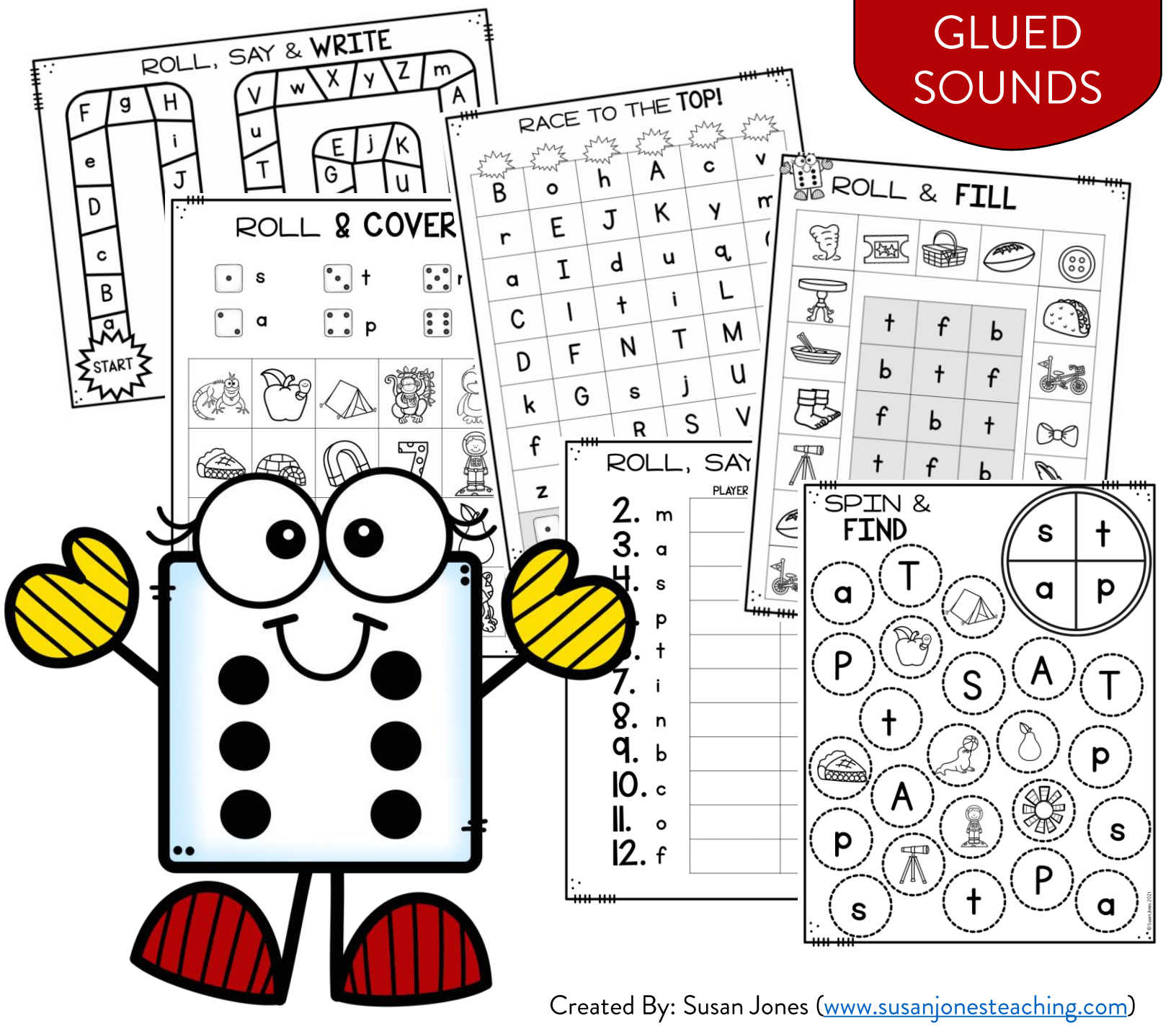
PRINT, PLAY, LEARN!

