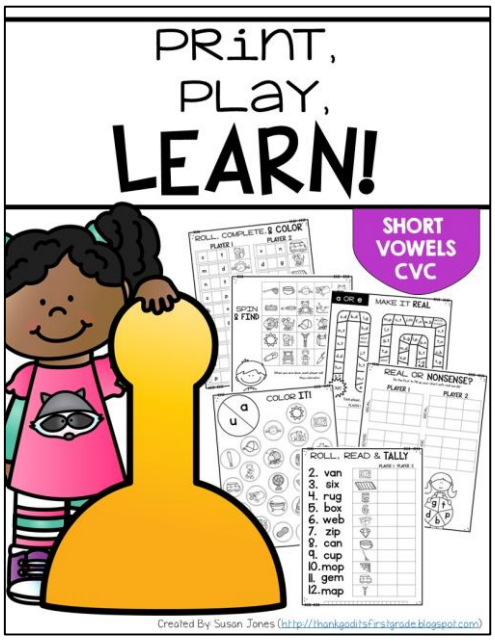
PRINT,
PLAY,
LEARN!
SHORT VOWELS CVC
ROLL, COMPLETE, & COLOR
SPIN & FIND
MAKE IT REAL
REAL OR NONSENSE?
COLOR IT!
ROLL, READ, & TALLY
2. van
3. six
4. rug
5. box
6. web
7. zip
8. can
9. cup
10. mop
11. gem
12. map
Created By Susan Jones (http://thankgoditsfirstgrade.blogspot.com)

PRINT,
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DIGRAPHS
ROLL, READ, & GATHER!
HOW MANY CAN YOU MAKE?
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FIND & COVER
RACE TO READ!
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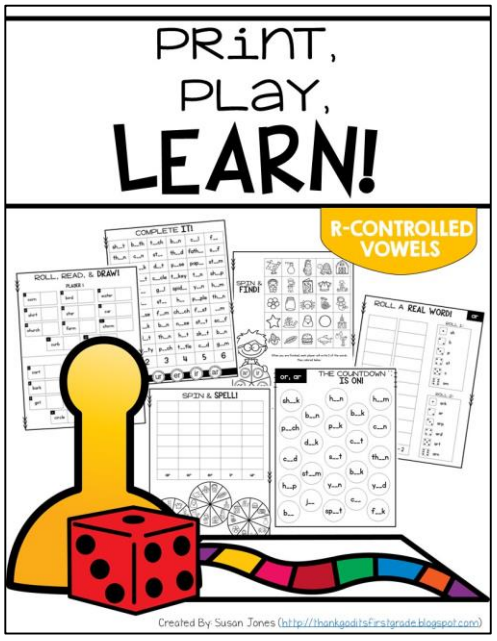
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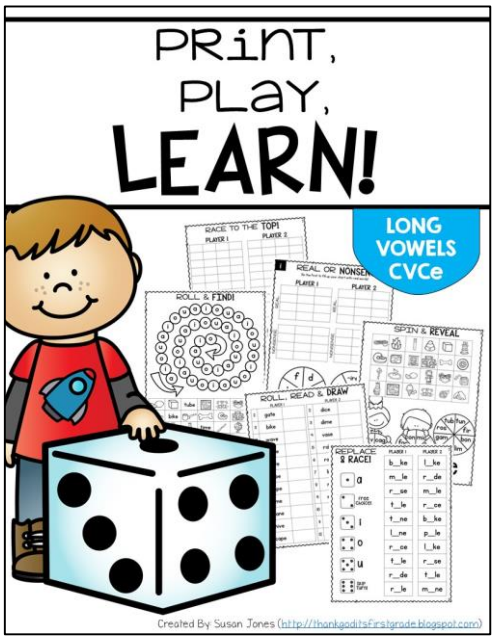
PRINT,
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LONG VOWELS CVCe
RACE TO THE TOP!
ROLL & FIND!
SPIN & REVEAL
ROLL, READ & DRAW
REPLACE & RACE!
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PRINT,
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BLENDS
BLEND, READ, & RACE!
ROLL & COVE
ROLL, COMPLETE, & COLOR
RACE TO READ!
ROLL & FILL!
SPIN & SET THE BLEND
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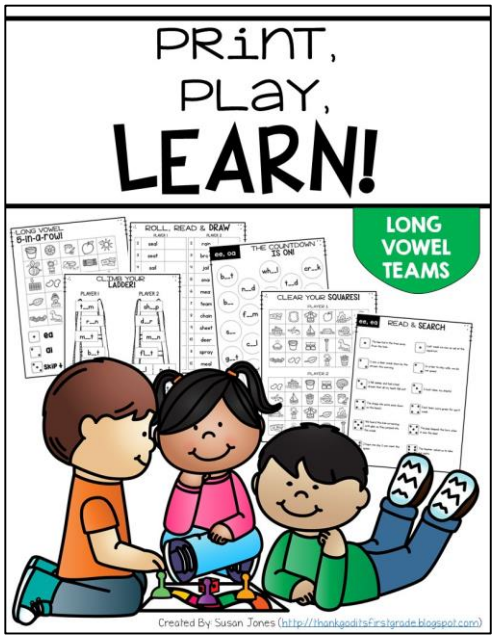
PRINT,
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LONG VOWEL TEAMS
LONG VOWEL 5-in-a-row!
ROLL, READ & DRAW
CLIMB YOUR LADDER!
THE COUNTDOWN IS ON!
CLEAR YOUR SQUARES!
READ & SEARCH
Created By Susan Jones (http://thankgoditsfirstgrade.blogspot.com)

