Dear Families,
Below are some simple games that you can make to play with your children. They are designed to be FUN, and to enhance skills.

These games can be adapted to practice: letter identification and sound, sight words, $c-v-c$ (short vowel, 3 - letter words); numbers; number \& color words. Choose appropriate to your child's needs.

Some suggested C-V-C words:
Short a: lap, nap, map, gap, bad, pad, mad, tag, nag, wag, bag, ham, jam, ram
Short e: beg, leg, den, men, ten, hen, jet, pet, net, wet, bed, fed, red, deck, neck
Short i: bib, rib, kid, dig, pig, wig, fink pin, tin, win, hip, lip, sip, zip, hit, kit, pit
Short o: cob, job, mob, rob, sob, rock, sock, rod, sod, fog, jog log, box, fox, cop, hop, mop, hot, pot, rot
Short u: cub, rub, sub, tub, bug, hug, mug, rug, tug, cuff, huff, mud, bun, fun, run, sun, pup, bus, cut, hut

## "Yippee!" Flashcards

Print lower-case letters on index cards; consonants in blue \& vowels in red. Include all letters of the alphabet and the 5 digraphs taught this year ( $c k, c h, t h, w h, s h$ ). Additionally, create the "Yippee!" guys on 12 more cards (These are silly shape people based on the geometric shapes learned in K. )

First go through the set with your child creating 2 piles. Pile 1 all letter cards where your child can state the letter name and sound without hesitation and those your child does not know concretely. Then use the 2D shapes cards, all known letter cards \& only 2 unfamiliar letter-cards. Flash the cards as usual. Tell an unknown letter/sound immediately (child should see AND hear its name). Once your child has mastered the 2 unfamiliar letter cards add 2 more cards from those set aside.

## VARIATIONS \& CHALLENGES:

1. Use the above deck for practice with letter-sounds.
2. Sight-words (words are in the newsletter \& in book nook box books).
3. C-V-C words (3-letter, short vowel words: i.e., cat, dog, mom, dad, big, fox, etc.)
4. Color words, number words, days of the week, months, etc.)

## "I Spy"

This is a great game because it can be played at almost any time, or any place.

1. Rhymes with _ . "Silly" words, or nonsense words, help with rhymes (i.e., Cooking? "I spy with my little eye, something that rhymes with "ticrowave".)
2. Begins with $\qquad$ .
3. Ends with $\qquad$ .
4. has $\qquad$ syllable "claps". Start with 1 \& 2 syllables; once mastered use 3.

## "Night-Light Letters"

1. Print letters (words) on $3 \times 5$ cards; hang randomly on the wall opposite your child's bed.
2. When it's time for "lights out", turn the flashlight ON!
3. Flash on a card.. say it (together if needed). Light off, then on a new card. Repeat for all.

REMEMBER use "known" cards \& only 2 "unknown" cards or it will be overwhelming!

## "Tic-Tac-Toe"

Play traditional tic-tac-toe, but use 2 letters (or a skill above), instead of $X, O$. Point out opportunities to "block" the opponent; as the kids become more familiar with this strategy, they can use it playing with classmates. Encourage proper letter formation when playing. You may use the laminated sheet enclosed with a dry erase marker or if you don't have a dry erase marker, make copies and use plain paper.

## "Match ~ NO Match"

16 cards: 8 pairs of letters (or Trick words)
NOTE: If playing with letter recognition, choose 6 known letter \& 2 unknown letters.
Similar to the traditional "Memory" game. Lay cards faced down, (4×4).

1. Turn 1st card over, place on table; name it.
2. Turn 2nd card over \& do the same.
3. Point to \& name each one again. Say, "NO Match" if they don't match \& turn back over. If they match say, "Match!", put both cards aside in a "match" pile, faced up.

## "Go Fish"

20-30 cards: 10-15 pairs of trick words
NOTE: Include no more than 2 unknown trick words.
Similar to the traditional "Go Fish" game.

1. Pass out 4-5 cards to each player.
2. They pair any words that match in their hand.
3. Thay ask other players for word card to make pairs with cards they have in their hand.
4. If the other player does not have a matching word card the player goes fish.

## "Trick Word Search"

Cut out an article from a newspaper or magazine and give your child a highlighter. Have them find and highlight trick words in the articles.

## "Tiddlywinks"

You need: tiddlywinks, a shirt box, pennies, and paper (match the size of the box). Make rows/columns on the paper (i.e., $4 \times 3$ on a regular sized sheet). Markers brighten it up!

Print (letters, numbers, sight words, cvc words, number or color words, etc.), 1 in each section. 1. Model how to use tiddlywinks to make them "pop" up. Have them practice a bit, first.
(This is great for strengthening small muscles in hands, used for writing!)
2. Once they're ready, take turns popping the tiddly wink into the box. It will land in one of the sections. Read the letter (or skill above).

NOTE: If practice is with $c-v-c$ words, use only ONE vowel per sheet. Also, after they read the word, have them tell you something they know about the word, using that word in a sentence.

## "Picture Sound Sort"

Give your child old magazines or some of the many catalogs that come in the mail at this time of year. Have them cut out photos of toys and other objects. Then on index cards or cut pieces of paper have them write lowercase letters (one on each piece of paper).
Now play a sound sort game with them.

- Sort the pictures by begin sound..
- Sort the pictures by the ending sound.
- Sort the pictures by the vowel sound. Long vs Short.


## "Sentence Puzzles"

Have your child write their trick words on index cards or colorful slips of paper. One word on each piece of paper. Have them build sentences with the words and draw pictures for the additional words they need. The can build the sentences like puzzles and read them to you.

## "Sentence Challenge Games"

- Write out sentences for your child using trick words and cvc words have them read them to you.
- Dictate sentences to your child and have them write them out. Etc. I like to go and play with my cat.
Ask your child "What does a good sentence need?" Make sure your child uses proper sentence structure. Uppercase letter at the beginning, finger spaces and punctuation.

