Literacy game instructions: Phonics

Tic Tac Toe

Set out a number of letter cards out on the table. Use a pointer to touch the sound (in random order) while saying …

Tic Tac Toe, here I go

Where I land I do not know.

The student must say the sound that the pointer lands on.

I Spy

I spy with my little eye, something beginning with ….. (Think of something in the room and name the sound it starts with. The student must guess what you are thinking of.)

Rhyming game

Use the Sound Pictures. Choose a page from the *Sound Pictures.* Place it on the table*.* Say, "I'm thinking of something that rhymes with … " e.g. if there is a picture of a fish, you could say, "something that rhymes with dish."

Guessing game

Use the *Sound Pictures*. Place a page or two on the table. Give a clue for the picture you are thinking of, e.g. Say, "I'm thinking of something that starts with 'f' and lives in water."
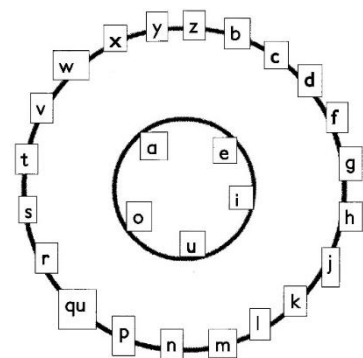

Bottle top letters

Phonics Flipper

Circle of Sounds

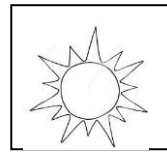Use a pointer to point to the letters that make up 3-letter words, e.g. c – a – t

Throw the box (sound matching game)
Make a cube-shaped box and cover it with white paper. Using double-sided sticky tape, stick a letter on each face of the box, (6 faces). e.g. a,b,c,d,e,f. On the table, have a random collection of pictures of things starting with those letters. (See the Sound Pictures in Resources).
Ask the student to throw the box.
When the box lands on the table, the student reads the sound on the top of the box. They collect the pictures of things on the table that start with that sound.

Throw the box (word matching game)
Make a cube-shaped box and cover it with white paper. Using double-sided sticky tape, stick a key word on each face of the box, (6 faces). e.g. snake, rain, pray, lady, tree, sea
On the table, have a random collection of other words (on separate pieces of paper), that go with the key words.
Ask the student to throw the box.
When the box lands on the table, the student reads the word on the top of the box. They collect the words on the table that go with the word on the top of the box, e.g., *make* goes with *snake*; *snail* goes with *rain* etc.