## I'm Thinking of Something



2-4 players Selection of **purple** cards featuring nouns (up to 20 cards)

Display the cards on the table.

Player 1 chooses a card (eg farm, park, market) without telling the others what it is.

They say a sentence to describe the card that starts, I'm thinking of something.... (eg I'm thinking of something that has animals).

The player to the left of Player 1 tries to identify the correct word card. If they do, they point to it and read out the word.

If they are correct they keep the card. If incorrect, the next player around the table can try to guess it. If no one guesses it, the card stays on the table.

Then Player 2 takes their turn to say I'm thinking of something....

End the game after all players have had four turns at saying a sentence.

Player with most cards wins.





# Pop's Riddles



2-4 players Score card Selection of **green** cards featuring nouns or verbs (up to 20 cards)

Display the cards on the table.

Player 1 chooses a card in their head (a noun like *moth*, or a verb like *boil*) without telling the others what it is.

They make up a riddle clue about one of the words displayed, eg *I bubble and steam.* 

Players listen to the description and try to identify the right word card. They put up their hand.

First to put up their hand, gets to answer. If they are correct they keep the card and get a point. They get an extra point if they can use the word in a sentence, eg *I boil the peas.* Write it on the score card.

If incorrect, other players can put up their hand.

End the game after all players have had four turns at saying a riddle.

## Meg Makes a Sentence



2-4 players Score card Selection of **green** and **purple** cards (maximum 10 of each)

Arrange **green** cards and **purple** cards in two columns on the table according to colour.

Players take turns to choose a card from each column. They put them in front of them and make up a sentence with the two words. It can be sensible or silly, eg The *sheep* has *wool*. or The *sheep* got a *haircut*.

They get a point for each card word read correctly.

For a more advanced group of students, there could be three columns of cards (mixed colours) and they could have the choice of making a sentence with three words.

End the game after all players have had four turns.



### Dad's Rad Rhymes



2-4 playersScore cardA selection of pairs of **purple** word cards that rhyme

Display the cards on the table.

Player 1 says, *I am going to say a word.* You need to find the word that *rhymes.* The player points to a card and reads it out.

Player 2 tries to find the rhyming word. If they can't, it moves onto the next player to guess.

The correct guesser gets to keep the two cards. They get a point. They get an extra point if they can think of another word that also rhymes. Write the points on the score card.

Then Player 2 chooses a card for Player 3, and so on.



### Miss Good's Mystery Words



### 2-6 players

A selection of **purple** and/or **green** cards (approx 20 cards)

Display the cards on the table without the dots and dashes showing.

Player 1 points to a card and reads the word, eg *Market*. Player 2 to the left of them has to break the word into the sounds and say the word.

They turn the card over to check if they are correct. If they are, they keep the card. If not, they leave the card on the table.

Player 2 chooses a new word for someone else to decode.

Player with most cards wins.



### Sam's Switch the Sound Game

2-5 players Score card Timer (optional) A selection of **purple** and/or **green** cards

Display the words on the table.

Player 1 takes a card, eg *chart*. They read it and then remove or swap the beginning or end sound to make a new word, eg *art* or *cart* or *charm*. They get a point for each new word they can make. Write the points on the score card.

If necessary, players can have a timer to limit the time allowed.



Sunshine Card Game's Score Card				
Player's Names				
Turn 1				
Turn 2				
Turn 3				
Turn 4				
Turn 5				
TOTAL POINTS				
The winner today was:				