

Tex Connects 3 or 4 or 5!

(A challenging spelling game)



2 players

A different coloured pencil each

Print the 10x10 grid below

Any or all packs - teacher selects cards with the target sounds, eg /w/, /f/, /ai/, /oo/ etc

Players decide if **Connect 3, 4 or 5** is to be played.

The cards are put in a box and jumbled up.

Player 1 takes a card from the box. They read the word out.

Player 2 writes it on a piece of paper. They check against the card. If it is correct, they colour in a square anywhere on the grid.

Then they swap. Player 1 writes and colours in a different colour.

The player who gets **3 or 4 or 5** coloured squares in a row or column anywhere on the grid wins.



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Pam Picks It

2-6 players

Score card

Any or all packs - Teacher selects cards covering six target sounds, eg /ai/, /oa/, /or/, /ee/, /oo/, /igh/ etc

Teacher assigns a score (1-6) to each sound and writes it down, eg ee = 5.

Put the cards into a box. Players take turns to take a card and say the word, and say how many points that sound is worth.

If correct they keep the card and get the associated points. Write these on the score card.

Game ends after four rounds.

Player with most points wins.





Mack's Mix-up

2-5 players

Individual whiteboards

Any or all packs - Teacher selects cards with target sounds, eg /m/, /ear/ etc



Teacher takes a card and writes the target sound on a whiteboard and then the other letters, eg *crumb* - *mb c r u*.

Teacher shows the players the mixed up word and says the target sound, eg *m*.

Players try to unjumble the word by writing it. First one correct keeps the card.

Player with most cards wins.



The Asher Rap!

2-5 players

Score card

Any or all packs - Teacher selects pairs of cards with a target sound, (eg /ee/, /j/, /eer/ etc) at the end of the word (noun cards are best) (four pairs of cards times the number of players are required)

Teacher gives a rhyming pair of cards (eg *sledge/hedge, deer/cheer*) to each player.

Players make a rhyming rap. They must have one line for each word e.g.

*I take my sledge
Down past the hedge*

*Let's all cheer
When we see a deer*

Players get a point for each word they make a rap for. At the end of each round, players vote for the best rap of that round, the best rap writer gets an extra point. Write the points on the score card.

Game ends after four rounds.





Ted's Spelling Game

2-6 players

Score card

Free downloadable Sunshine Deskcard for the focus phoneme (optional) or Whiteboard

Any or all packs - Teacher selects cards with alternative graphemes for a target sound (eg si, ssi, ti for the phoneme /sh/)



[For extra support, display the Sunshine Deskcard with the relevant alternative graphemes (or write them on a whiteboard).]

The cards are put in a box and jumbled up. Player 1 takes a card. They read the word.

The other players write the word (they can refer to the support info if they need to).

The word card is shown. Everyone who has written the word correctly gets a point.

Players take turns to pick a card.

Discarded cards are placed in a central pile. At the end of the game, players can pick a card and read it out for an extra point.

Game ends after four rounds.

Player with the most points wins.



Draw it, Say it!

2-6 players

Individual whiteboards

Score card

Any or all packs - Teacher selects cards with nouns (either with particular focus sounds, or from any pack)

The cards are put in a box and jumbled up. Players take turns to take a card. They look at it and, without showing the others, they draw it.

The player to their left says what the picture is and writes the word. They pass to the next player if they don't know the picture, or how to write the word.

Players get a point for guessing the picture, and two points for writing the word correctly (could be two different players). Write the points on the score card.

Player with most points wins.





Finish the Sentence, Fizz

2 players

Any or all packs - Teacher selects 4-6 cards with different graphemes for each of 4-6 target sounds, eg /j/, /oa/, /ow/

The cards for the first target sound are displayed on the table.

Player 1 chooses a card without saying which one it is. They say a sentence leaving out the focus sound word, eg *I went down the snowy hill on my*

Player 2 chooses a word from those shown to complete the sentence, eg *sledge*.

They repeat the sentence and include the chosen word.

If correct, they keep the card. If incorrect then the first player says their complete sentence and keeps the card.

Repeat with the next pile of 4-6 cards.

Player with most cards wins.



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: