

PHONOGRAM GAMES & FLASHCARDS

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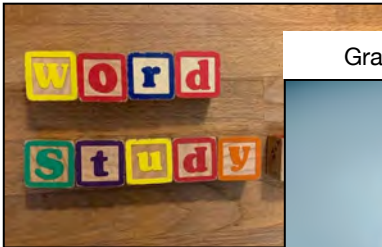
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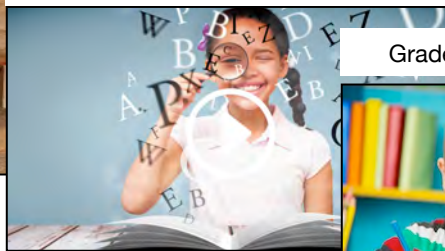
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Phonics, Handwriting, Sounding out Words, Spelling

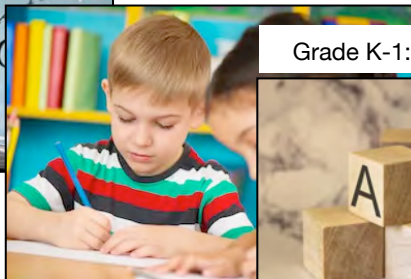
Grades 1-5: Word Studies 1 - 5



Grades 2-5: The English Code



Grades 1-2: The Phonograms



Grade K-1: Letters, Sounds, Words



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PHONOGRAM PRACTICE WITH ALICE NINE

Phonogram & Handwriting Practice

PHONOGRAM GAMES

Favorite Games Adapted for Phonogram Practices

by

Alice Nine



Alice Nine Academy
academy.alicenine.net



PHONOGRAMS GAMES



Everyone likes a game!
So why not have fun playing a game and learning at the same time?

You have received five sets of phonogram with 70 cards in each. Each set is on different color card stock paper. You may cut them out and use them as they are, or you may laminate them and then cut them out to use.

Keep the cards in the one set together to use for quick flash card drills-showing the card to your student and saying the phonogram sounds together. You can make yourself a “cheat sheet” on the back of each card. Copy pages 2-3 in the Parent Guide. Then cut and tape each sound key on the back of its appropriate card. This set becomes your “teacher set.”

Use the cards in the remaining four sets to play the games of your choice. Some games need all the cards from four sets. Other games need multiples of a few phonograms. Each game specifies exactly what you will need.

For a phonogram writing practice, put your *Practicing the Phonograms* CD on. Select the phonogram you want to begin with (CD tracks match phonogram card numbers). Plan to do no more than 10 phonograms at a time. As the CD plays, student should simultaneously say phonogram sounds and write the letter(s). Writing may be practiced (*CD is no longer produced; teacher can say the phonogram sounds.*)

- on lined paper and with a No.2 pencil
- with his/her index finger in a very shallow layer of cornmeal in a cookie sheet or baking dish
- with a washable crayon on a whiteboard (erase with a sock)
- with a marker on chart paper
- with a wet paint sponge on a chalkboard

Monitor the way your student makes the letter so he/she starts at the correct spot and goes the correct direction. See *Parent Guide*, pages 4-5, for directions about letter formation.

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Alice Nine Academy

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PHONOGRAM HOPSCOTCH



GAME MATERIALS:

- Marker for each child, a stone, beanbag, bottle cap, button... just make sure each marker is unique enough so they won't be confused
- A place to draw a hopscotch pattern (stick in dirt; chalk on sidewalk)

PLAYERS:

As many as want to play

GET READY TO PLAY:

- Draw a hopscotch pattern; add a place to rest or turn around more easily at the end (heaven), especially for young children
- Number the rectangles beginning with 1. Then put a phonogram in each rectangle.