PRINT,
PLAY,
LEARN!

SHORT VOWELS (CVC)

SPIN & FIND

For this game you will need:
Pencil
Paperclip
2 different color crayons

Directions:
Students take turns spinning the spinner. They must find a picture in the grid that matches the short vowel they landed on and color it in with their color crayon. Students continue until all the spaces are colored in. Whoever colored in the most, wins!
Students then choose 5 of their colored pictures to record on the bottom to the best of their ability.

ROLL, COMPLETE, & COLOR

For this game you will need:
Dice Sheet
Game board
1 die
Pencil
Crayons

Directions:
Roll the die and see what vowel they land on. They will find a word from their side of the game board to complete and color in the picture. The first student to color in their side of the game board wins!
There is a more difficult version without the pictures so students are challenged to figure out what real word it could be and draw it in the empty box instead.

COLOR IT!

For this game you will need:
Pencil
Paperclip
2 crayons (one color per player)

Directions:
Students take turns spinning the spinner with a paperclip and pencil. Students then need to find a matching circle that matches the middle vowel sound they landed on. They will color it with their color crayon. Students continue until all circles are colored in. Whoever colored the most at the end, wins! If there are no available circles to color on a turn, that turn is skipped!

MAKE IT REAL

For this game you will need:
Pencil
1 die
2 cubes or game pieces

Directions:
Students take turns rolling the die and moving that many spaces. Whatever students land on they will have to make a real word using one of the short vowels from that game board.
There are 3 gameboards:
- a or e
- i or o
- u or i

The first player to make it finish wins!

ROLL, READ, & TALLY!

For this game you will need:
2 dice
pencil

Directions:
Students take turns rolling 2 dice and finding the sum. Students will find the CVC word that matches the sum they rolled, read it aloud, find the matching picture, and make a tally mark in their column. Students will repeat for 20 rounds (they can mark off each round in the boxes at the bottom of the page). At the end, students look at each picture to see who got more. (Player 1 rolled cat 2 times, Player 2 only rolled it 1 time) and circle who has the higher amount. Then, students can see who had the higher number the most by counting up all the circles.

REAL OR NONSENSE?

For this game you will need:
Pencil
Paperclip

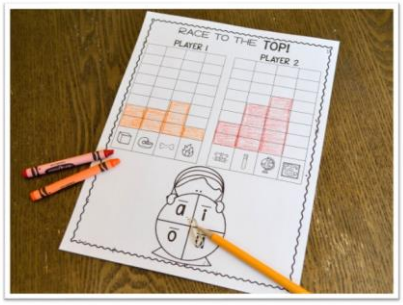
Directions:
Students take turns spinning the two spinners and creating a CVC word with the vowel that is already there. They will determine if the word they made is real or nonsense and write it in the corresponding grid. Students will continue playing, racing to be the first to complete their *real words* grid!
teacher can choose if you want to include duplicate real words or not

LONG VOWELS (CVCe)

RACE TO THE TOP!

