



Instructions for games:

1. Rummy in a Box

Deal out 7 cards to each player. Place the remaining cards in a pack, face down. Turn over the top card to start the game. Players sort their cards according to the matching sound (phoneme) and spelling choice (grapheme) in the top corner of the cards. Players take it in turns to pick up a card from the pack or from the card facing up and to throw away a card as in the game rummy. Players make pairs of cards with matching sounds and letters, by placing them down on the table. As they make a pair they should say the sound of the letters and the spelling choice represented by that sound i.e. /o/ sound as in **boat** and **coat**. The first person to get rid of all his/her cards, wins the game. Jokers may be used as substitutes for any sounds.

2. Snap in a Box

Deal out all the cards to the players. Players put down 1 card at a time simultaneously. If the sounds and letters in the top corner match, the players shout SNAP i.e. **clowd/frown** The first person to say snap wins all the cards that are down on the table. The winner is the person who has all the cards at the end of the game. As an alternative, you can play sound snap. The player shouts SNAP when the letters in the top corner match the same sound i.e. **hare/stair**; **fern/bird**

3. Matching pair in a Box

Place all the cards face down on the table. (or choose a smaller amount of cards ensuring that there are matching pairs for each sound and spelling choice).

Players take it in turns to turn over 2 cards and name the sound that is in the top corner and the letters that made that sound. If the sounds and letters match, the player keeps the pair and plays again. If there is no match, he/she places the cards back in the same place. The player with the most pairs wins the game.

4. Fish in a Box

Hand out 7 cards to each player and place the remaining cards face down in a pack. Players sort their cards according to matching sounds and spelling choices at the top of the cards. Players may put pairs of cards down on the table with matching sounds and spelling choices i.e. **boy/toy**; **deer/beer**; **chop/couch**. Players take it in turns to ask any other player for a card with a specific sound and spelling choice i.e. "Do you have a card with the /e/ sound as in **teach**?" If that player has a card with that sound, he/she must hand it over. If the player does not have the card, he tells the opponent to "Go and Fish". The opponent then picks up a card from the pack of cards on the table. The person who gets rid of all his cards 1st wins or you can play that the person who has the most pairs wins.

5. Rhyme in a Box

Play the game as in Match a Pair, but look for rhyming pairs of words. You can emphasise that some words may rhyme but they have different spelling choices i.e. **bee/me**

As an alternative, each player takes it in turns to make up silly sentences using the rhyming words.