HOW TO PLAY:

- The player stands behind a line drawn for the toss. He/she then tosses his/her marker into the first rectangle. The marker must land completely within the designated rectangle and without touching a line or bouncing out. The player says the phonogram in that rectangle.
 - If marker lands in the wrong square, the player forfeits the turn.
 - If marker is successful, the player hops through the court beginning on square one.
- How to hop the rectangles: Side-by-side rectangles are straddled, with left foot in left rectangle and right foot in right rectangle. Single rectangles must be hopped on one foot. For the first single square, either foot may be used. Any rectangles marked "Safe," "Heaven," "Home," or "Rest" may be hopped through in any manner without penalty.
- When a player reaches the end of the court, he/she turns around and hops back, moving through the squares in reverse order and stopping to pick up his/her marker and says the phonogram in the rectangle again.
- Upon successfully completing the sequence, the player continues his/her turn by tossing his/her marker into square two and repeating the pattern.
- A player's turn ends when
 - his/her marker fails to land in the proper square,
 - the player steps on a line,
 - the player loses balance when bending over to pick up the marker
 - the player puts a second foot or hand down,
 - the player the player steps on a line,
 - the player goes into a square where a marker is,
 - the player puts two feet down in a single box.
- When a player's turn ends, the player puts his/her marker in the rectangle where he/she will resume playing on the next turn.
- The first player to complete one course for every numbered square on the court wins.



GO PHISH

GAME MATERIALS:

Choose 13 phonograms that you want to practice. Select these phonograms from each of four sets (e.g., the 13 phonograms from the red cards, same 13 from the green cards, same 13 from the purple cards, same 13 from the blue cards). You will have a total of 52 cards.

PLAYERS:

- This game is best for 3-6 players but it can be played with 2.
- Select one person to deal the cards. The dealer begins the play.

OBJECT OF GAME:

To collect the most books (set of 4 of the same phonogram) by asking other players for cards you think they may have.

GET READY TO PLAY:

- Shuffle the stack of cards well.
- The dealer deals five (5) cards to each player. Deal clockwise. If there are only two players, deal seven (7) cards.
- The remaining cards are paced face down to form a deck in the center of the table.

HOW TO PLAY:

- The player to the dealer's left begins the game.
- Player "A" begins his/her turn by asking a specific player (calling player by his/her name, Player "B") for a specific phonogram (saying its sounds and rule if appropriate) that he/she already has at least one of in his/her hand. (For example, I might say, "Tommy, give me your /k/.")
- When Player "B" has been asked for a phonogram and has one or more of them, he/she must give all of them to Player "A" who is asking. Upon receiving some cards, Player "A" gets to continue his/her turn by asking any player for any phonogram that he/she has a card for in his/her hand.
- If Player "B" who is asked for a phonogram does not have it, he/she says, "Go phish!" At this point, Player "A" concludes his/her turn by drawing one card from the top of the deck of cards in the middle of the table. If the card drawn is the same as the one asked for, Player "A" shows it to everyone and gets another turn. If it is not the one asked for, Player "A" adds it to his/her hand.
- The play then moves to the person who said "Go Phish!"
- As soon as a player collects 4 cards of the same phonogram in his/her hand, this book must be shown and discarded face down in a stack on the table by that player. Books can be stacked in a crisscross pattern to make it easier to count them later.

HOW TO END THE GAME

- Play continues until a player has no cards left in his hand or the deck of cards has run out.
- The game can end after one hand has been played. Then the winner is the player with the most books (sets of 4). OR The game can continue with additional hands. The score (number of books) for each player is recorded on a tally paper. The game continues until someone reaches an agreed upon target score or a specified number of hands **have been played**.

WORD-O-GRAM (Making words from phonograms!)

GAME MATERIALS: The game is played with a deck of 3 sets phonogram cards. The sets include all 70 phonograms for a total of 210 cards. Tally paper with each players name at the top of a column

PLAYERS: Two to four players

OBJECT OF GAME: To make words adding up to more points than your opponent(s).