For this game you will need:
Crayons or colored pencils
Pencil
Paperclip

Directions:
Students will take turns spinning the spinner and landing on a long vowel. They will find the picture in their chart that matches the long vowel and color one space above. Students continue until one player reaches the top of a column first!
For differentiation, instead of students coloring in a box, I have them write the word with a colored pencil so they practice spelling the words with silent e



REPLACE & RACE

For this game you will need:
1 die
Pencil
crayons

Directions:
Students will take turns rolling a die a finding the matching letter (or action). Students will look in their word tower and find where they can put in that vowel to make a real word. Once they have made a real word, they can color in that box on their word tower. The first player to color in their whole tower, wins!
There is another, harder option, where students must choose a real word from their tower and replace the underlined vowel to make another real word.

ROLL & FIND!

For this game you will need:
Crayons or colored pencils
Dice

Directions:
Students will take turns rolling a die and moving that many spaces on the gameboard. Students will find a word or picture in the grid that has the same long vowel sound as the vowel they landed on and color it in. Students will continue playing until the entire grid is colored in. Whoever colored in the most, wins! When students get to the end of the game board they start again at the beginning!

ROLL, READ & DRAW

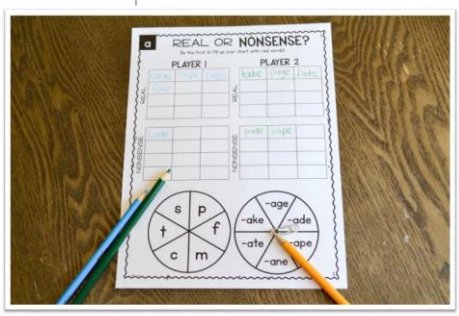
For this game you will need:
2 dice
Colored pencils

Directions:
Students will take turns rolling 2 dice and finding the sum. They will then read the long vowel word (or sentence) that matches the sum and draw an illustration to show meaning. The first student to fill in their chart wins! If a number is rolled that has already been illustrated, that player's turn is skipped!
I made two versions to allow for differentiation

REAL OR NONSENSE?

For this game you will need:
Pencil
Paperclip

Directions:
Students take turns spinning the two spinners and creating a CVCe word. They will determine if the word they made is real or nonsense and write it in the corresponding grid. Students will continue playing, racing to be the first to complete their *real words* grid!
teacher can choose if you want to include duplicate real words or not



SPIN & REVEAL

For this game you will need:
Crayons
Pencil
Paperclip

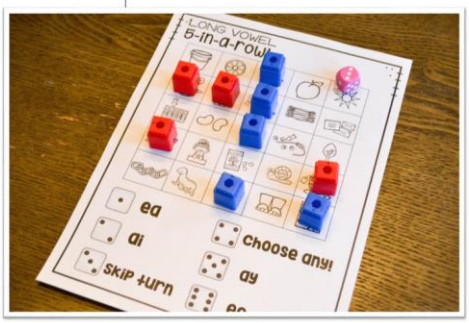
Directions:
Students will take turns choosing a spinner and spinning with a pencil or paperclip. They will need to add silent e to the letters they landed on to reveal the long vowel word. When they figure out the word, they will color in the matching image in the grid. Students continue until all the spaces are colored in. Whoever colored in the most, wins!

LONG VOWEL TEAMS

LONG VOWEL 5-in-a-row!

For this game you will need:
1 die
Cubes (one color per player) or Crayons

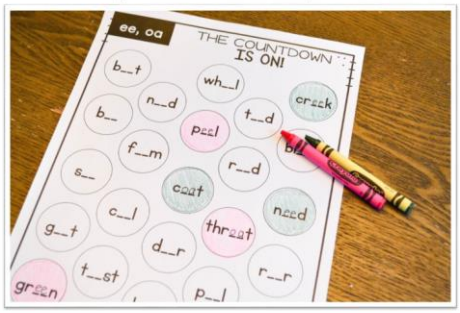
Directions:
Students take turns rolling a die and finding a word in the grid with the matching vowel team. Students try to be the first to get 5 in a row (horizontally, vertically or diagonally). If a student rolls a 3, their turn is skipped and if a student rolls a 4, they get to choose any spot they like!
I included a cheat sheet of the images used so you can go over them with students before they play



THE COUNTDOWN IS ON!

