



'Change It' game instructions

Number of players – minimum 2, play with up to 4 people.

Aim of the game – practise reading targeted phonemes (e.g. digraphs) in words

Preparation: need blank playing cards or rectangles of card, felt pens

- Make a set of cards to create a word family for each phoneme as you teach it – choose 4 or 5 colours and write out words in the phoneme word family. Write the phonemes in one of each colour. The pack of cards will get bigger as you teach more phonemes.

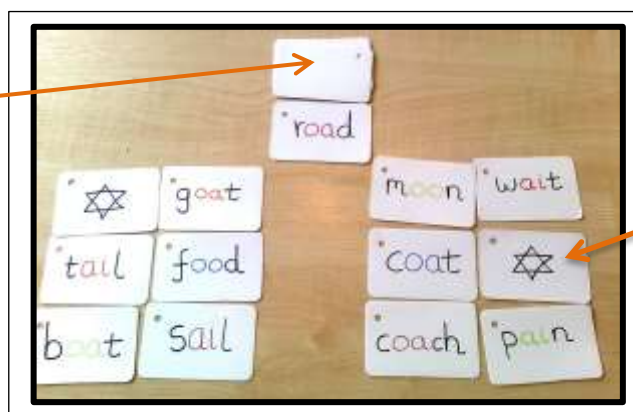
e.g. 'oa' word family – **bo**at, **co**at, **co**ach, **go**at and **ro**ad

N.B – keep the colours the same for every phoneme word family

- Make a set of 6 to 8 'Change It' joker cards – draw stars on them in black pen.

Rules:

1. Deal out an agreed number of cards to each player e.g. 6, 8 or 10 each and put the rest of the cards face down in a pile.
2. First player places one card down so other players can read the word on it.
3. Take it in turns to lay a card on the pile if next player:
has a card with the **same phoneme** as the card on the pile e.g. **bo**at, **co**ach
OR they can change the word family if they have a phoneme in a word that is the **same colour** as the card on the pile e.g. **bo**at, **fo**od.
N.B. Each player **must read the word** as they put it on the pile.
4. Players pick up a new card to replace card placed on the pile.
5. Joker cards with stars on them can be placed on the pile at any time to change the word family if a player can't go. They can start a new phoneme word family after they have placed the joker 'Change It' card on the pile.
6. If a player can't go and has no joker cards, they pick up an extra card.
7. The winner is the first player who gets rid of all their cards.



Pick up new cards from here

Joker 'Change It' card