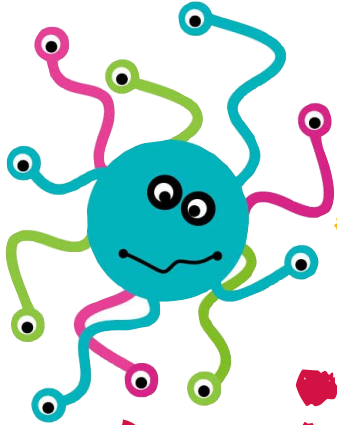


flap

flag

boat



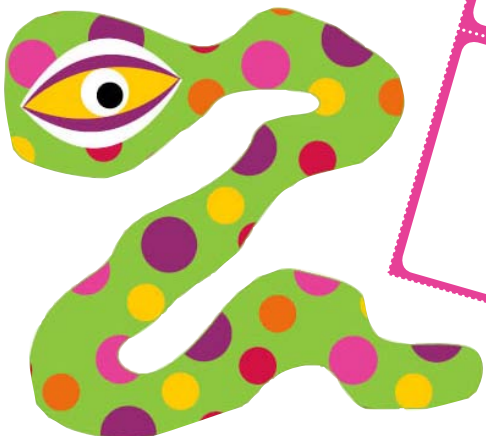
Phonics games



tree



hat



BINGO!

they

was

go

GAME 1

Saying it slow

How to play:

Place all the picture cards in front of your child and ask them to listen very carefully while you talk like a nearly-broken robot! Say each sound in the word really, really slowly – for example, 'shop' would be /sh/ /o/ /p/. Ask, "What word am I saying?" and tell your child to give you the corresponding picture card.

Why play?

This game encourages children to blend segmented sounds together to make a familiar word. This skill is essentially what much of learning to read is about!

Ideal for...

Reception children

Number of players:

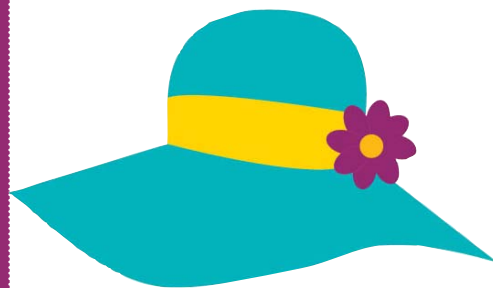
1 child and an older sibling or parent to say each sound.

How to prepare for the game:

Cut out the picture cards below.



sun



hat



beach



flag



leaf



tree



rain



cloud

GAME 2

Tricky word bingo

How to play:

Each player has a board. The caller reads out a word from the word list below. The person who has the word on their board puts a counter on top of it. The winner is the player who covers all their words first.

Why play?

Tricky words are a big part of phonics sessions; this game focuses on Phase 2 and Phase 3 phonics tricky words (taught in Reception).

Ideal for...

Reception children

Number of players:

2-4 (plus a caller)

How to prepare for the game:

Cut out the circular bingo counters and give each player a board.

WORD LIST FOR THE CALLER

said	they	what	go
the	are	they	I
you	all	was	my
as	her	she	as

said	the
you	as

BINGO!

BINGO!

BINGO!

BINGO!

they

are

all

her

BINGO!

BINGO!

BINGO!

BINGO!

what

they

was

she

BINGO!

BINGO!

BINGO!

BINGO!

go	I
my	as

BINGO!

BINGO!

BINGO!

BINGO!

GAME 3

Sound snap!

How to play:

Divide the snap cards between the two players. One player turns over a card and places it on the table, face up. The next player puts down a card next to it. Players then take turns putting cards on the second pile (face up). When a card has the same middle sound, or 'split digraph', as the one in the first card put down, it's snap! The person who says "snap" first keeps all the cards. Play again. The winner is the player who has all the cards at the end of the game.

Why play?

This game focuses on 'vowel vowel digraphs' in the middle of words (sounds made of two vowels like /ee/ or /oa/) and 'split digraphs' (two vowels which together make one sound, split by a consonant: /o_e/ as in hope or /a_e/ as in make). A good, solid knowledge of these sounds is vital to sound out many high frequency words.

Ideal for...

End of Reception and Year 1 children

Number of players:

2

How to prepare for the game:

Simply cut out the snap cards, shuffle up, and deal out.

boat

coat

look

took

seen

seek

cloud

round

like

kite

lake

take

rain

train

cream

mean

join

soil

joke

rope

GAME 4

Sound memory

How to play:

Place all the sound cards (which represent different graphemes, or ways of spelling sounds) face down on the floor or table. Each player has a board and takes it in turns to pick up a sound card. If it matches a sound on their board they cover the sound on the board with the one they've picked up. If it doesn't they have to ensure the other player has seen the sound and then put it back in the same place on the table, face down again. The winner is the player with all the sounds on their board covered.

Why play?

Most weeks children will be learning new sounds in their phonics sessions. It's important to play with sounds in order to revise the ones they know well, and to practise the ones they find trickier.

Ideal for...

Reception and Year 1 children

Number of players:

2-4

How to prepare for the game:

Cut out the sounds and give each player a board.

sh

oa

ai

ll

a

ch

ee

oo

u

ff

ou

ir

ss

ph

w

ng

sh

oa

ai

ll

a

ch

ee

oo

u

ff

ou

ir

ss

ph

w

ng

GAME 5

Crossword time!

How to play:

Go through the crossword clues, discussing possible answers together; then (with help if required) your child can write the solution in the correct boxes.

Why play?

Crosswords seem very 'grown up' so motivation should be sky high! Asking your child to write down the whole word, with a clue about how many boxes they need to fill, will really get them thinking.

Ideal for...

Year 1 children

Number of players:

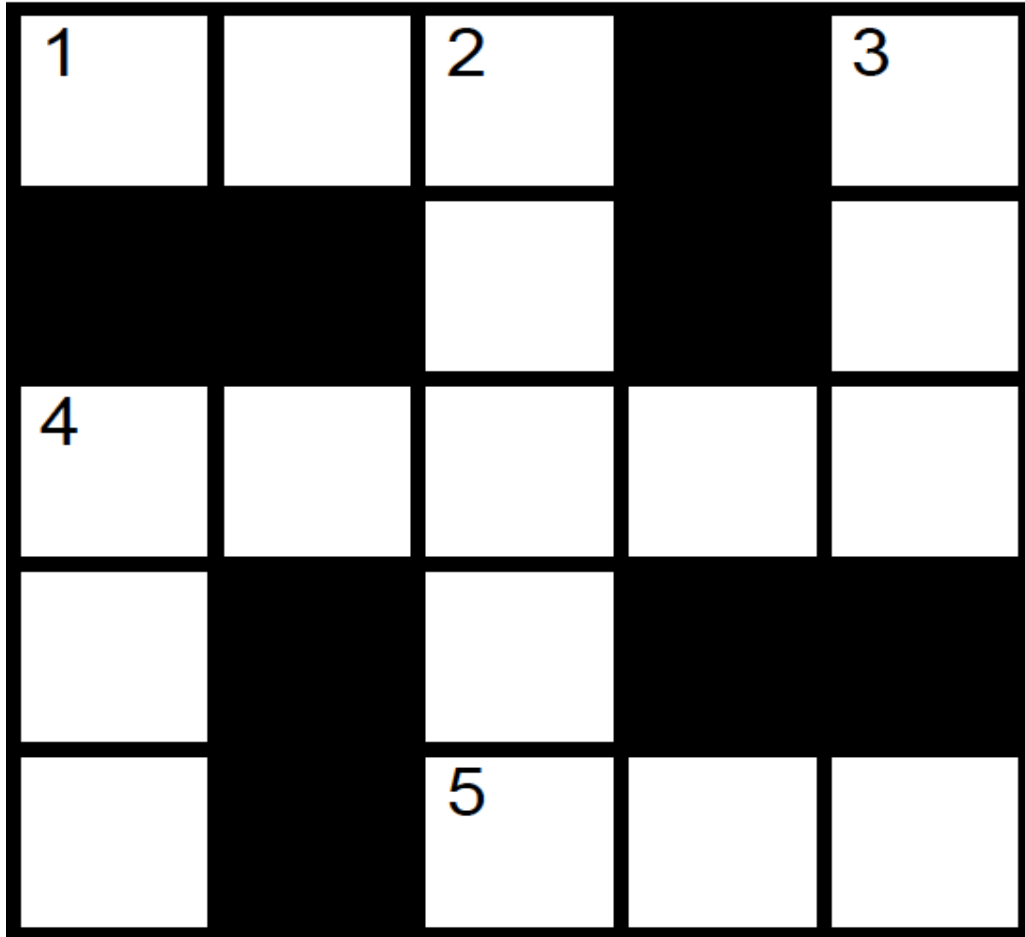
Your child will be 'playing' alone, but will need an adult or older sibling to help.

How to prepare for the game:

Simply find a nice quiet spot, grab a pen or pencil and get started! (The crossword solution is below for when you're finished.)



My very first crossword



ACROSS

- 1 A baby bear (3)
- 4 Transport on the railway (5)
- 5 This word contains an /ee/ sound and it's what your eyes do (3)

DOWN

- 2 You will see lots of these on the sea (5)
- 3 It shines in the sky (3)
- 4 Something that you play with (3)

GAME 6

Nonsense names!