For this game you will need:
Pencil
2 crayons (one for each player)

Directions:
This challenging game has students racing to make real words! Player A will countdown from 10 (or 5) and while counting down, Player B will choose any circle to try to make a real word by filling in one of the vowel teams. If they successfully make a real word, they write it in and color that circle. Then player switch spots. Students continue until all circles are colored in. Whoever completed the most, wins!



ROLL, READ & DRAW

For this game you will need:
2 dice
Colored pencils

Directions:
Students will take turns rolling 2 dice and finding the sum. They will then read the vowel team word (or sentence) that matches the sum and draw an illustration to show meaning. The first student to fill in their chart wins! If a number is rolled that has already been illustrated, that player's turn is skipped!
I made two versions to allow for differentiation

CLEAR YOUR SQUARES

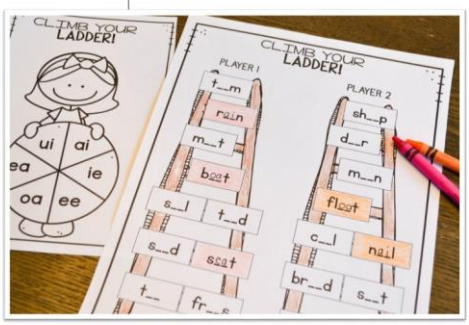
For this game you will need:
Cubes, bears, counters, or anything to cover spaces
Pencil
Paperclip

Directions:
Students begin by covering all the spots on their gameboard with a cube or counter of some sort. Students then take turns spinning the spinner and removing a block that has a picture with the vowel team they landed on. Students continue until one player has cleared all their squares! That player is the winner!

CLIMB YOUR LADDER

For this game you will need:
pencil
paperclip
crayons

Directions:
Students will take turns spinning the spinner and finding a space on their ladder to put that vowel team to make a real word. When they have found one, they write it in with pencil and color in that box on their ladder. Students continue spinning and making real words until one player fills their whole ladder. That student is the winner!



READ & SEARCH

For this game you will need:
1 die
Crayon or colored pencil for each student.

Directions:
Students take turns rolling the die and reading one of the sentences with that number. That student will read the sentence aloud and circle ONE of the long vowel team words. Students continue rolling, reading, and searching, until all the vowel team words have been circled. At the end, students can count up who found the most! If a student rolls and neither sentence has another vowel team word to be found, their turn is skipped.

DIGRAPHS

MAKE IT REAL

For this game you will need:
1 die
Crayons (one color per player)
Pencil
Counter (game piece)

Directions:
Students take turns rolling a die and moving that many spaces on the game board. Students will choose one of the digraphs at the top to make a real word. They will complete the word and color it in with their color crayon. Students continue going around and around the board until all the word spaces are colored in. At the end, whoever made the most real words, wins! If a student lands on a space that is already colored, their turn is skipped.

HOW MANY CAN YOU MAKE?

For this game you will need:
Pencil
Paperclip
Crayons (1 color for each player)

Directions:
Students take turns spinning the spinner with a pencil and paperclip. Students will look around the board and make a real word using the digraph they landed on. They will write the digraph in the box and color it with their crayon. Students continue spinning and making words until all the boxes are colored in. Whoever made the most real words, wins! If a player can no longer make any real words with the digraph they spun, their turn is skipped!

FIND & COVER

For this game you will need:
1 die
Cubes (one color per player) or Crayons
Counter (game piece)

Directions:
Students take turns rolling a die and moving that many spaces on the game board. Students will find a word that begins with the starting digraph they landed on and cover it with their color cube (or color it). Students continue rolling, finding, and covering until the whole grid is covered. Students then count up who covered the most spots to win! When students reach the end of the gameboard they just continue back to the beginning.

FILL EM UP!