GET READY TO PLAY:

- Shuffle the stack of cards well. This will have to be done in stages.
(Note: With so many cards, it is hard to shuffle the cards. So we throw all of them into a lunch size paper sack and toss them)
- The dealer deals out 12 cards to each player; deal clockwise (or players each draw 10 cards from the bag without looking)
- Place the remaining deck in the middle of the table, face down (put the sack in the middle of the table)

HOW TO PLAY:

- A hand begins as soon as the dealing has been completed.
- Players pick up their cards and begin to try to form a word with the phonograms on his/her cards. The word can use any number of the cards; just remember that the more letters in the word the more points will be scored.
- Players can choose to replace some or all of their cards by placing them face down in a discard pile and selecting an equal number of cards from the top of the deck pile (or out of the paper bag). A player can only replace cards once during each hand.
- A player "announces" that he/she has formed a word by placing his/her cards face down on the table. As players lay down their words, they should keep track of the order in which they laid down because there are bonus for the first two who lay down a word. The last player to announce a word shows his/her cards and says the word. Whereupon, each player one at a time, in a clockwise rotation, announces his/her word and turns his/her cards face up. Words and spellings must be verified as true to count.
- Players total their points for that hand by counting the number of letters in their word.
- Each player's points are recorded on the tally paper. The player with the most points in that hand receives a bonus of 5 points. The player who made his/her word first also receives 5 point bonus. The next player who completed a word receives a bonus of 3 points. If a player makes a "false" word, he/she earns 0 points.
- The winner of the game is the player with the highest score at the completion of four hands.
- At the completion of a hand, cards are discarded. If there are not enough cards to complete a fourth hand, return the discarded cards to the deck (bag).

RULES ABOUT WORDS AND DICTIONARIES

- One word only: no multiple words, phrases, or clauses allowed.
- No names, abbreviations, prefixes (alone), suffixes (alone), hyphenated words, words with apostrophes; acronyms, or contractions are allowed.
- Agree before starting the game on how dictionaries will be used. It is recommended using a dictionary freely if interested in the educational application of this game. A children's dictionary works very well. For advanced players, dictionaries should only be used to settle disputes over the spelling or existence of a word after players have announced their words.

SWAT PHONOGRAM FLIES!

GAME MATERIALS:

- A flyswatter that is specially prepared with Velcro glued to one side for each player
- Choose a set of 10 or more phonograms to practice
- Velcro dots that represent flies, one for each phonogram card (be sure to use the side of Velcro that matches the one on the flyswatter so the flies will “stick” when swatted)

PLAYERS:

This game can be played by one, two, four or more players and a person to call the phonograms

OBJECT OF GAME:

To collect the most flies.

GET READY TO PLAY:

- Fasten phonogram cards to a vertical surface or lay them out on the floor leaving a generous amount of room between each card
- Place a Velcro fly on each card without covering the phonogram.
- Holding the flyswatter, each player stands or sits close enough to the cards to be able to reach them with his/her flyswatter (if playing with only one student, sitting on the floor or standing at the wall will work equally well; if playing with two or more, standing to a wall gives more freedom for movement so they can race each other)

HOW TO PLAY:

- Caller says a phonogram.
- Players echo the phonogram.
- Caller says, “SWAT IT!”
- Players race to see who can swat it first. If four or more are playing, have students play as teams, taking turns.
- The player who “kills” the fly has to say the phonogram again to score a point.
- Keep score by collecting the Velcro flies.
- Player or team with the most flies is the winner.



OLD MAID PHONOGRAM

GAME MATERIALS:

Choose 13 phonograms that you want to practice. Select these phonograms from each of four sets (e.g., the 13 phonograms from the red cards, same 13 from the green cards, same 13 from the purple cards, same 13 from the blue cards).

PLAYERS:

- This game can be played by two or more players.
- Select one person to deal the cards. The dealer begins the play.



GET READY TO PLAY:

- Shuffle the stack of cards well.
- Carefully remove the top card from the stack of 52 cards. Do not let anyone see it as it is placed to the side, face down. This will leave 51 cards.
- The dealer deals out all the cards to the players (generally some will have one more card than others - this does not matter). Deal clockwise.

