

Phonics Games for Beginning and Remedial Readers from
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Download, print, and cut out the **Animal Sound-Spelling and Consonant Blend Cards** on card stock for each student. Laminate first, if you want them to last (you will ☺).

Animal Sound-Spelling Card Design

The animal names of the 43 **Animal Sound-Spelling Cards** clearly connect to the 43 English phonemes (speech sounds). The sounds serve as the card titles, for example “long /a/.” Each card should be referred to by the animal name, written “as in _____” under the sound title. Below the animal names are the common spellings of the sound. Blanks indicate consonant sounds in the vowel sound-spelling cards, while blanks indicate vowel sounds in the consonant sound-spelling cards. Teach these animal card names, their sounds, and their sound-spellings to complete mastery: consonants (black cards), short vowels (green cards), long vowels (red cards), and vowel teams (violet cards). Have your students practice the content of these cards along with the Names, Sounds, and Spellings Rap. Warning... the rap *will* get stuck in your head.

Consonant Blend Card Design

The 45 **Consonant Blend Cards** represent the most common beginning and ending consonant combinations. An example word “as in _____” appears under the sound title. Blanks are listed before ending consonant blends e.g., _lm, to indicate that a vowel sound precedes. Use the Consonant Blend Cards to support instruction with the Animal Sound-Spelling Cards.

Easy Level Games

- Teacher shows the Animal Sound-Spelling Card; students say the name of the animal.
- Teacher shows the Animal Sound-Spelling Card; students say the sound.
- Teacher shows the Consonant Blend Card; students say the sound.
- Teacher shows the Animal Sound-Spelling Card; students read the spellings.
- 25 Card Name Bingo—Students pick 25 Animal Sound-Spelling Cards and arrange on a desk/table in 5 rows x 5 columns. Teacher says the animal name and students turn over the card, etc. First 5 in a row horizontally, vertically, or diagonally wins.

Medium Level Games

- Students spread out the Animal Sound-Spelling Cards face up. Teacher says the spelling; students pick the card.
- Students spread out the Animal Sound-Spelling Cards and Consonant Blend Cards face up. Teacher says the sound; students pick the card.
- Teacher spreads out the Animal Sound-Spelling Cards and Consonant Blend Cards face up on the overhead projector or table, arranged as a word. Teacher points to each card; students say the sound; then teacher has students blend the sounds.
- Teacher spreads out the Animal Sound-Spelling Cards face up on the overhead projector or table, arranged as a word. Teacher points to the card and students say the spellings.

- Teacher spreads out the Animal Sound-Spelling Cards and Consonant Blend Cards face up on the overhead projector or table, arranged as a word with one sound-spelling card missing. Students say the sound that is missing.
- Teacher spreads out the Animal Sound-Spelling Cards and Consonant Blend Cards face up on the overhead projector or table, arranged as an end rhyme. For example, place the **long i as in ibex** card, followed by the **dog** card to form the “ide” end rhyme. Students select onsets (the beginning letter or letters) from their own Animal Sound-Spelling Cards and Consonant Blend Cards to complete as many rhyming words as is possible.
- Teacher writes down a long vowel (yellow card) or a vowel team (black card) spelling from the Animal Sound-Spelling Cards. Students spread out the consonant cards (green) face up and the Consonant Blend Cards, then pick the card(s) that fits with the long vowel or vowel team to form a word.
- Word Jumble– Teacher spreads out the Animal Sound-Spelling Cards and Consonant Blend Cards face up on a center table or on the overhead projector that form a word, but in mixed order; students unscramble the word, placing the cards in the correct order.
- Teacher says the word; students find the beginning and ending sounds from their spread-out Animal Sound-Spelling Cards and Consonant Blend Cards that make up that word.
- 25 Card Sound Bingo–Students pick 25 Animal Sound-Spelling Cards and arrange on a desk/table in 5 rows x 5 columns. Teacher says the vowel sound and students turn over the card, etc. First 5 in a row horizontally, vertically, or diagonally wins.
- 25 Card Sound Bingo–Students pick 25 Consonant Blend Cards and arrange on a desk/table in 5 rows x 5 columns. Teacher says the consonant blend sound and students turn over the card, etc. First 5 in a row horizontally, vertically, or diagonally wins.
- Challenge the Teacher–A student says a word and the teacher must show the Animal Sound-Spelling Cards and Consonant Blend Cards within, say 30 seconds.

Difficult Level Games

- Teacher says the word; students show the Animal Sound-Spelling Cards and Consonant Blend Cards in order that represent the sounds.
- Teacher says the word; students point to each of the spellings on the Animal Sound-Spelling Cards and Consonant Blend Cards that make up that word.
- Teacher spreads out the cards face up on the overhead projector or table, arranged as a word with one Animal Sound-Spelling Card missing. Students say the missing spelling.
- Teacher spreads out the Animal Sound-Spelling Cards and Consonant Blend Cards face up on a center table or on the overhead projector, arranged as a base word. Teacher adds sight syllable prefixes and suffixes and students blend combinations.
- 25 Card Spelling Bingo–Students pick 25 cards and arrange on a desk/table in 5 rows x 5 columns. Teacher says the animal spelling and students turn over the card, etc. First 5 in a row horizontally, vertically, or diagonally wins.
- Word Challenge (one Animal Sound-Spelling Cards deck and one Consonant Blend Cards deck per group)–Students in mixed ability small groups have 10 minutes to form as many words as possible with the two decks.
- Theme Word Challenge (three sets of Animal Sound-Spelling Cards and Consonant Blend Cards per group)–Small groups have 20 minutes to form as many theme words as possible with the six decks. Try these themes: colors, sports terms, animals.