For this game you will need:
Pencil
Paperclip
Crayons

Directions:
Students choose a spinner and spin it with a pencil and paperclip. Students will then say the name of the picture aloud and decide which beginning digraph that word has. Students will color in one box on that section of their graph. Students take turns spinning and coloring their graphs until one player has filled an entire column! That player wins!
The images are not evenly dispersed so students may think twice about which spinner they want to choose!

ROLL, READ, & GATHER

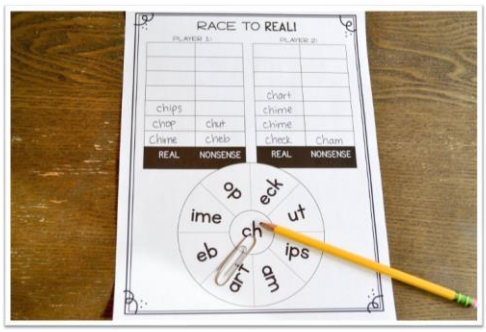
For this game you will need:
1 die
Highlighters (one color for each player)

Directions:
Students take turns rolling a die and finding that square. Students will read the words aloud and gather one, real word from the box and highlight it. Students will continue back and forth until they have determined ALL the real words have been taken. Students will then count how many real words they gathered at the bottom of the page. Whoever gathered the most, wins! If there are no more real words in the box a player rolled, their turn is skipped!

RACE TO REAL!

For this game you will need:
Pencil
Paperclip

Directions:
Students take turns spinning the spinner with a pencil and paperclip. Students will blend the sh beginning digraph with the rest of the word and decide if it is a real or nonsense word. They will record the word in their appropriate column. Students race to be the first to fill up their REAL column!

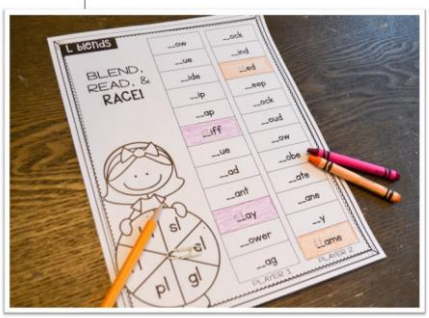


CONSONANT BLENDS

BLEND, READ & RACE

For this game you will need:
Pencil
Paperclip
Crayons

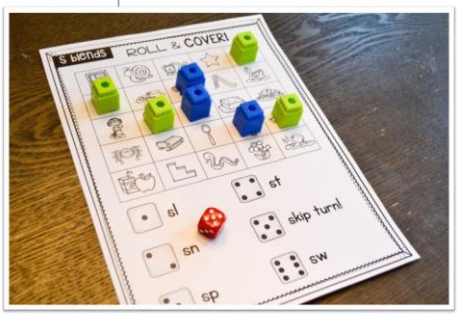
Directions:
Students take turns spinning the spinner to land on a beginning consonant blend. They will look in their tower and try to make a real word. When they do, they can color in that square. Students race to be the first to color in their whole tower. If they cannot make a real word with the blend they landed on, their turn is skipped!



ROLL & COVER

For this game you will need:
1 die
2 crayons or different colored cubes per player

Directions:
Students take turns rolling the die and finding an image in the grid that matches that beginning consonant blend. That player will either color in that square or cover it with a cube. Students continue until the entire grid is covered. Whoever colored/covered the most, wins!



ROLL & FILL

For this game you will need:
1 die
2 game pieces (cubes, bears, etc.)
Pencil

Directions:
Students take turns rolling the die and moving that many spaces on the game board. Students will read whatever word they landed on aloud and decide if it is real or nonsense. If it is a real word they will write the word in their grid, if it is a nonsense word they will do nothing. Students continue rolling and reading until one player fills the grid completely with REAL words. Students cannot repeat a real word in their grid!

ROLL, COMPLETE & COLOR

For this game you will need:
2 dice
Pencil
crayons

Directions:
Students will take turns rolling 2 dice and finding the sum. That player will look at the image in their tower and figure out the consonant blend it begins with. They will complete the word and color the picture. Students continue rolling, completing, and coloring until one player completes their tower first!

RACE TO READ!