GLUED SOUNDS



Created By: Susan Jones (www.susanjonesteaching.com)

GLUED SOUNDS BUMP!

For this game you will need:
Game board
1 die
2 different colored sets of cubes

Directions:
This two-player game begins with a player rolling the die to see what glued sound they will be working with. Next, they will find a picture on the board that ends in that glued sound and place their color cube on the space. If there is no picture left with the glued sound they rolled, they will lose a turn. The other player can BUMP an opponent's piece off a space if they roll the same glued sound! If a student rolls a glued sound more than once and has already placed a cube on a space with that sound, they can lock their space by making a stack of two cubes. This means the other player can never bump their piece off. Students will continue rolling, covering, and BUMPing until there is a winner. To win, you can either set a timer (10 minutes) and see who has the most cubes on the board by the end. Or you can have students continue playing until one player uses all their color cubes first and they are the winner!

SPIN, COLOR, & WRITE!

For this game you will need:
Game board
Pencil & Paper clip
Crayons

Directions:

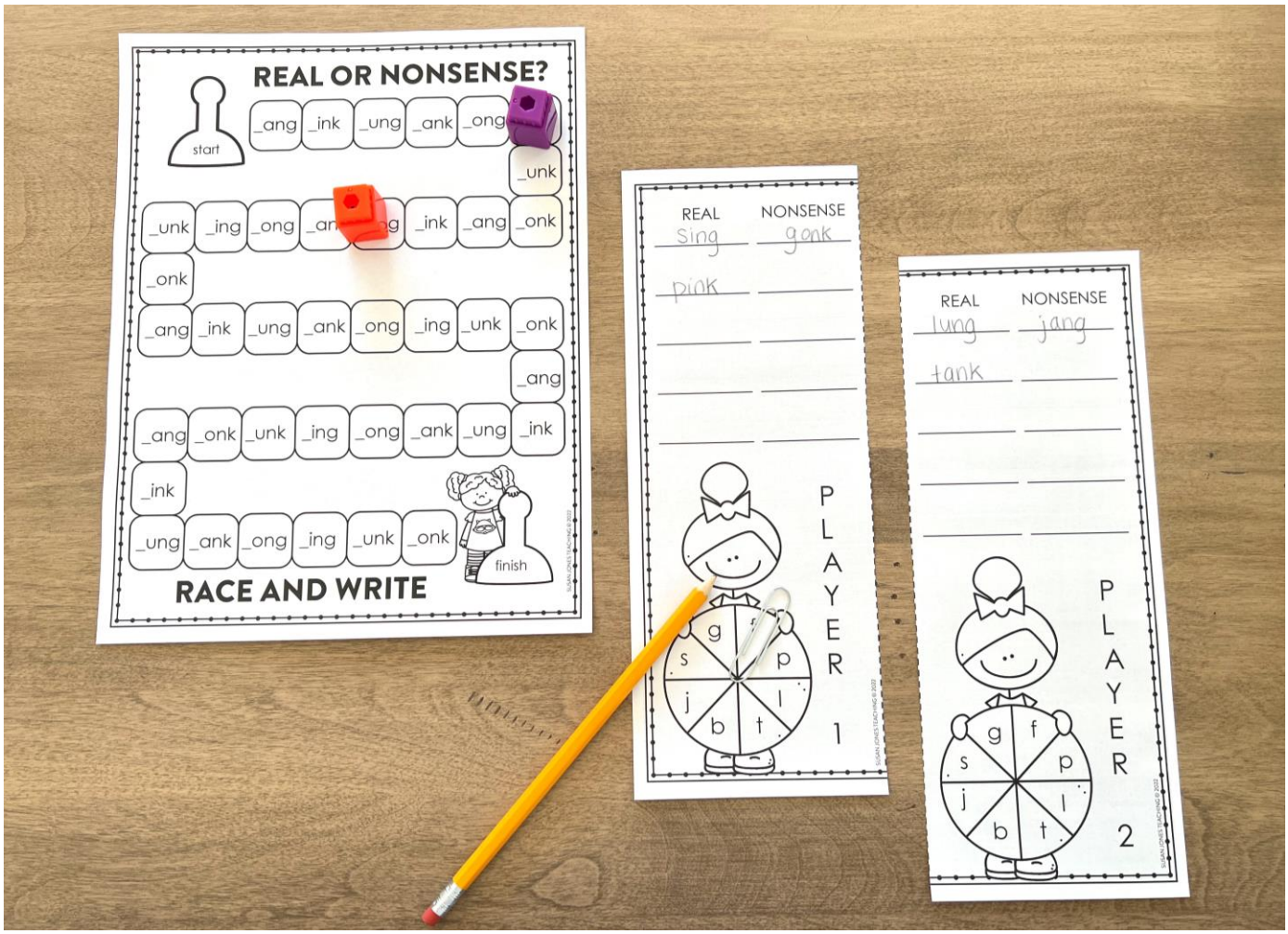
The can be a 1 or 2 player game. To play, students will use the pencil and paper clip spin the spinner and see which glued sound they land on. They will find a picture that ends in the glued sound and color it in. Finally, they will write the word on one of the lines. Students continue spinning, coloring, and writing, until all 12 words have been found and written. If students spin a glued sound and there are no more in the board, their turn is skipped – if playing alone, they simply spin again.