HOW TO PLAY:

- The players pick up all their cards checking for any pairs. A pair is two cards with the same phonogram, such as ay and ay. Of course, the color of cards will not match. Before play begins, players take turns laying down any pairs that they have. As they lay them down, everyone must say the sound of the phonogram pair.
- Then the dealer begins the play.
- To take a turn, a player must offer his/her cards spread face down to the player to his/her left. That player selects one card from the spread of cards without seeing it, and adds it to his/her hand. If it makes a pair in his/her hand that player lays the pair down face up and immediately all players say the phonogram sounds together. The player who just took a card then offers his/her hand to the next player to his/her left, and so on.
- The play continues clockwise.
- If a player gets rid of all his/her cards, he/she is safe. He/She does not have another turn in the game; however, he/she continues to say the phonograms with everyone every time a pair is laid down.
- The game continues with players who still have cards.
- Eventually, all the cards will have been laid down except one – the old maid phonogram. The holder of the Old Maid Phonogram loses the game.

PHONOGRAM CONCENTRATION (PHONOGRAM MEMORY GAME)

GAME MATERIALS:

Choose 12 or more phonograms that you want to practice. Select these phonograms from two card sets so you have matched pairs (e.g., phonograms from the red cards and the same phonograms from the green cards to form pairs).

PLAYERS:

This game can be played by two or more players.

GET READY TO PLAY:

- Shuffle the selected cards. This is easiest to do by placing all cards face down on the table. Then place your hands over the cards and move them around in a random fashion.
- After shuffling the cards, lay them out, face down, in an organized manner, forming columns and rows.
- Decide who will go first. Play will move clockwise.

OBJECT OF GAME:

To capture the most cards by finding and matching two identical phonograms.

HOW TO PLAY:

- Players take turns turning over 2 cards. When a card is touched by the player it must count as his/her selection and be turned over.
- If the cards turned over match then that player must say the phonogram correctly. If he/she says it correctly, he/she gets to keep the pair. If he/she says it incorrectly, he/she must return the cards to their original position and the play moves to the next person. If the cards do not form a match, the player must give a brief moment for everyone to see and they turn them face down again in their same position.
- Players continue to turn over and capture matched cards until there are no cards left.
- The winner of the game is the player with the most captured pairs.



ALPHABET PHONOGRAMS

GAME MATERIALS:

Select a stack of phonogram cards from no. 1 through 26 (the alphabet phonograms). They do not have to be the same color. It is better to have a few duplicates and a few are left out. Determine how many cards to select based on the number of students playing and the length of time to play.

PLAYERS:

This game can be best if played by three or more players.

GET READY TO PLAY:

- Shuffle the stack of cards well.
- A dealer deals out all the cards clockwise. Players should have an equal number of cards. If there are extras, just set them aside. Deal clockwise.

HOW TO PLAY:

- The player to the left of the dealer begins the game.
- To take the first turn: Everyone says the three sounds for "a."
The player whose turn it is selects a card from his/her hand and lays it face down in the middle of the table. If he/she has the "a" card, of course that is the one to lay down. However, if he/she does not have the "a" card, he/she may lay down any card to bluff the others.
Here's the catch: If another player does not believe that the real card was played, he/she may say, "I call you!" The player must turn his card over. If it is the real card, the one making the challenge must pick up all the cards in the stack and put them in his/her hand. If the card is not the real card, the player who laid it down must pick up all the cards in the stack and put them in his/her hand.
- The play moves to the left as everyone says sound(s) of the next phonogram in the alphabet (in this case, "b").
- Each turn begins with everyone saying the sound(s) of the next phonogram that comes in the alphabetical order.

HOW TO WIN:

The winner is the first one to discard all his/her cards.



1
a a

7
s s

13
j j

2
c c

8
qu qu

14
k k

3
d d

9
b b

15
l l

4
f f

10
e e

16
m m

5
g g

11
h h

17
n n

6
o o

12
i i

18
p p

19

—
-r- r

25

—
-y- y

31

ear

20

—
-t- t

26

—
-z- z

32

sh

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-u- u

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-v- v

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-w- w

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ay

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-x- x

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Johnny Can Spell!

STUDENT PHONOGRAM CARD SET

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