



'Phoneme Word Families' game instructions (similar to Happy Families)

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

Aim of the game – practise reading phoneme 'word family' words

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

- *Make a set of cards for each phoneme word family as you teach it – choose 4 or 5 colours and write out the words in the word family. Write the 'phoneme' in one of each colours and keep the rest of the letters in the word black. The pack of cards will get bigger as you teach more word families.*

e.g. 'oa' word family – *boat, coat, coach, goat, road*



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

How to play: The idea of the game is to collect whole phoneme word families.

1. Deal out all the cards (of the word families you want to practise) to the players
2. Play starts by the first player (usually on the dealer's left) asking for a certain card. E.g. 'Do you have a word card with an 'oa' sound in it?' The player must already hold one of that family and asks just one other player.
3. If the other player does not have the card it is then their turn to ask.
4. If they do have the card, they have to pass it to the first player, who can ask again.
5. As players form sets of word family cards they place them face down in front and the winner is the first player to group all their cards into word family sets.

Other games:

- **Word family SNAP (for reading words)** – split the cards into 2 piles, players take in turns to turn lay down a card onto 2 piles next to each other. Say 'SNAP' when 2 word cards from the same phoneme word family are turned over.
- **Word family Pairs (for reading words)** – Lay the cards face down on the table, take in turns to turn over 2 cards at a time – find 'Pairs' of cards from the same word family. Winner is the player with the most 'Pairs' of words.
- **Track games (for reading and spelling words)** – use a track game board and word family cards. Players take it in turns to turn over a word card and read it to the other player. Other player spells the word on a whiteboard. If spelling is correct, they throw a dice and jump that number along the track. Continue to take in turns with one player reading the word for the other player to spell, then if correct, throw dice and jump along the track. Winner is the first player to reach the end of the track.