REAL OR NONSENSE
RACE & WRITE

For this game you will need:
Game boards
Game pieces (cubes, bears, erasers, etc.)
Pencil and paper clip

Directions:

This is a 2 player game (but could easily be modified for 1 player). Students will place their game pieces at the start and take turns rolling the die and moving their piece around the board. When they land on a space, they will use their pencil and paper clip to spin the spinner on their recording sheer and see what letter they will add to the glued sound. Students will blend the onset and rime to decide if it made a real word or a nonsense word and record it on their recording sheet. Students continue playing until they either get to finish or they have created 5 real *and* 5 nonsense words (if they haven't made 5 real words yet, I like to make them go back to start when they land on finish and continue playing).

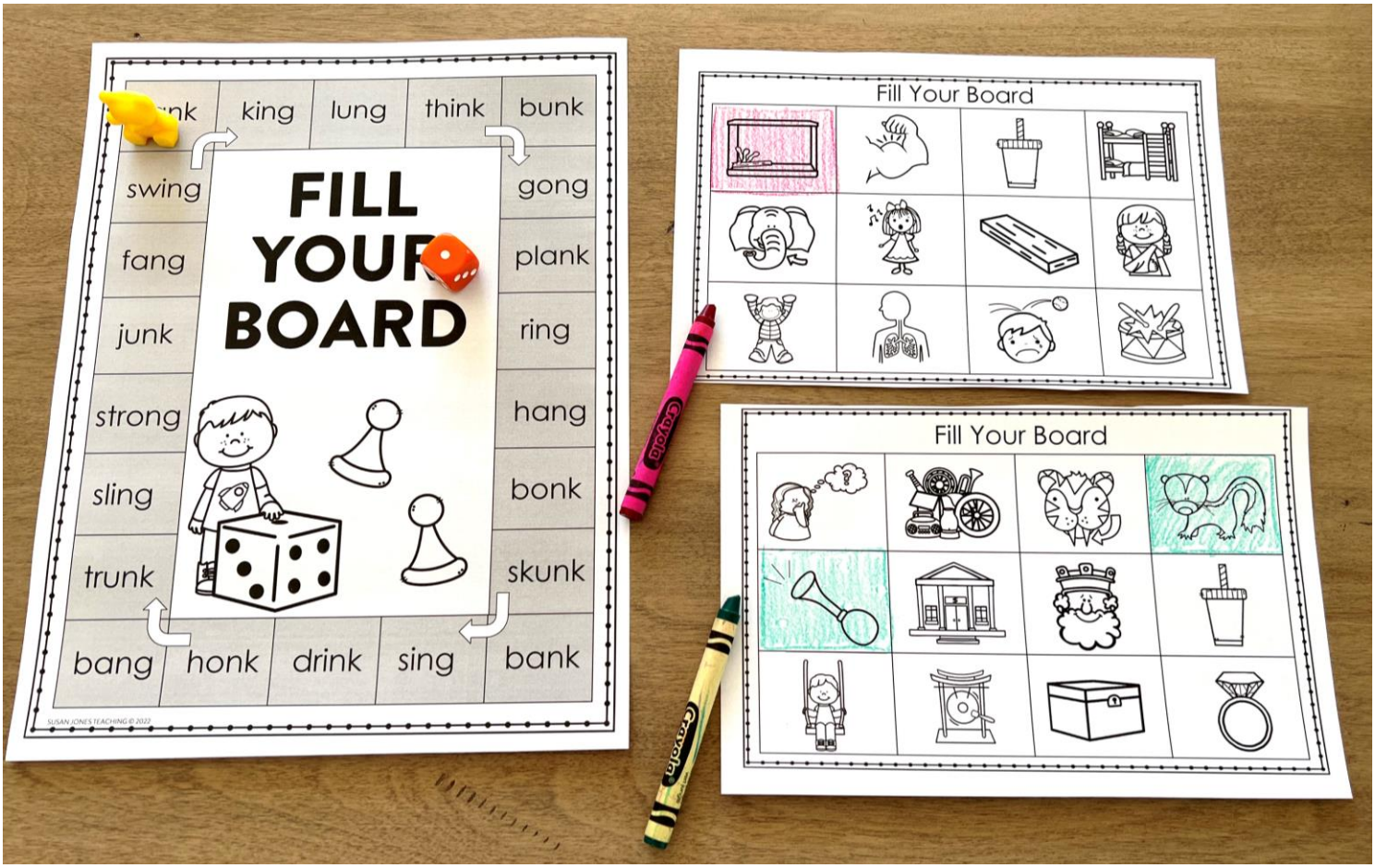


FILL YOUR BOARD

For this game you will need:
Game boards
Game piece (cubes, bears, erasers, etc.)
1 die
Crayons

Directions:

To play this game, students will only need 1 game piece and 1 die. They will each have their own "Fill your Board" grid board and they will share the game board. The game piece can start on any spot and students will roll the die and move that many spaces in the direction of the arrows. When they land on a space, they will read the word aloud and see if they have the picture of the word on their board. Students will both look at their boards and see who has that word in their grid. When they find it, they will color it in. Students will keep taking turns and rolling, reading, and coloring until one has covered their whole board first! If students roll a word that has already been colored, they will just pass the die to their partner and continue playing.

