock	pen	spun	flat
spell	mat	but	black	ship	clock
shut	bin	vest	kit	cop	plump
	frog	rub	fret	van	lick
	mug	snack	yuck	mill	ten



# preview

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End

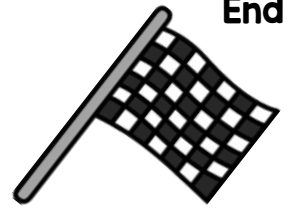


# Race to the Finish Line

## Short *a* Word Family Game

**Directions:** Grab two small markers and place one on each racecar 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 racecar to reach the finish line wins!

End



\_at

\_at

\_at

\_at

\_at

\_at

Start



\_ap

\_ap

\_ap

\_ap

\_ap

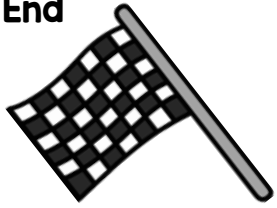
\_ap

Start



  c_	  sn_	  m_	  h_
  _l_	  r_	  s_	  cl_
  fl_	  c_	  m_	  b_

End

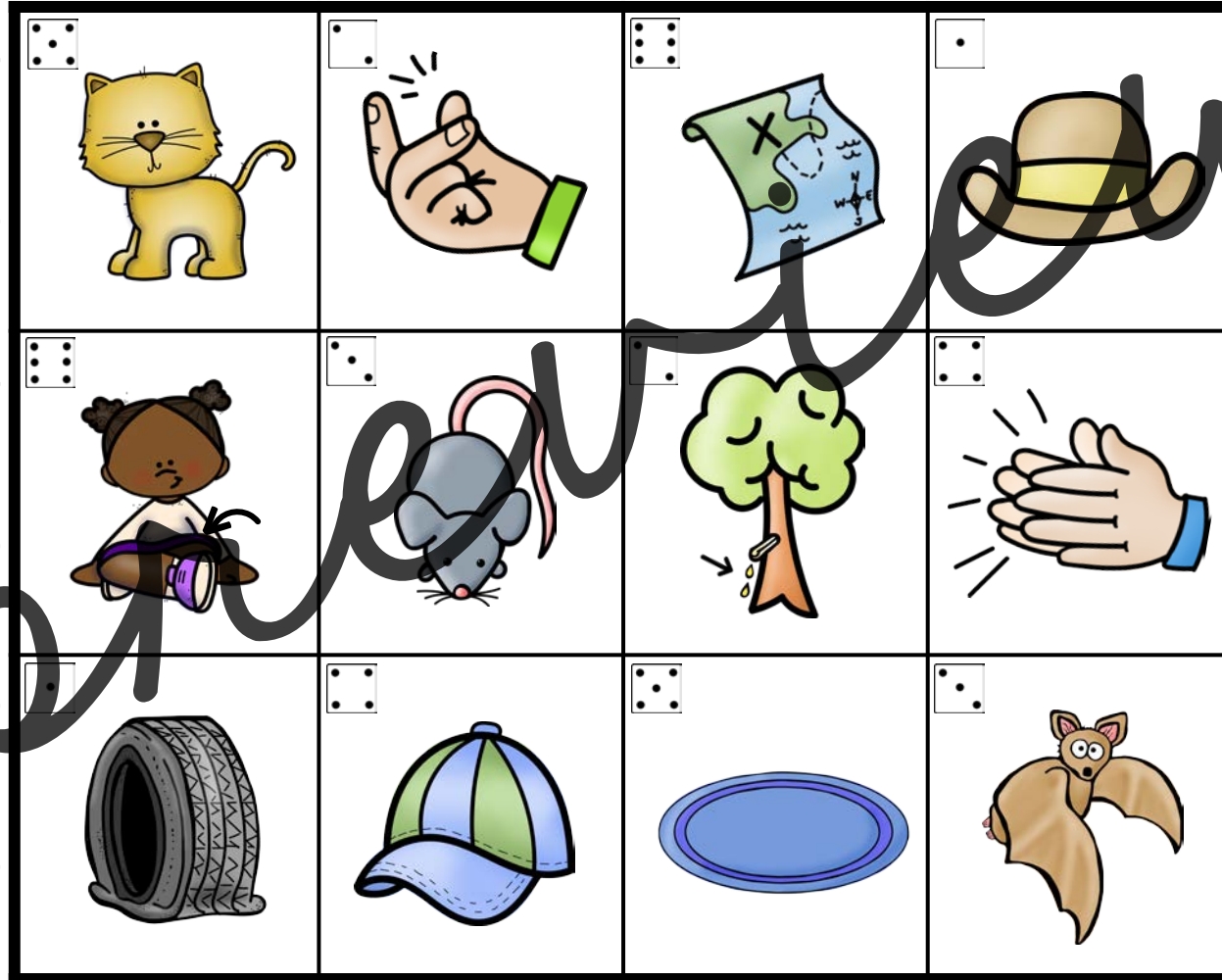
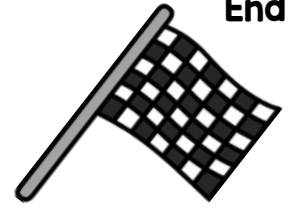


# Race to the Finish Line

## 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 -ap side. Keep rolling and spelling words. *The same word cannot be spelled more than twice.* The first car to reach the finish line wins!

End



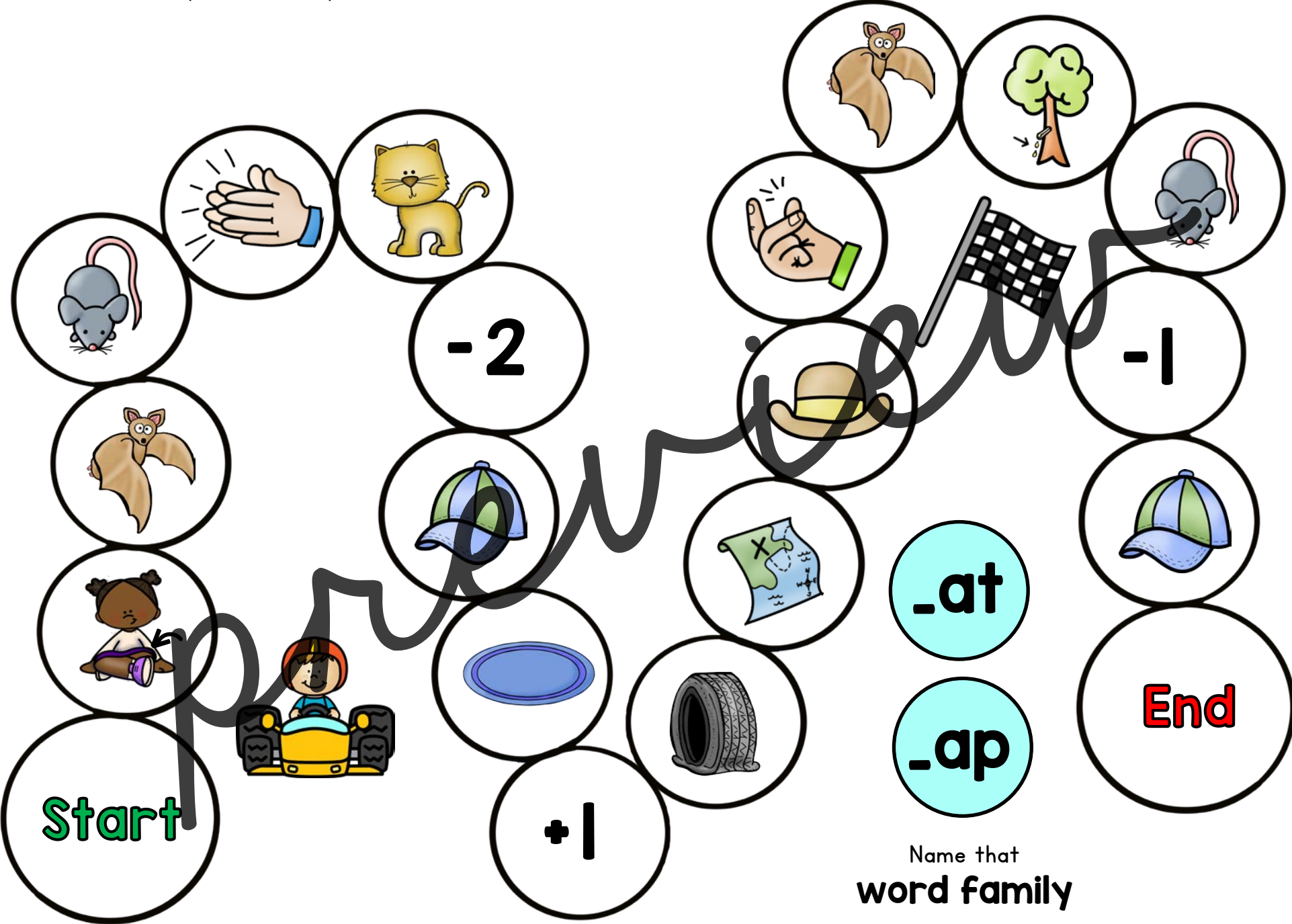
**\_at**  
Start



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



Name that  
**word family**



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



**\_at**

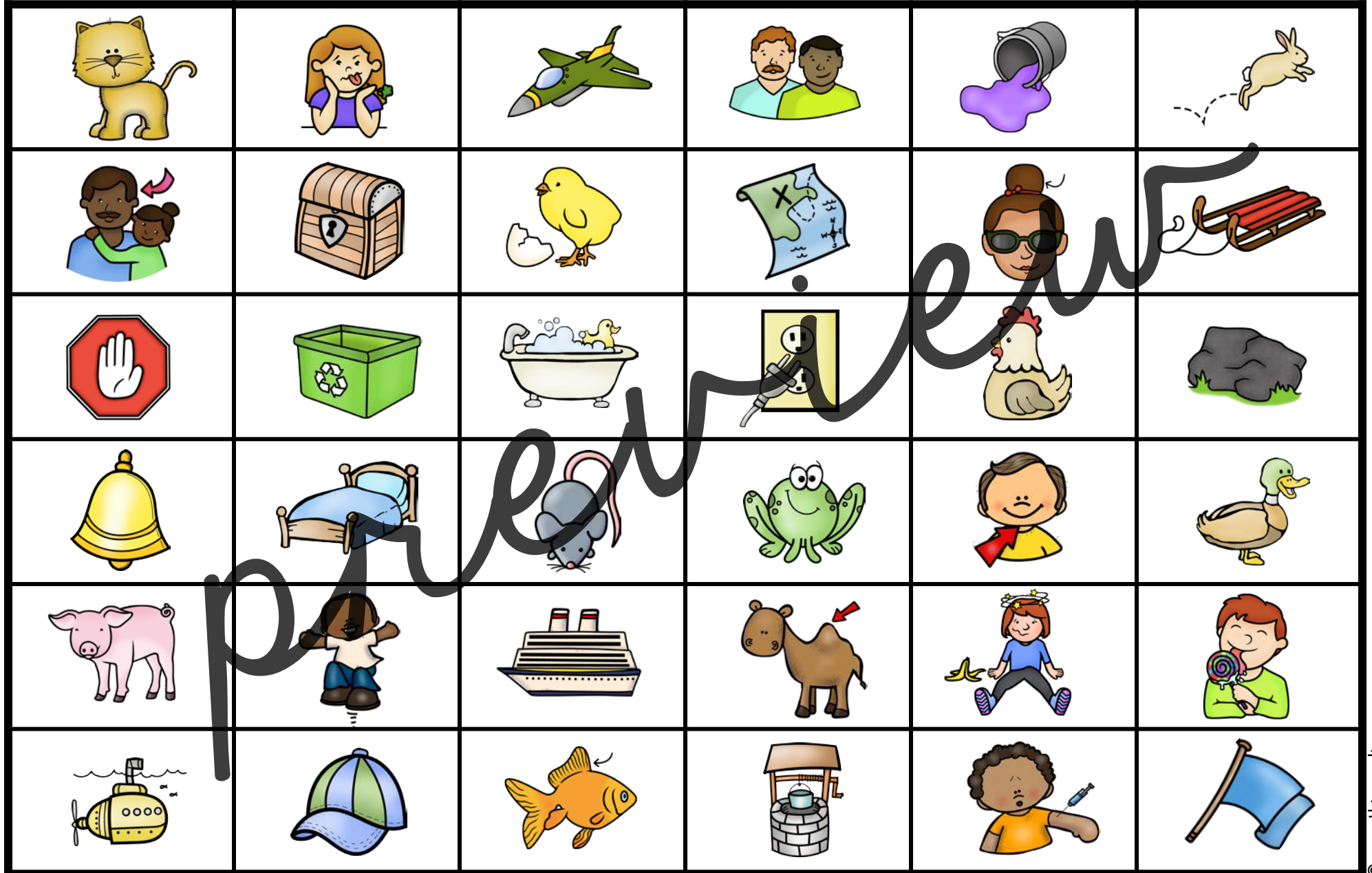
**\_ap**



review

# 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 you hear 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.)

















End REAL WORDS

# Race to the Finish Line

SILLY WORDS End

## Short i Word Family Game

**Directions:** Grab two small markers and place one on each racecar 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 flag/finish line. If it is not a real word, move the marker on the  side closer to the flag/finish line. The first racecar to reach the finish line wins!

 rit	 dip	 quit	 bip
 kit	 frip	 mip	 slip
 clip	 dit	 hit	 thit

Start



Start

















End REAL WORDS

# Race to the Finish Line

SILLY WORDS End

## Short *u* Word Family Game

**Directions:** Grab two small markers and place one on each racecar 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 flag/finish line. If it is not a real word, move the marker on the  side closer to the flag/finish line. The first racecar to reach the finish line wins!

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

Start



Start





# 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