For this game you will need:
1 die
crayons

Directions:
This cooperative game has students practicing fluency reading words with beginning consonant blends. Students take turns rolling the die and reading the first word in that column (start from the bottom). Once the word is read aloud, that student can color in the box. Students continue rolling and reading until they fill up one whole column.
• There is a real word, nonsense word, and mixed words version •

SPIN & FIND THE BLEND!

For this game you will need:
Pencil
Paperclip
2 crayons (one for each player)

Directions:
Students will take turns spinning the spinner with a pencil and paperclip and finding an image that matches that type of blend (s blend, l blend, or r blend). When they find a matching picture, they will color it in with their color crayon. Students will continue spinning and finding the matching blend until all circles are colored in. Whoever colors the most, wins!

R-CONTROLLED VOWELS

SPIN & FIND

For this game you will need:
Pencil
Paperclip
Crayons (one color per player)

Directions:
Students take turns spinning the spinner to land on the r-controlled vowel. Then, they will find an image in the grid that contains that r-controlled vowel and color it in with their color crayon. Students continue until all spaces are colored. Whoever colors the most, wins!

ROLL, READ, & DRAW!

For this game you will need:
2 dice
Crayons or colored pencils

Directions:
Students will roll 2 dice and find the sum. They will find that word on their side of the board, read it aloud and draw a picture to show understanding of the word. Students continue rolling, reading, and drawing until one player finishes all their words first!

COMPLETE IT!

For this game you will need:
1 die
Pencil
crayons

Directions:
This cooperative game has students taking turns and rolling the die. They will look at the first word (starting at the bottom) in that column and figure out which r-controlled vowel needs to go there to complete the real word. Then, they will color it with a crayon. Students continue rolling and completing words until they fill one, whole column!

SPIN & SPELL!

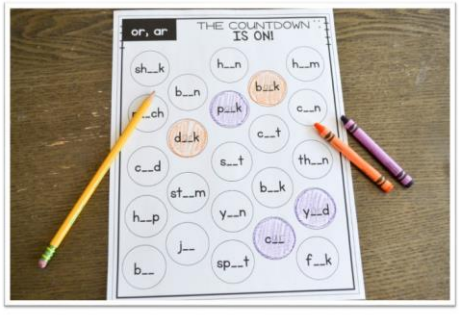
For this game you will need:
Paperclip
Pencil
Colored Pencils

Directions:
Students will take turns choosing a spinner and spinning with a pencil and paperclip. Students will look at the image they landed on and find the r-controlled vowel that is inside that word. They will choose the correct column and try to spell the word correctly in the space above. Students continue spinning and spelling until they have filled up an entire column!

THE COUNTDOWN IS ON!

For this game you will need:
Pencil
2 crayons (one for each player)

Directions:
This challenging game has students racing to make real words! Player A will countdown from 10 (or 5) and while counting down, Player B will choose any circle to try to make a real word by filling in one of the r controlled vowels. If they successfully make a real word, they write it in and color that circle. Then player switch spots. Students continue until all circles are colored in. Whoever completed the most, wins!



ROLL A REAL WORD!