How to play:

Look at all the different pictures of funny creatures and aliens (on the next two pages). Give a sheet to each player and ask them to think of phonetically plausible – but silly! – names for the creatures. Suggest they use some of the sounds they've been working on, but see how funny they can be. Perhaps they'll name a Spox, a Champee or a Yinkycoo?! Once the naming is finished, judge who has invented the funniest name and who has put their phonics knowledge into practice successfully.

Why play?

Making up nonsense words and names is just fun! It really gets children thinking about how words are made up and can be broken down. Also, part of the Year 1 Phonics Screening Check involves reading new, unfamiliar 'pseudo-words'.

Ideal for...

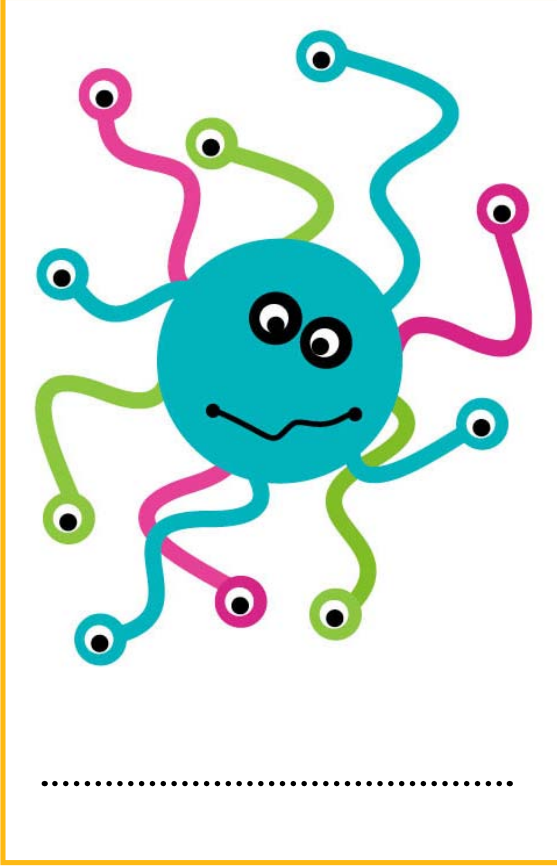
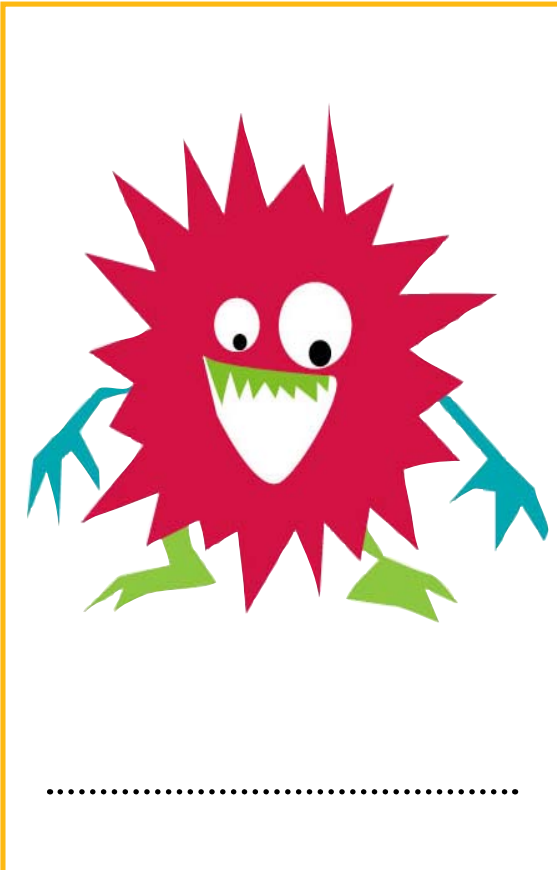
End of Reception and Year 1 children

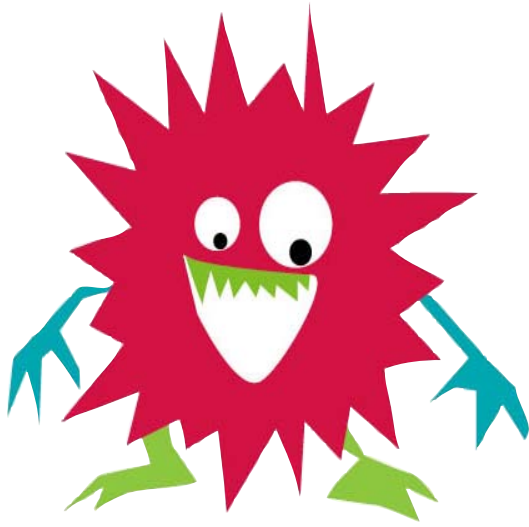
Number of players:

2

How to prepare for the game:

Give each child a creatures sheet and a pen or pencil.

