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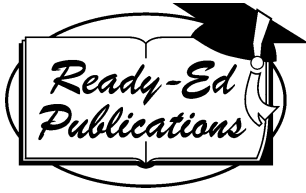
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# Phonics Games

Language activities

for Primary/Intermediate/Challenging Level Students

Photocopiable board games for consolidating  
phonic skills.

Activities to suit Grades 1-7 students.

Written by Suzanne Walsh.

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# Teachers' Notes

Phonics board games give students practice in an enjoyable and interesting form. They present opportunities for students to engage in the language pertaining to the focus. Repeated playing builds and consolidates skills in word building and extends thinking to use phonics in context, making learning more meaningful.

These phonics games are an ideal resource to bring students up to speed with their language skills and can be used as a remedial tool, however, the emphasis is on making learning more enjoyable.

All games have clear and simple instructions so that interest is maintained. There are five different board styles to add variety. These games are shorter than many board games, making them suitable for:

- lesson breaks;
- short lessons;
- a quick homework activity – parents may use these at home. Imagine playing games as homework!
- “fast finishers” playing in small groups;
- “games sessions”, where several of the games are used in small groups and the groups rotate;
- as a class resource for revision and consolidation;
- as an activity for observing students' thinking and skill level.

They are suitable for all elementary levels and in special education units. Older students are challenged by being encouraged to use words in longer and more complicated sentence structures. They are an excellent activity for peer tutoring.

These games are popular resources in libraries for use as a lunchtime activity. However they are used, the students will have fun while they learn!

## **Presentation**

Games may be laminated in A3 or A4 size. As each phonic blend is addressed in class, the game is filed as a revision resource. Students can illustrate the games by drawing pictures of objects that contain the phonic blends for that game. Ideally, illustrations should be drawn and colored before any lamination occurs.

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# “ack”

## PHONICS DICE GAME

Roll the dice. Add “ack” in the space to make a word and say it out loud. (*Optional* - put the word in a sentence.) Follow any arrows. If you cannot say the word, ask a friend to help you and go back 2 spaces.

START

FINISH

extra throw

cl \_ \_

b \_ \_

any word with “ack” in it

bl \_ \_

t \_ \_

sh \_ \_

p \_ \_ ing

st \_ \_

cr \_ \_ ing

cr \_ \_

tr \_ \_

r \_ \_

think of 2 “ack-” words

pushpin

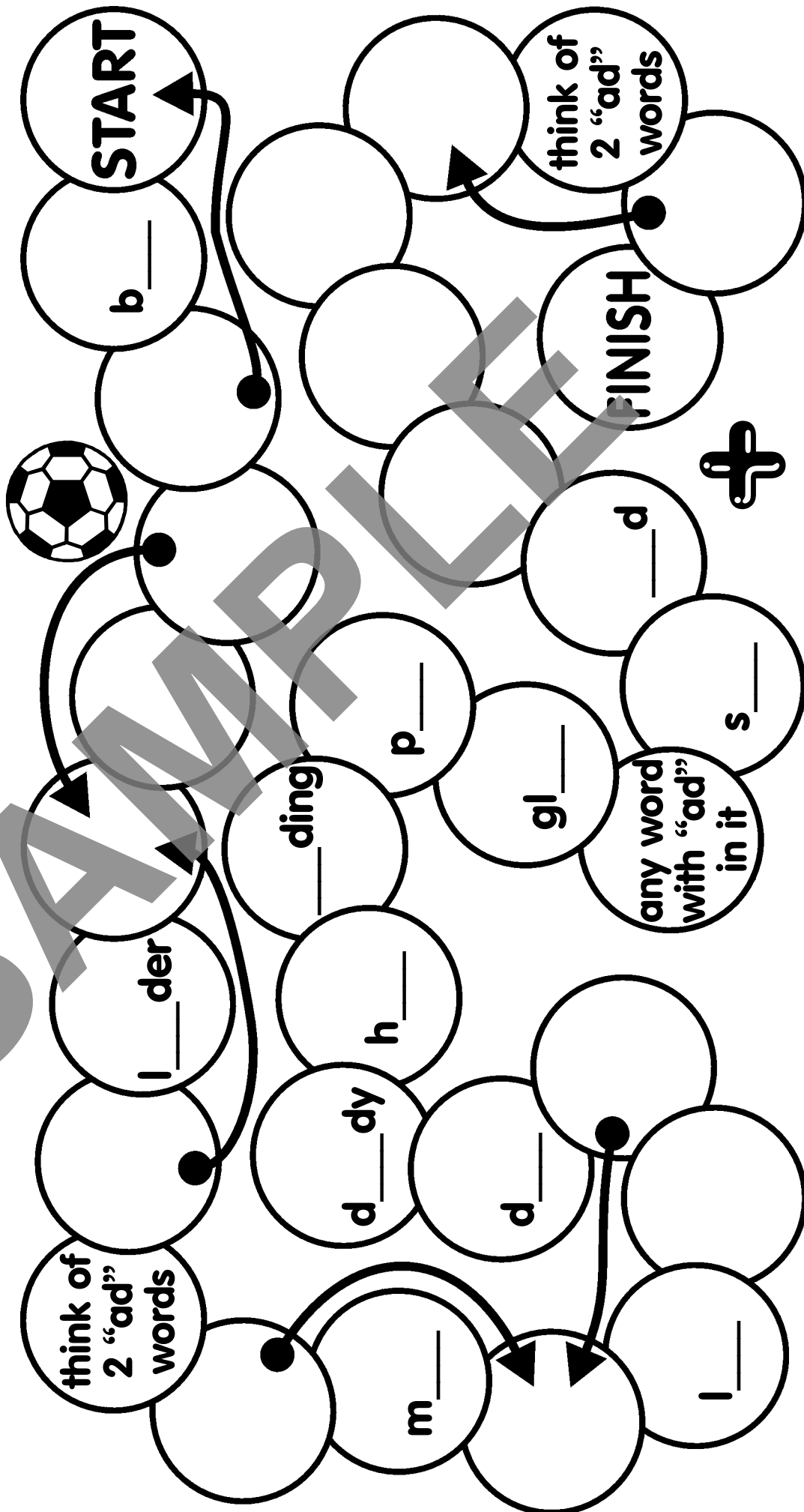
die

SAMPLE

# “ad”

## PHONICS DICE GAME

Roll the dice. Add “ad” in the space to make a word and say it out loud. (*Optional* - put the word in a sentence.) Follow any arrows. If you cannot say the word, ask a friend to help you and go back 2 spaces.



# “ag”

## PHONICS DICE GAME

Roll the dice. Add “ag” in the space to make a word and say it out loud. (*Optional* - put the word in a sentence.) Follow any arrows. If you cannot say the word, ask a friend to help you and go back 2 spaces.