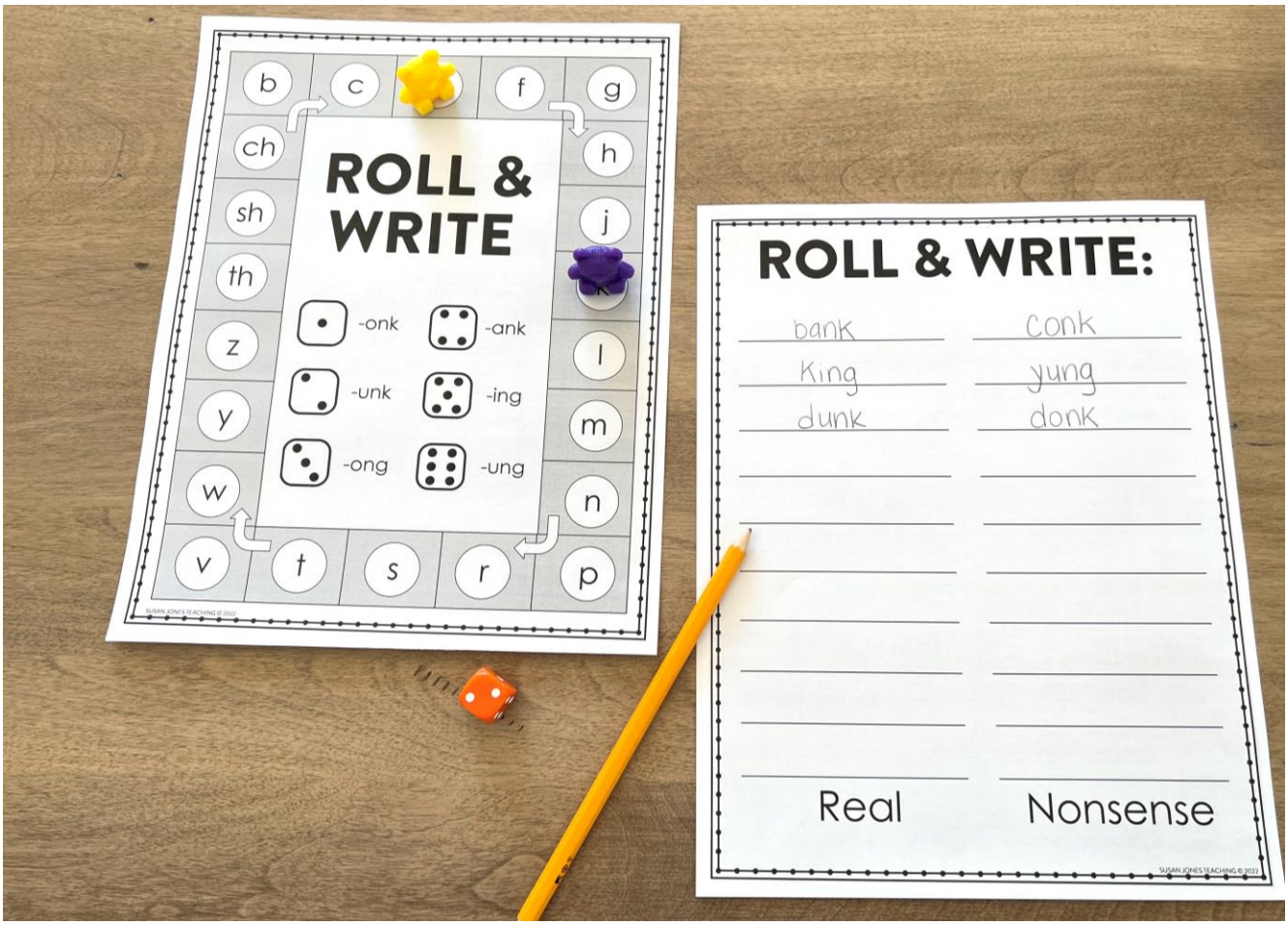


ROLL AND WRITE

For this game you will need:
Game board
Recording sheet
2 game pieces (cubes, bears, erasers, etc.)
1 die
Pencil

Directions:

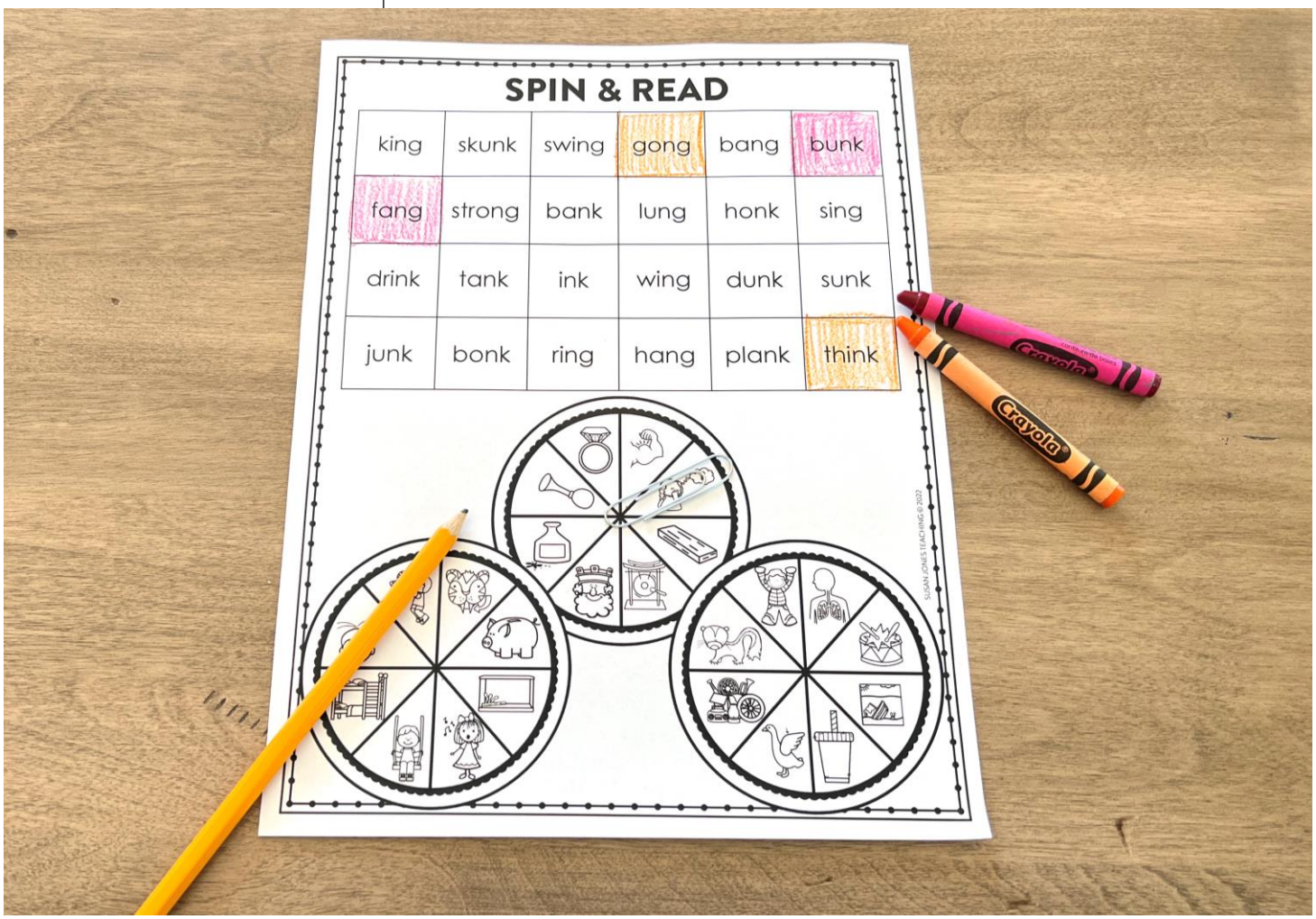
Students can play this game independently or with a partner. They will place their game pieces anywhere on the board to start. Then they will roll the die to determine how many spaces they will move as well as what glued sound they will use to build a word. For example on the board below, if they move and land on "s" they will write the word "song." They will determine if their word is real or nonsense and write it on the correct side of their recording sheet. Students will keep playing until all lines are filled with real or nonsense words or for as long as time allows! You can also extend this by giving each student their own recording sheet instead of them sharing. The winner can be whoever fills their real column first! Or if playing with one recording sheet, it can be a cooperative game to work together and fill the real column!



SPIN AND READ

For this game you will need:
Game board
Pencil and paper clip
2 different color crayons

Directions:
Students will take turns choosing a spinner and spinning with a pencil and paperclip. They will identify the image they land on and find the word to match in the grid above. Using their coloring utensil (each student should have a different color), they will color the space with the word in it. Students will continue spinning and coloring until all words have been colored. The student with the most spaces colored wins!



THANK YOU!

I hope both you and your students enjoy these phonics games! To find more ideas, resources, and activities, just follow me at any of the following places:

YouTube:

I share a free game or activity each week!

Susan Jones Teaching:

My blog with my latest ideas!

Instagram:
@susanjonesteaching

Facebook:
@susanjonesteaching