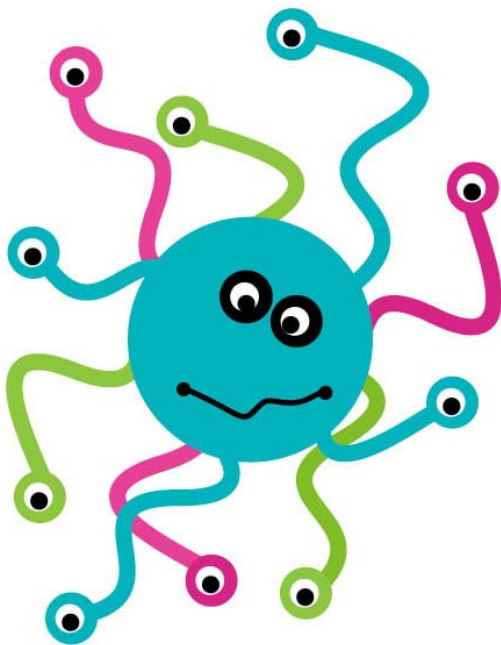




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GAME 7

Roll the sound die

How to play:

Players take it in turns to roll the sound die and then write down a word containing that sound on the sheets provided; for example, if they roll /oa/ they might write 'coat'.

The sounds on the die are from Phase 3 and Phase 5 phonics, learned between the end of Reception and the end of Year 1.

Once they've each had ten goes players can check their words are spelled correctly; the person who has the longest list of correct words is the winner.

Why play?

The sounds on the dice correspond with those children will be covering during phonics sessions.

Ideal for...

End of Reception and Year 1 children

Number of players:

2



ai

ir oo ee

no

vo

A large white paper template with a pink border and dashed lines for cutting. It features five boxes containing the following text: 'ai' at the top, 'ir', 'oo', and 'ee' in a row in the middle, 'no' below that row, and 'vo' at the bottom.

Roll the sound die game sheet

PLAYER 1

1	6
2	7
3	8
4	9
5	10

PLAYER 2

1	6
2	7
3	8
4	9
5	10

GAME 8

Matching blends

How to play:

Shuffle the word cards and place them on the table or floor, face up. Look at all the words together and read what they say. Explain to your child that this game is a race against time. Their challenge is to sort the word cards into piles that have the same 'blending' first two letters. Time them with a stopwatch to see how fast they can do it – they'll probably want to try again immediately to get a new personal best!

Why play?

This game looks at common two-letter 'blends' often found at the beginning of words that your child will be learning to read. It offers plenty of opportunities for looking at, reading and discussing these letter and sound patterns.

Ideal for...

Reception and Year 1 children

Number of players:

1

How to prepare for the game:

Cut out the word cards. You will also need a stopwatch or clock.



flap

flat

flag

flip

flop

grip

grind

plan

plant

plot

plop

stand

stop

clap

clip

clop

GAME 9

Lucky dip

How to play:

Place the sound cards in a bag. The players take it in turns to pull out three or four cards (including at least one blue vowel or vowel sound). They then write a word using the sounds they've picked out on their game sheet – if they can make one! If they can't they pass and miss that go. The winner is the player with the most (real!) words written down after five turns each.

Why play?

This game puts your child's segmenting and blending skills into practice and helps them use phonics skills to spell.

Ideal for... Year 1 children

Number of players:

2 or more

How to prepare for the game:

Cut out the sound cards and put them into a bag. Give each player a Lucky dip game sheet to write on.

b

r

t

s

o

m

p

g

k

j

h

ph

wh

a

i

u

sh

ch

n

th

ai

ar

ou

ow

oo

ir

oa

ee

ea

Lucky dip game sheet

PLAYER 1

1

2

3

4

5

PLAYER 2

1

2

3

4

5

PLAYER 3

1

2

3

4

5

GAME 10

Crazy bingo

How to play:

Each player has a board. The caller reads out a word from the word list below. The person who has the word on their board puts a counter on top of it. The winner is the player who covers all their words first.

Why play?

This bingo game features nonsense words, which children will find hugely funny. The sounds they'll be decoding are ones they will have been taught during phonics sessions. Reading nonsense words is also part of the Year 1 Phonics Screening Check.

Ideal for...

Reception and Year 1 children

Number of players:

2-4 (plus a caller)

How to prepare for the game:

Cut out the circular bingo counters and give each player a board.

WORD LIST FOR THE CALLER

Choopey	Doke	Whid	Wight
Foke	Smull	Theg	Chank
Sull	Yoopey	Shipe	Oush
Deam	Yook	Yown	Shap

choopey

foke

sull

deam

BINGO!

BINGO!

BINGO!

BINGO!

doke

smull

yoopey

yook

BINGO!

BINGO!

BINGO!

BINGO!

whid

theg

shipe

yown

BINGO!

BINGO!

BINGO!

BINGO!

wight

chank

oush

shap

BINGO!

BINGO!

BINGO!

BINGO!