For this game you will need:
2 dice
pencil

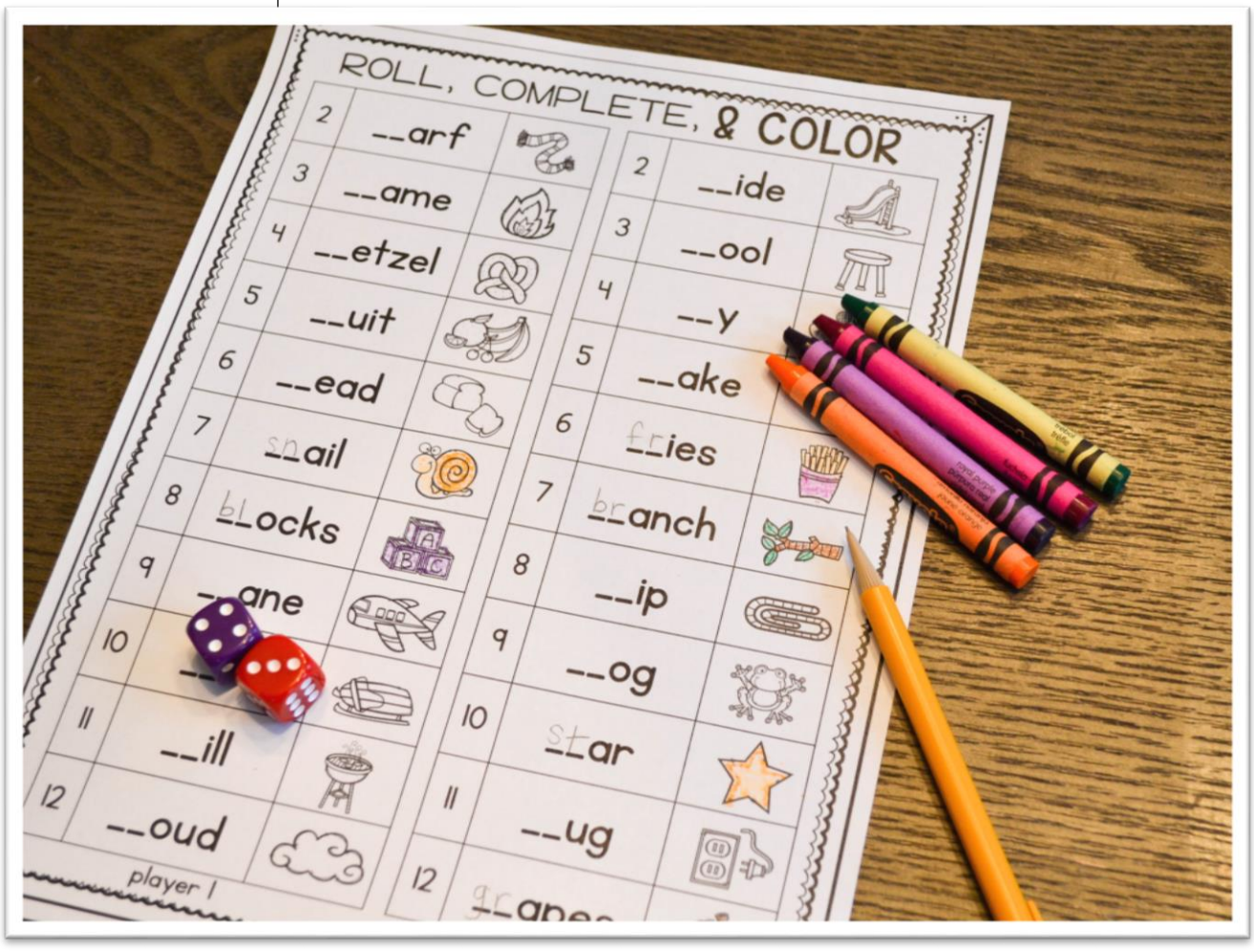
Directions:
Students will take turns and roll each die, one at a time. They will look in the "roll 1" box to see the beginning of the word and the "roll 2" box to see the end of the word they are rolling. They will blend the sounds together to see if they have made a real or nonsense word. If the word is real, they will write in in their tower. If it is nonsense, they do nothing. The first player to fill their tower with real words, wins!

ROLL, COMPLETE & COLOR

For this game you will need:
2 dice
Pencil
crayons

Directions:

Students will take turns rolling 2 dice and finding the sum. That player will look at the image in their tower and figure out the consonant blend it begins with. They will complete the word and color the picture. Students continue rolling, completing, and coloring until one player completes their tower first!



ROLL, COMPLETE, & COLOR

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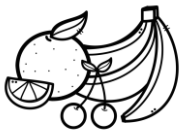
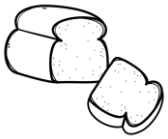
5	__uit	
6	__ead	
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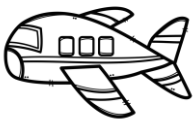
9	__ane	
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player 1

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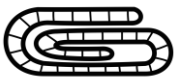
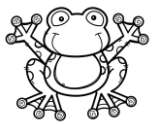
8	__ip	
9	__og	
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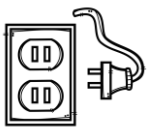
11	__ug	
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player 2