

## 6 Letter Sound Games

This set of educational games and activities is designed for introducing children to letter sounds and how they can make up words. Children will love playing with letter sounds and building words to win the game. The design of these games follows a systematic synthetic phonics approach where this set makes up the first progression of letter sounds. After this children will be ready for 6 Phonics Games.

### **How to Play:**

#### **Buried Treasure:**

Buried Treasure is a simple game for decoding (sounding out) words and made up words (sometimes called nonwords). After children have used their letter sound skills to sound out a word they must identify if it is a real word or a made up word. Real words are considered gold, and can be placed on the treasure chest. Made up words are considered fool's gold and are placed on the trash can. Once completed, children can turn each coin over to see if they are correct.

#### **Caption Match:**

Caption Match is a simple caption matching game where children go beyond sounding out words, to sounding out words to make a caption. The Caption Match studio contains a number of TV screens with different pictures, Place all cards with the words facing up and ask children to read the caption and match it to the picture. Once completed, children can turn the cards over to see if they are correct.

#### **Beginning Sound Blastoff:**

A simple game where children complete beginning sounds to spell words. Firstly, spin the spinner to see if you can build a word. If you can, you are allowed to roll the die and move forward. If not, you must stay where you are (miss a turn). When moving forward, if you land on an arrow (rocket) you can follow it forward. Also, as an extension game play, if you land on a square where you can use the letter you spun to build another word, then roll your die again and continue moving forward. If you land on a planet, you can remain safely here until your next turn. All answers for acceptable words are presented on the game board in the yellow planet. The first to get to the finish wins.

#### **Final Sound Fishing:**

This board game requires children to complete the final sound to spell if you can build a word. If you can, you are allowed to roll the die and move forward. If not, you must stay where you are (miss a turn). When moving forward, if you land on an arrow must move either forwards or backwards. Also, as an extension game play, if you land on a square where you can use the letter you spun to build another word, then roll your die again and continue moving forward. If you land on a desert island you can remain safely here until your next turn. All answers for acceptable words are presented on the game board in the kayak. The first to get to the finish wins.

#### **Short Vowel Flower Puzzles:**

This collection of 5 flower puzzles contains short a, e, i, o, and u letters, and words containing these sounds presented on petals. It can be played as a puzzle activity where children complete each flower, or as a bingo game where each child takes a letter stem, all the petals are placed face down (or in a feely bag), and children take turns identifying the sound on the petal and matching it to their stem. Color-coding makes this activity self-correcting.

**Consonant Vowel Consonant Puzzles:**

These ten CVC puzzles include words with different short vowel sounds. The unique cut makes them self-correcting so children can only join the correct pieces that make a word. These puzzles provide numerous opportunities for direct phonics instruction (what is the beginning sound in cat?) as well as visual demonstrations for blending sounds together (as children slide the puzzle pieces together).